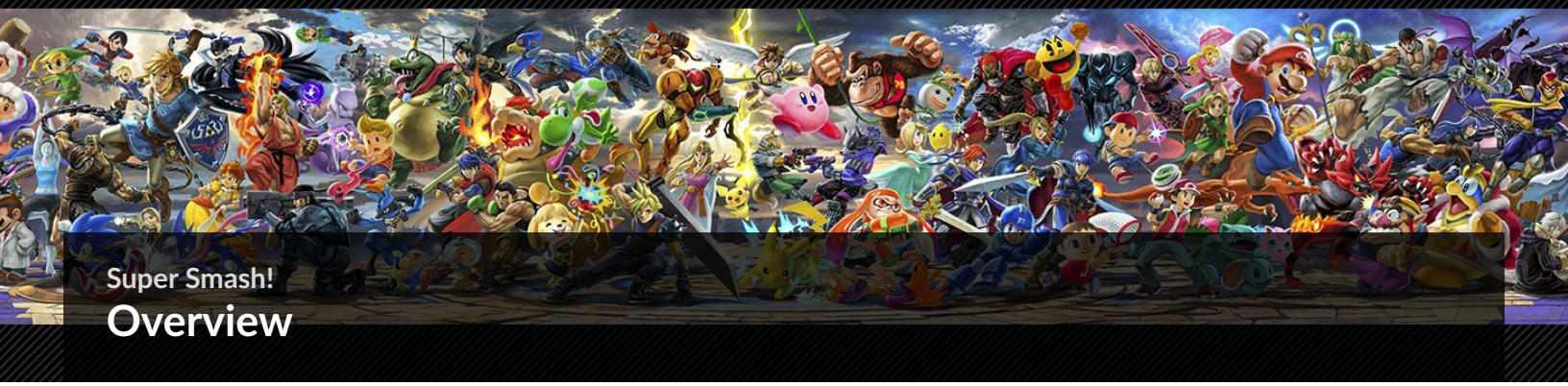


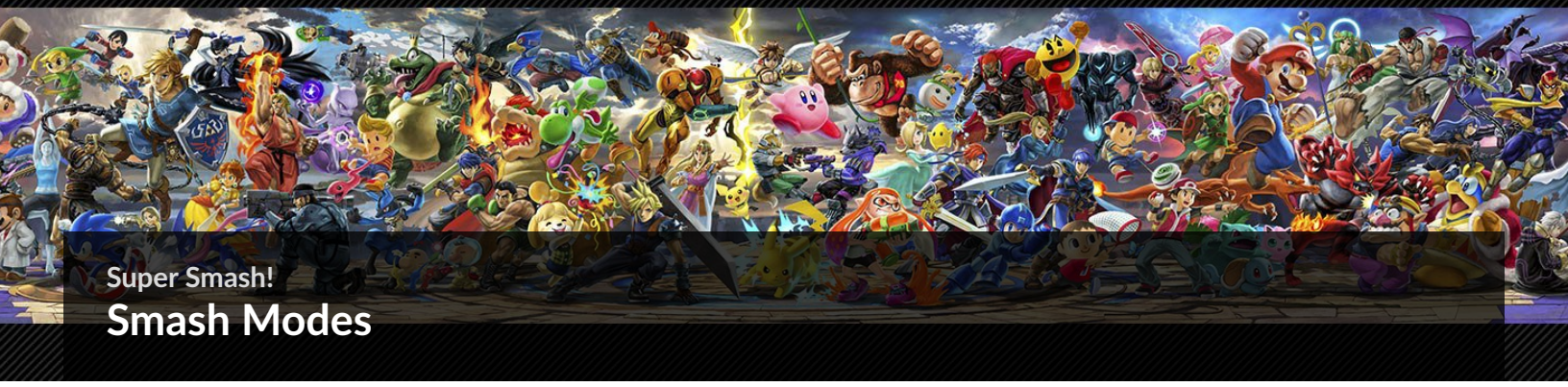
Super Smash!

Overview

SuperSmashBros.Ultimate crashes into the Nintendo Switch with the biggest cast of fighters, suite of stages, and bushel of items not just in the history of Nintendo's crossover platform fighter, but also of any major fighting game release of any kind. The endlessly flexible matchups, stage configurations, and battle modes are joined by Adventure Mode, a sprawling adventure that starts with lonely Kirby in a desolate land, all odds stacked against him. If that's not enough, enjoy in excess of 900 music tracks inspired by decades of videogaming's standard-bearers. This game is a celebration, like *SuperMarioOdyssey* before it, a piece of media that could only exist from a creator like Nintendo.

About This Guide

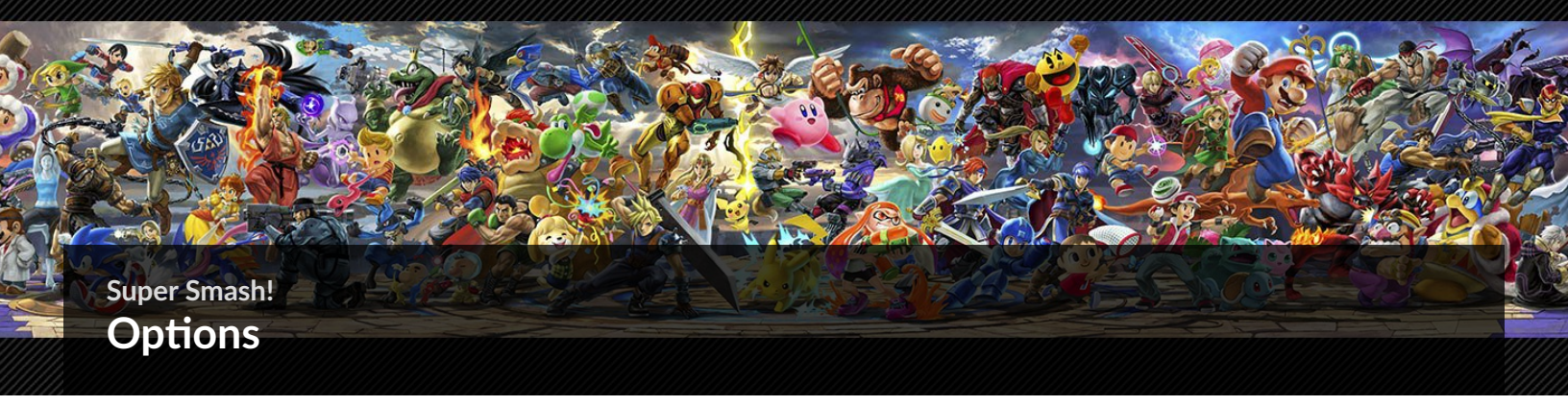
This guide's purpose is to help you understand what really goes into coming out on top in *Smash* combat, so that you'll be prepared no matter which mode you're playing in. To that end, and considering the incredible cast, the vast bulk of the book is given over to in-depth breakdowns of each fighter's moves and approach. For extra reference, see chapters breaking down all stages, battle items, and unlockable Challenges. And for clearing up any combat concepts or unfamiliar terms, head to the *Ultimate* Glossary, a comprehensive breakdown of all things *Smash*!



Super Smash!

Smash Modes

Right there on the top menu you'll find Smash, the direct portal to quick matches of all kinds. Throw together two to eight fighters at once (human or CPU), pick a stage, set items and rules as desired, and go nuts. You can save different custom rulesets for convenience, quickly accessing favorite setups. If you have a good-sized group to play with, make a stop in Control Options first so everyone can set up a personal controller profile, which can then be set at the fighter select screen. This greatly simplifies things when controllers start getting passed around or players swap in and out. Set up a multiplayer tourney, or a multifighter Squad Strike battle, with 3v3 or 5v5 face-offs possible. There are some zany modes too, whether dueling at 300% damage all the time in Super Sudden Death, running the table on the entire roster in Smashdown, or setting up truly zany gameplay in Custom Smash.

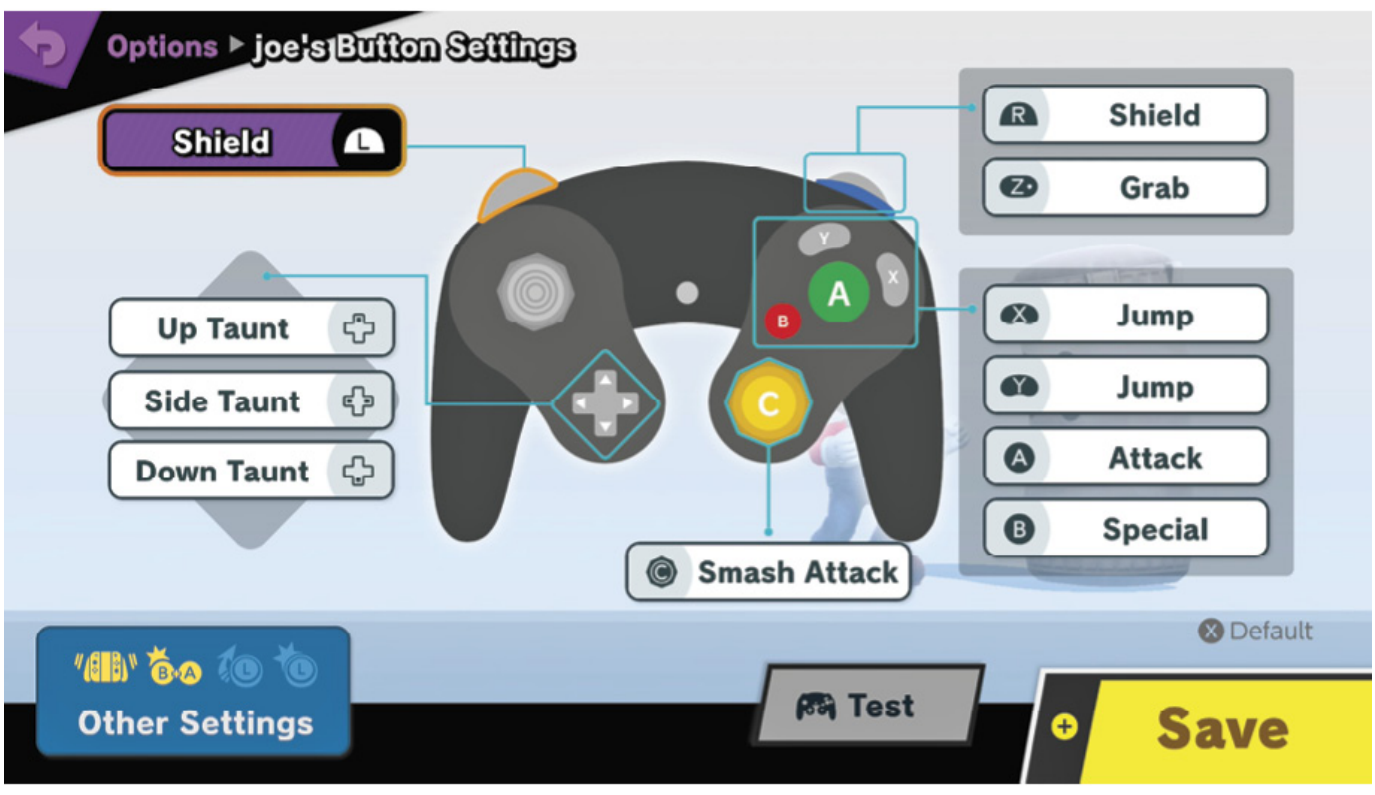


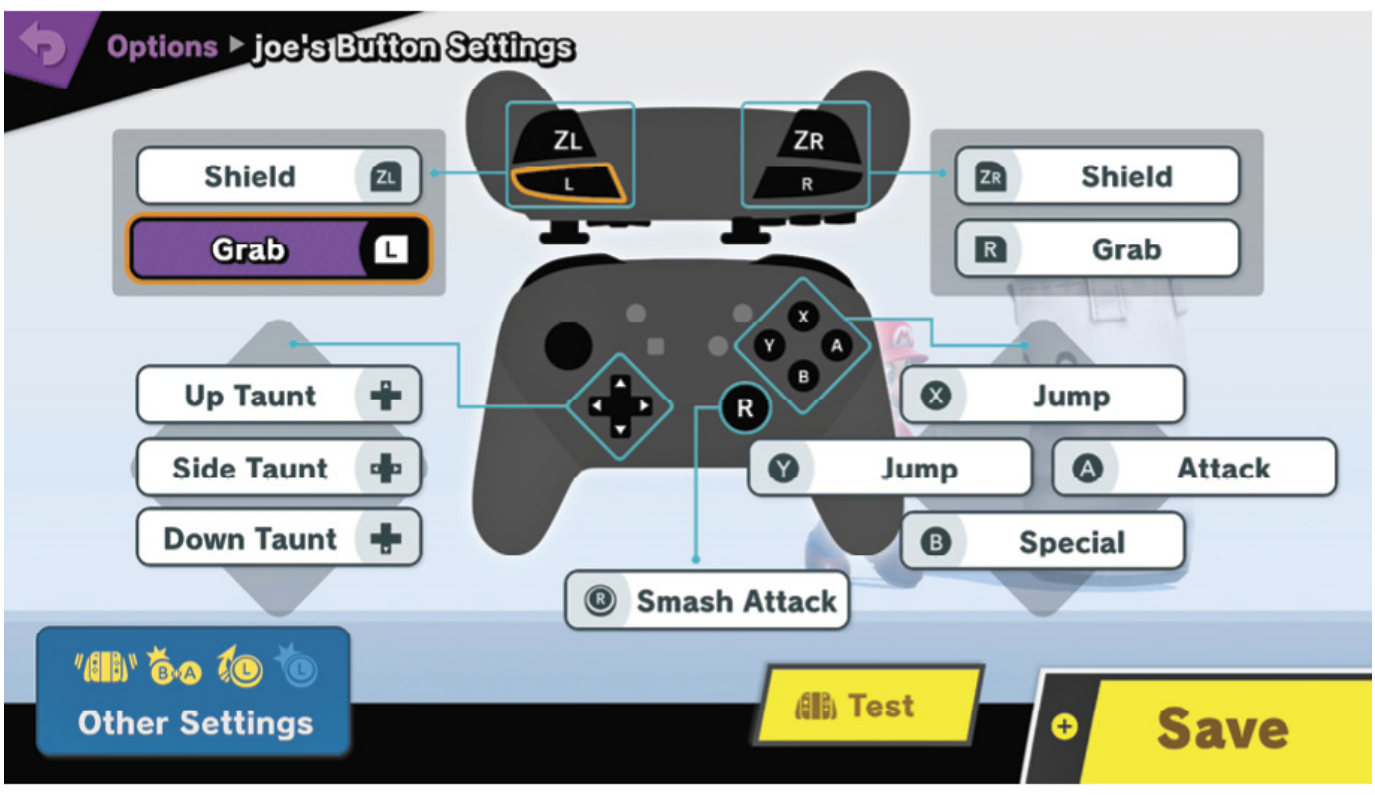
Super Smash!

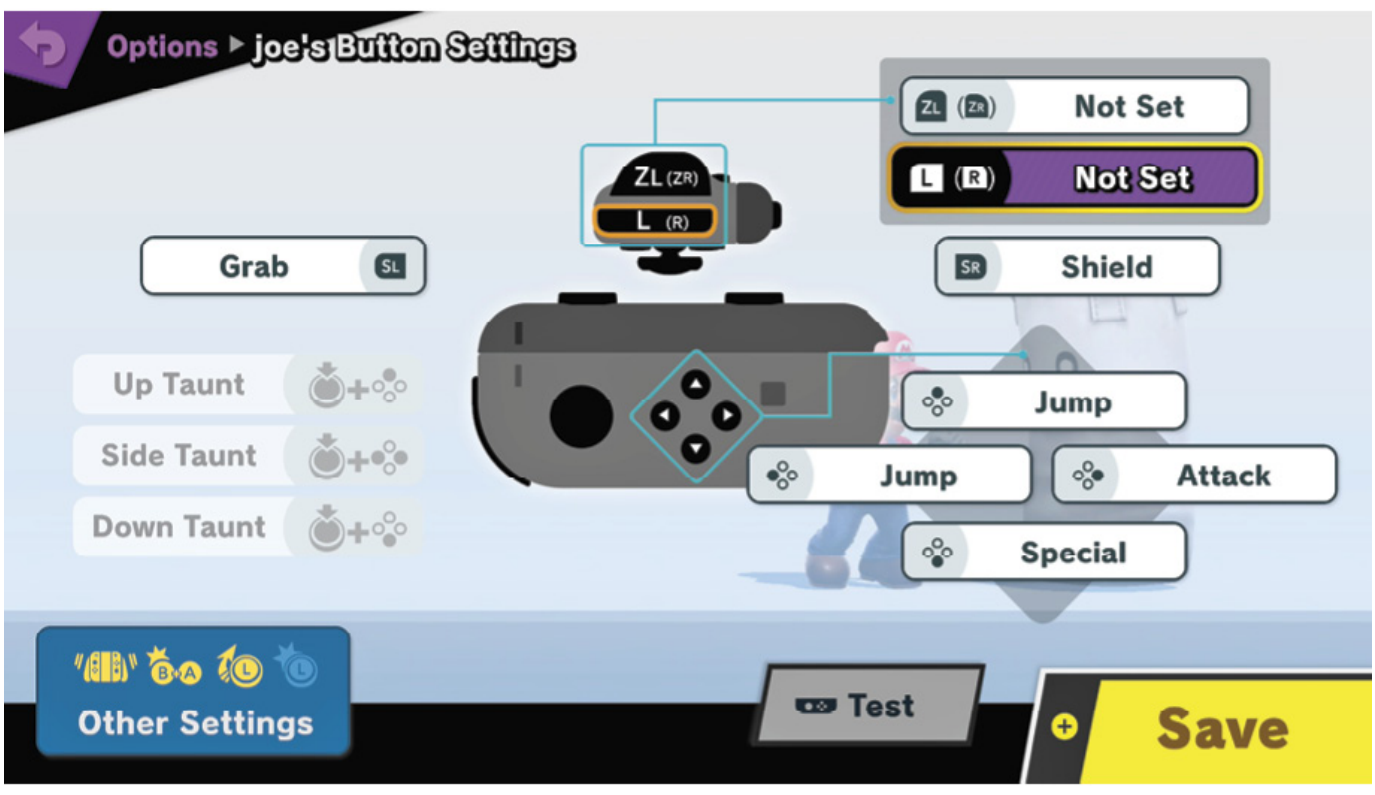
Options

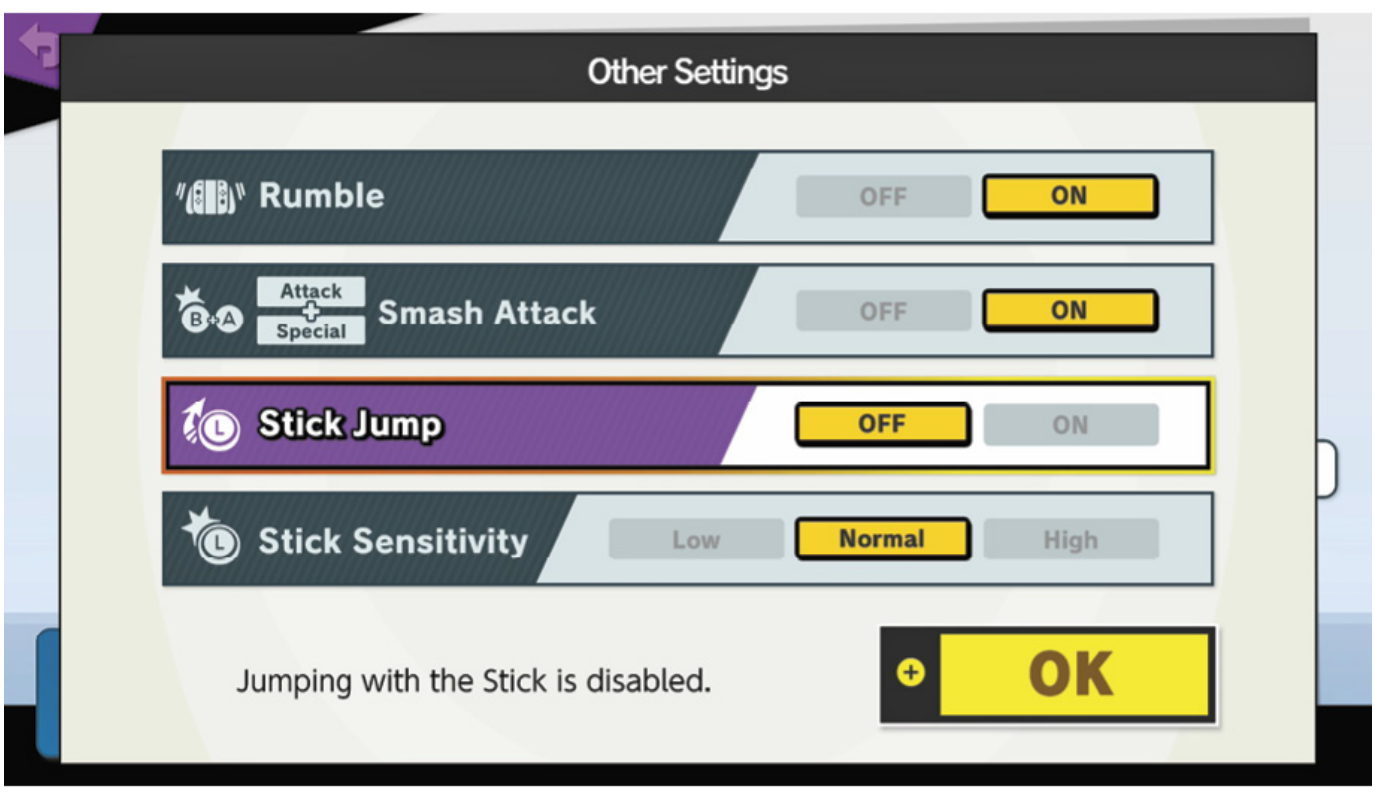
Find Options in the Dashboard accessed with ZR, alongside Local Wireless multiplayer and Game News, among other useful at-a-glance selections.

In the Options menu you can adjust various general game settings. Set custom rulesets and balance, how Echo Fighters are displayed on select screens, the size of the game's radar for offscreen fighters, and whether teammates are highlighted in online or local play. Options for the game's audio, brightness, online play, and language settings are also here.









Controls are the most important part of Options though. Here you can configure everything about controls, down to different setups for different pads—adjust depending on whether you're using Joy-Con, a Pro Controller, or a GameCube pad (which works whether it's a new Switch GameCube pad emulating the classic console's controls, or it's an *actual* GameCube pad, using a GameCube controller adapter for Switch).

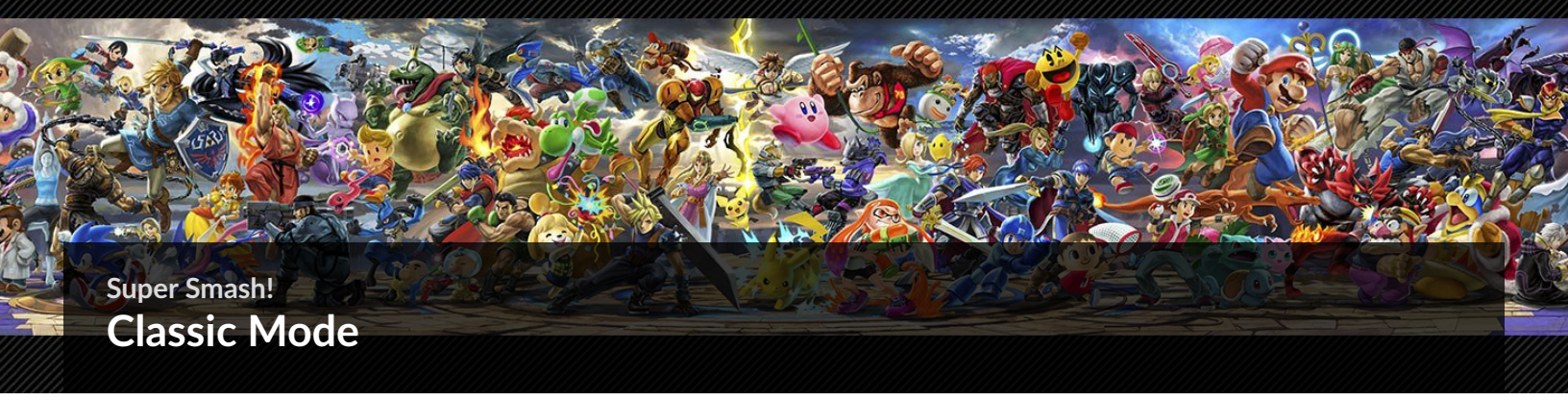
Adjust anything about the default scheme you like. Beyond the obvious question of where you want your buttons, some less obvious things to consider, which will be highly personal:

How sensitive you want the control stick to be when registering controller flicks—how fast you have to tilt the stick fully to the side to register dashes, smashes, and smash-like item throws and specials, versus nudging it for walking, tilts, and slower item throws.

What you want to use the C-stick (or right analog stick) for. By default it's set to activate smash attacks on the ground. If you have difficulty pulling off tilt moves in a pinch, but no trouble with smash moves, for example, then setting this to tilt instead covers up an execution gap in your game. In either case, the C-stick will also work in midair to produce air moves, which can also be very useful to make execution more consistent. Considering how important the control stick is just for moving your fighter around precisely, offloading both the need for a control stick direction and an Attack button input to the C-stick makes some things much easier to do consistently.

Whether you want an upward control stick input to jump. In general, it's cleaner to disable this, so you don't get errant jumps going for up tilts and up smashes, and errant midair jumps going for up air attacks. You'll almost certainly have a jump button assigned, making this redundant anyway.

The option to make lots of different controller profiles exists, so if you get a group together everyone can make sure they get their preferred settings no matter which controller they end up with.



Super Smash!

Classic Mode

A quick and satisfying rush through six battles, with a bonus stage and ending with a boss fight. The layout of lead-up fights is unique to every fighter, offering all kinds of interesting and humorous scenarios. And there are a bunch of potential boss fights possible depending on the current fighter. The classic *Super Smash Bros.* bosses return—Crazy Hand and Master Hand. There's Bowser (and Giga Bowser!), chief baddie of Mario's world. There's Mario…if you're playing as Bowser! *Monster Hunter*'s Rathalos is a potential boss, and Kirby's foe Marx, and the Belmonts' immortal nemesis Dracula! Galleom returns from the Subspace Emissary mode of *Super Smash Bros .Brawl*. Ganon's here to face off against various Links. And there are interesting cross-franchise matchups, like Bayonetta facing off against Palutena. The list goes on and on.

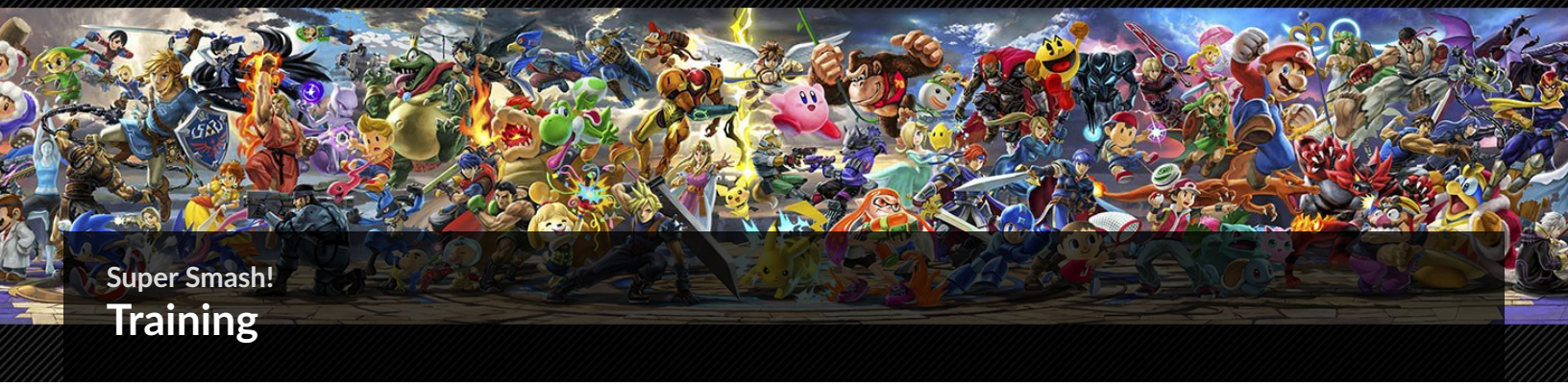
All the variety provides plenty of reason to tackle Classic Mode with many fighters, not to mention the scoring challenge. When starting Classic Mode you can choose your Intensity, basically difficulty, 2.0 by default. Increasing it pumps up the difficulty of CPU enemies, but also increases the potential points earned. Winning battles quickly and without taking damage will earn great scores; losing and being forced to spend a Ticket or Gold to continue is ruinous for chasing high scores.

Winning stages cleanly without continuing earns big gains in Intensity. The difficulty goes up the better you do and so do the rewards. Many Challenges are unlocked by accomplishing various things in Classic Mode, some involving various Intensity challenges, others with things like piling up KOs on Pokémon or *Fire Emblem* fighters.

Persevering in Classic Mode earns bragging rights for high score, along with Gold, and plenty of items and spirits for Adventure Mode. If you haven't unlocked all the fighters, each Classic Mode playthrough affords one more crack at a new brawler.

UNLOCKING FIGHTERS

Only a few fighters are available at first. The rest must be unlocked, but luckily there are multiple ways to do that. All locked fighters can be unlocked by playing through Adventure Mode, *Super Smash Bros. Ultimate*'s sprawling adventure. Otherwise, each time you finish Classic Mode, at the very end, a hidden fighter will approach and challenge you. Win this fight to unlock that fighter. You can also unlock fighters by using Smash inputs! Inputs from human players count toward the totals needed to unlock certain fighters, so the more often you play with others, the faster these unlock. Eventually, whether playing Adventure Mode or Classic Mode, all fighters are unlocked for use.



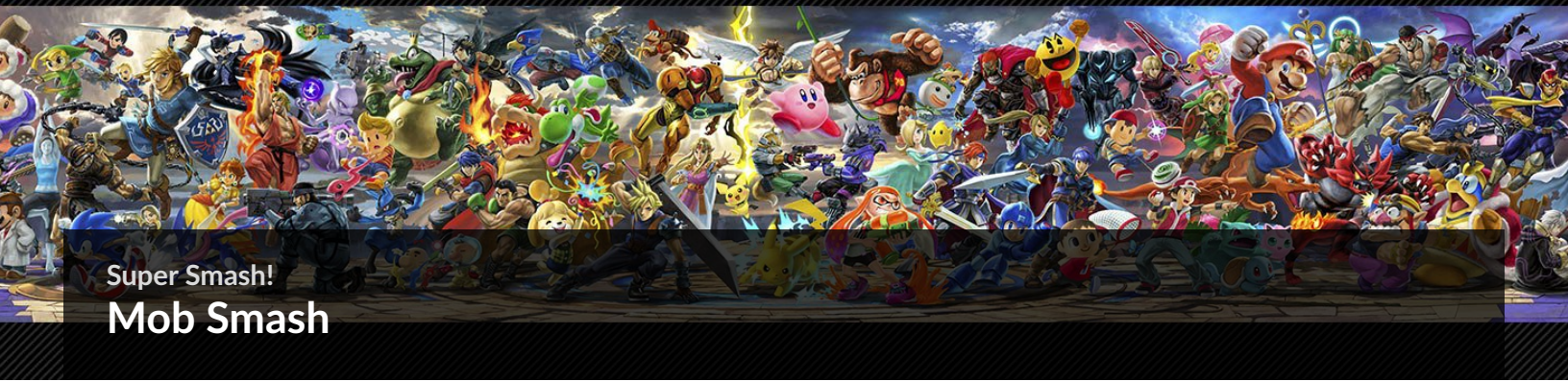
Super Smash!

Training

Training mode lets you stage and practice any scenario you can think of. The unique Training Stage available in this mode simulates a Battlefield environment and an Omega environment side by side, complete with a background grid and launching lines to show potential knockback. There are useful features in here for checking out stuff at a frame-by-frame level and playing at reduced speeds, great for experimentation. You can even display the intangibility and invincibility on moves, and spawn any item at will. You can adjust damage percentages on CPU dummies in here, and even lock damage at a certain percent if you'd like to try a very specific thing repeatedly.

When training, you'll want an environment that matches how you usually play, so the damage reflected will be accurate. If you usually play one-on-one, focus on organized competitive scenes, leave a single CPU dummy. Damage will reflect the 120% damage multiplier, new to one-on-one matches in *Super Smash Bros. Ultimate*. If you usually play in modes with more than two players, add at least one extra CPU dummy, which uses base damage values. These are what you'll find in this guide, so multiply any figure by 1.2 for its 1v1 value.

If you're using Training mode to test combos, remember to *disable* locked percentages. In real matches, damage accumulates right alongside hits, with each successive hit having to compensate for increasing knockback. If you try out sequences in Training with damage locked, it's possible to produce cool combos that don't actually work. (Not that we ever accidentally did this producing this guide or anything. Definitely not.)

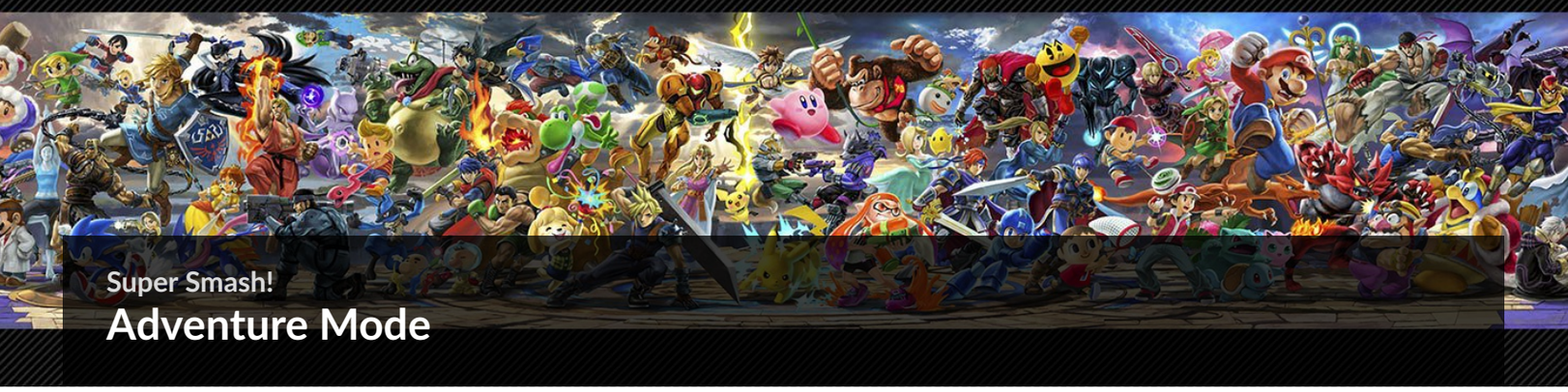


Super Smash!

Mob Smash

Like every *Smash* game since *Super Smash Bros. Melee*, there are variations of a "multi-man mode." There are three ways to face off against tremendous amounts of foes, all amounting to variations of a survival mode. In Century Smash, you'll fight a seemingly endless army of Mii Fighters. All-Star Smash is back from *Super Smash Bros. for 3DS/WiiU*, leading you through a gauntlet of every *Smash* fighter, now greatly bolstered with the roster additions of *Ultimate*! Finally, Cruel Smash is what it sounds like: a brutal challenge against waves of powered-up foes.

Aside from the fun of going against dozens and dozens of fighters in a row, and the usefulness of being forced to get better at shielding and dodging attacks, there are also a bunch of Challenges tied to playing Mob Smash battles alone. (Check out the Games & More section of the Challenges chapter for details.)

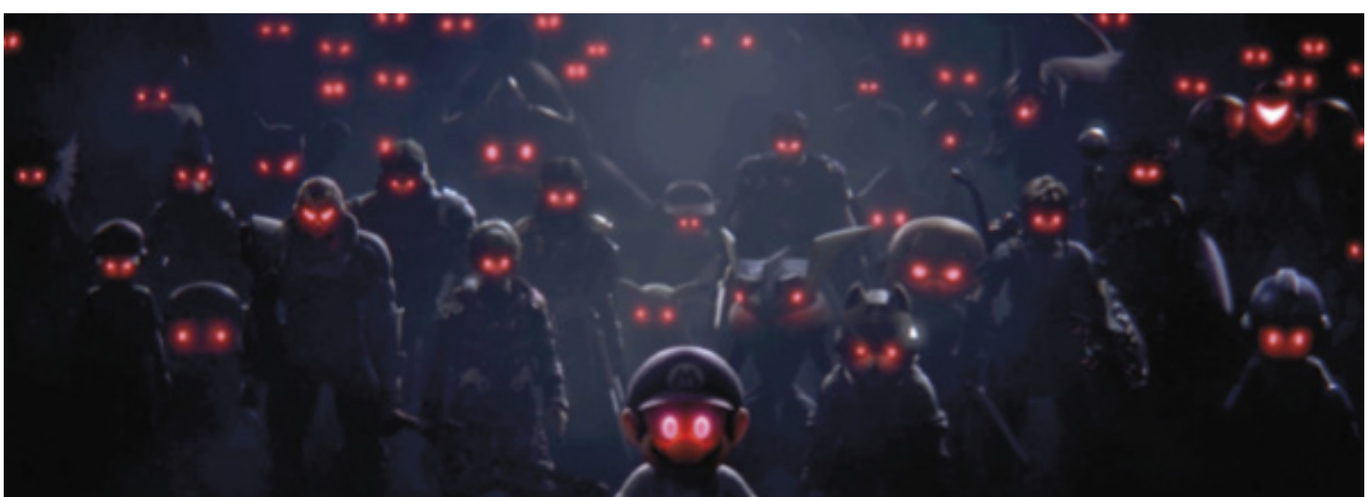


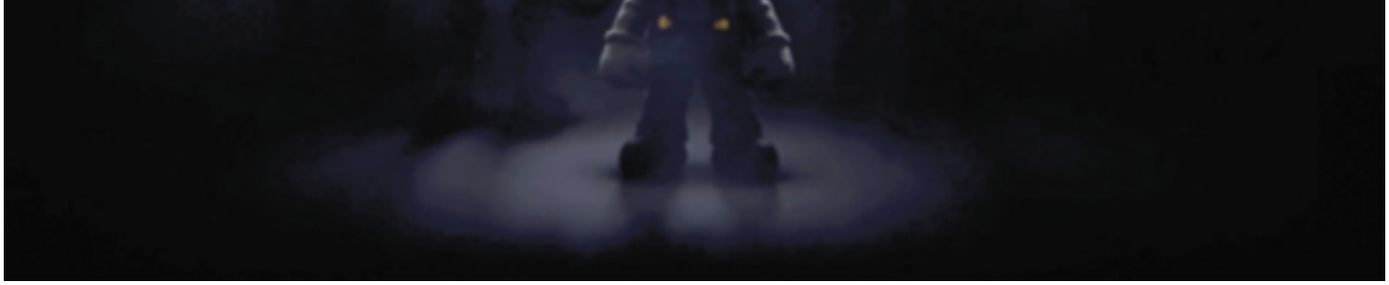
Super Smash!

Adventure Mode

This is all new to *Super Smash Bros. Ultimate*. The sinister force Galeem assaults the heroes in horrifying fashion, decimating not just the battlefield but the world! And that's just the *beginning*. The only survivor of Galeem's attack is Kirby. He sets off across a jumbled and ruined world, uncertain of what he'll find in the cataclysm's wake.

Allies extinguished by Galeem at the outset were kidnapped and are now having their essences copied, made into hordes of soulless puppets. Bystanders to the battle, engulfed in the expanding aftermath, were rendered into ghostly spirits and forced to control these puppets, giving Galeem a shadow army to spread across the world.



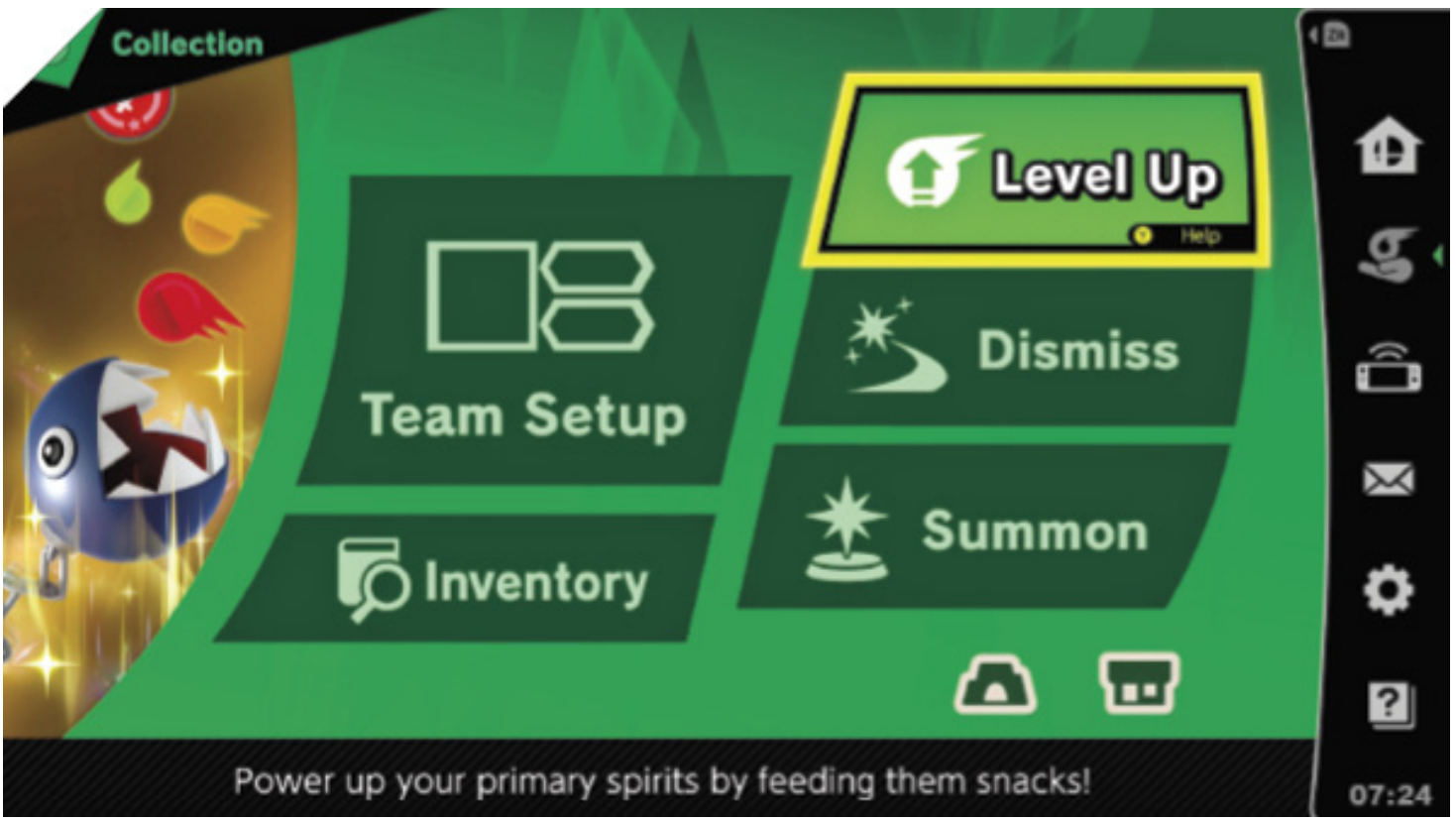


As Kirby makes his way in the world, he'll encounter these spirit-driven puppets, forced into mortal combat. Victories uncover more of the map, along with earning usable items and currencies. Defeating puppets also releases the spirits within, who will join Kirby!

SPIRIT TEAMS

Acquired spirits can be equipped almost like gear, having bonus effects on a fighter's combat or exploration abilities. A primary spirit must be set first, then support spirits can be equipped as well to enhance it. Primary spirits can be trained in the Gym and Dojo, almost like Pokémon in daycare, raising the spirit's abilities as you continue exploring and defeating Galeem's puppets.

If you're not sure which spirits to equip, the Y button can be used to auto-select a team, optimizing for current encounters. A recommended build for each fighter is also compiled here, straight from the testers at Nintendo!



NINTENDO'S RECOMMENDED SPIRIT TEAMS

FIGHTER	PRIMARY	SUPPORT 1	SUPPORT 2	SUPPORT 3	DETAILS
Bayonetta	Chun-Li	Rock Mario	Revali	Shine Sprite	Improves overall physical strength, projectiles, and all special move power.
Bowser	Chun-Li	Weezing	Shine Sprite	Victini	Improves overall physical strength, fire attacks, all special move power, and smash attacks become faster and stronger.
Bowser Jr.	Dark Daroach	Shine Sprite	Victini	Revali	Improves fire and explosion attacks, all special move power, projectiles, and smash attacks become faster and stronger.
Captain Falcon	Dark Daroach	Weezing	Rathalos	Rock Mario	Improves fire and explosion moves, air attacks, and overall physical strength.
Chrom	Alucard	Hard Man	Reaper & Reapette	Ezlo	Improves sword and weapon attacks, side special power, and vertical launch power.
Cloud	Alucard	Hard Man	Rathalos	Shine Sprite	Improves sword and weapon attacks, air attacks, and all special move power.
Corrin	Alucard	Hard Man	Reaper & Reapette	Wooper	Improves sword and weapon attacks, side special power, and water and ice attacks.
Daisy	Dixie Kong & Kiddy Kong	Mona	Rathalos	Beat	Improves the power of throwing Items, down special power, and air attacks.
Dark Pit	Sirius	Rathalos	Reaper & Reapette	Zapfish	Improves weapon attacks, air attacks, side special power, and electric attacks.
Dark Samus	Isaac (Dark Dawn)	Chozo Statue	Fi	Weezing	Improves energy attacks and defense, fire attacks, and neutral special power.
Diddy Kong	Chun-Li	Rock Mario	Cappy	Rathalos	Improves overall physical strength, grab and throw power, and air attacks.
Donkey Kong	Hoopa (Unbound)	Ricky	Piston Hodo	Ezlo	Improves overall punching power and vertical launch power.
Dr. Mario	Giga Mac	Ricky	Rock Mario	Victini	Improves overall punching power, physical strength, and smash attacks become faster and stronger.
Duck Hunt	Dark Daroach	Shine Sprite	Rock Mario	Revali	Improves fire and explosion attacks, all special movepower, overall physical strength, and projectiles.
Falco	Chun-Li	Mimicutie	Rathalos	Beat	Improves overall kicking power and air attacks.
Fox	Waluigi	Mimicutie	Rathalos	Beat	Improves overall kicking power and air attacks.
Ganondorf	Chun-Li	Wolfen	Rock Mario	Victini	Improves overall physical strength, has increased shield damage, and smash attacks become faster and

					stronger.
Greninja	Ruto	Reaper & Reapette	Wooper	Fi	Improves water and ice attacks, side special power, and neutral special power.
Ice Climbers	Sirius	Wooper	Shine Sprite	Rock Mario	Improves weapon attacks, water and ice attacks, all special move power, and overall physical strength.
Ike	Alucard	Hard Man	Shine Sprite	Victini	Improves sword and weapon attacks, all special move power, and smash attacks become faster and stronger.
Incineroar	Donkey Kong & Lady	Rock Mario	Weezing	Reaper & Reapette	Improves grab and throw power, fire and explosion moves, overall physical strength, and side special power.
Inkling	Ruto	Wooper	Rock Mario	Revali	Improves water and ice attacks, overall physical strength, and projectiles.
Isabelle	Wolf Link & Midna	Shine Sprite	Fi	Reaper & Reapette	Improves dash attack power, side special power, neutral special and all special move power.
Jigglypuff	Waluigi	Rathalos	Beat	Mimicutie	Improves overall kicking power and air attacks.
Ken	Waluigi	Mimicutie	Weezing	Shine Sprite	Improves overall kicking moves, fire and explosion attacks, and all special move power.
King Dedede	Sirius	Shine Sprite	Wind Fish	Hard Man	Improves weapon attacks and all special move power.
King K. Rool	Hoopa (Unbound)	Ezlo	Revali	Shine Sprite	Improves vertical launch power, projectiles, and all special move power.
Kirby	Chun-Li	Weezing	Fi	Reaper & Reapette	Improves physical strength, fire attacks, and an increase in standard and side special power.
Link	Sirius	Shine Sprite	Wind Fish	Hard Man	Improves weapon attacks and all special move power.
Little Mac	Giga Mac	Piston Hodo	Victini	Balrog	Improves overall punching power, neutral special power, and smash attacks become faster and stronger.
Lucario	Rodin, the Infinite One	Merric	Yama	Pyukumuku	Improves all moves at high damage percentage and Aura Attack power.
Lucas	Tabuu	Shine Sprite	Psyduck	The Skull	Improves the power of PSI attacks and all special move power.
Lucina	Alucard	Hard Man	Reaper & Reapette	Wolfen	Improves sword and weapon attacks, side special power, and has increased shield damage.
Luigi	Donkey Kong & Lady	Shine Sprite	Rock Mario	Rathalos	Improves the power of grabs and throws, overall physical strength, and air attacks.
Mario	Chun-Li	Ricky	Rock Mario	Weezing	Improves physical strength, overall punching power, and fire attacks.

Marth	Alucard	Hard Man	Reaper & Reapette	Wolfen	Improves sword and weapon attacks, side special power, and has increased shield damage.
Mega Man	Dark Daroach	Chozo Statue	Shine Sprite	Revali	Improves fire and explosion attacks, projectiles, and all special attack power.
Meta Knight	Alucard	Hard Man	Rathalos	Beat	Improves sword attacks, weapon attacks, and air attacks.
Mewtwo	Tabuu	Psyduck	The Skull	Fi	Improves the power of PSI attacks and neutral special power.
Mr. Game & Watch	Sirius	Hard Man	Rathalos	Reaper & Reapette	Improves weapon attacks, air attacks, and side special power.
Ness	Tabuu	Shine Sprite	Psyduck	The Skull	Improves the power of PSI attacks and all special move power.
Olimar	Chun-Li	Rathalos	Julius Belmont	Reaper & Reapette	Improves overall physical strength, air attack power, and side special power.
PAC-MAN	Dixie Kong & Kiddy Kong	Rock Mario	Shine Sprite	Cappy	Improves throwing item power, overall physical strength, grab and throw power, and all special move power.
Palutena	Marx (True Form)	Revali	Shine Sprite	Victini	Improves all magic attacks, projectiles, all special move power, and smash attacks become faster and stronger.
Peach	Dixie Kong & Kiddy Kong	Mona	Rathalos	Beat	Improves the power of throwing Items, down special power, and air attacks.
Pichu	Fawful	Zapfish	Rock Mario	Shine Sprite	Improves all electric attacks, overall physical strength, and all special move power.
Pikachu	Fawful	Zapfish	Rock Mario	Shine Sprite	Improves all electric attacks, overall physical strength, and all special move power.
Pit	Sirius	Rathalos	Reaper & Reapette	Shine Sprite	Improves weapon attacks, air attacks, and all special move power.
Pokémon Trainer	Chun-Li	Shine Sprite	Rathalos	Reaper & Reapette	Improves overall physical strength, all special move power, and air attacks.
R.O.B.	Dark Daroach	Rock Mario	Rathalos	Shine Sprite	Improves fire and explosion moves, overall physical strength, air attacks, and all special move power.
Richter	Sirius	Shine Sprite	Weezing	Reaper & Reapette	Improves weapon attacks, fire and explosion moves, and all special move power.
Ridley	Chun-Li	Weezing	Rathalos	Shine Sprite	Improves overall physical strength, fire and explosion attacks, air attacks, and all special move power.
Robin	Marx (True Form)	Wanda	Shine Sprite	Zapfish	Improves all magic attacks, all special move power, and electric attacks.

Rosalina & Luma	Chun-Li	Shine Sprite	Fi	Rock Mario	Improves overall physical strength and all special move power.
Roy	Alucard	Hard Man	Reaper & Reapette	Weezing	Improves sword and weapon attacks, side special power, and fire attacks.
Ryu	Giga Mac	Ricky	Weezing	Shine Sprite	Improves overall punching power, fire and explosion attacks, and all special move power.
Samus	Isaac (Dark Dawn)	Chozo Statue	Fi	Weezing	Improves energy attacks and defense, fire attacks, and neutral special power.
Sheik	Chun-Li	Rathalos	Beat	Mona	Improves overall physical strength, air attacks, and down special power.
Shulk	Alucard	Victini	Rathalos	Shine Sprite	Improves sword attacks, air attacks, all special move power, and smash attacks become faster and stronger.
Simon	Sirius	Shine Sprite	Weezing	Reaper & Reapette	Improves weapon attacks, fire and explosion moves, and all special move power.
Snake	Dark Daroach	Weezing	Chozo Statue	Shine Sprite	Improves fire and explosion atacks, projectiles, and all special attack power.
Sonic	Beast Ganon	Rock Mario	Rathalos	Mona	Improves overall physical strength, air attacks, down special power, and turns Dashing into an attack.
Toon Link	Sirius	Shine Sprite	Wind Fish	Hard Man	Improves weapon attacks and all special move power.
Villager	Chun-Li	Fi	Shine Sprite	Revali	Improves overall physical strength, neutral special strength, overall special attack strength and Shooting Attack strength.
Wario	Giga Mac	Ricky	Rock Mario	Mona	Improves overall punching power, physical strength, and down special power.
Wii Fit Trainer	Chun-Li	Fi	Rock Mario	Rathalos	Improves overall physical strength, neutral special power, and air attacks.
Wolf	Chun-Li	Ricky	Rathalos	Reaper & Reapette	Improves overall physical strength, punching power, air attacks, and side special power.
Yoshi	Waluigi	Mimicutie	Rathalos	Beat	Improves overall kicking power and air attacks.
Young Link	Sirius	Shine Sprite	Wind Fish	Hard Man	Improves weapon attacks and all special move power.
Zelda	Marx (True Form)	Wanda	Reaper & Reapette	Victini	Improves all magic attacks, side special power, and smash attacks become faster and stronger.
Zero Suit Samus	Chun-Li	Mimicutie	Rathalos	Tails	Improves overall physical strength, kicking power, and air attacks.

UNLOCKING NEW FIGHTERS

While navigating overland maps between battles, you may realize you're about to encounter one of Kirby's old friends, a captured brawler now shackled to produce puppets in their likeness. Victory in these fights releases the ally from Galeem's grasp, getting them to Kirby's side and unlocking them in all game modes!

By playing through Adventure Mode, you'll eventually unlock access to every fighter available. Fighters can also be unlocked by completing Classic Mode.

SKILL TREE

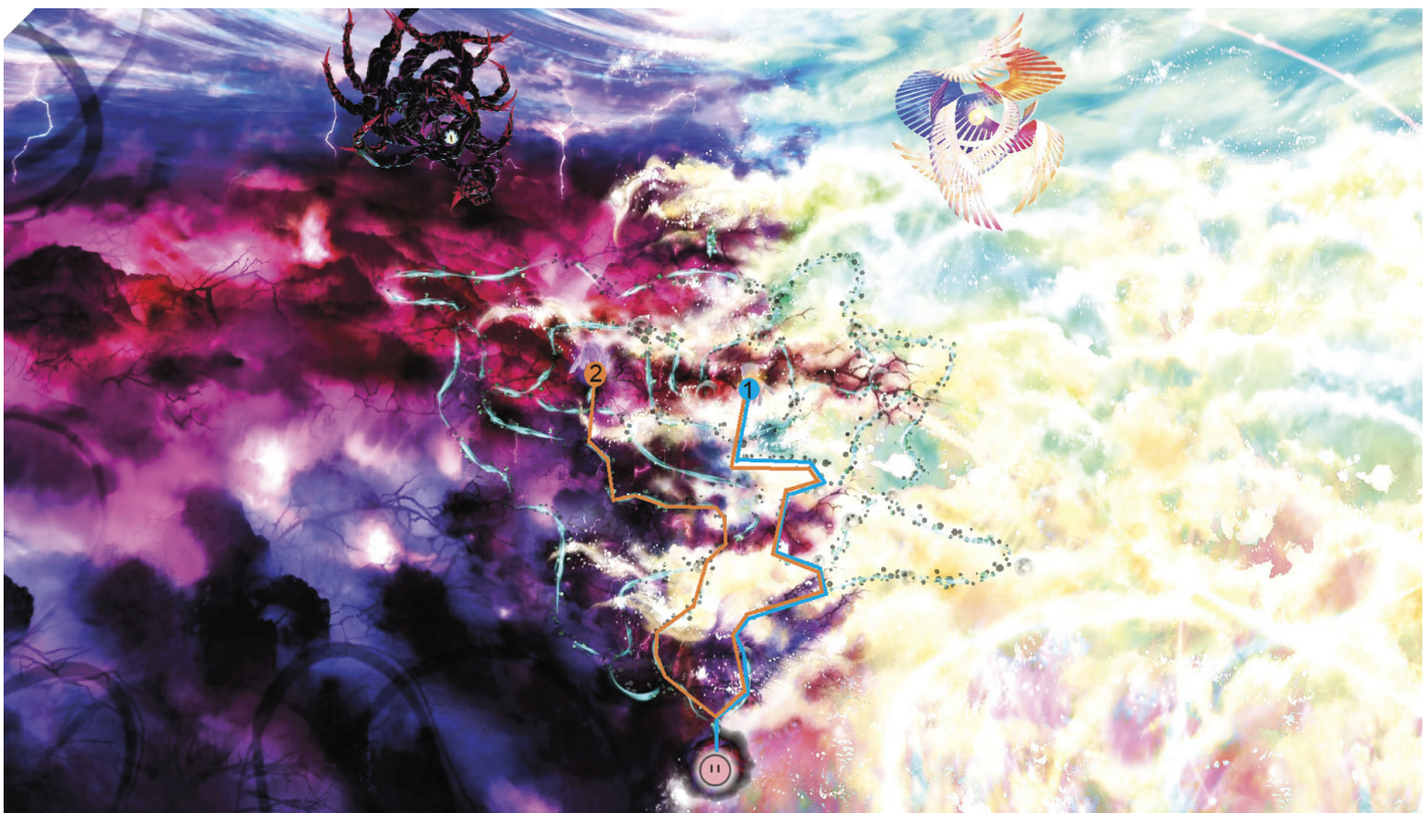
On top of boosting abilities through equipped spirits, a fighter's power can also be enhanced via the Skill Tree. A currency known as skill spheres is used here to unlock tiles on the tree, earning uncovered boosts. A combination of solid, leveled-up spirit teams with skill tree unlocks helps prep the growing team of allies for the long road and challenging fights ahead.

MAPS AND PATHS

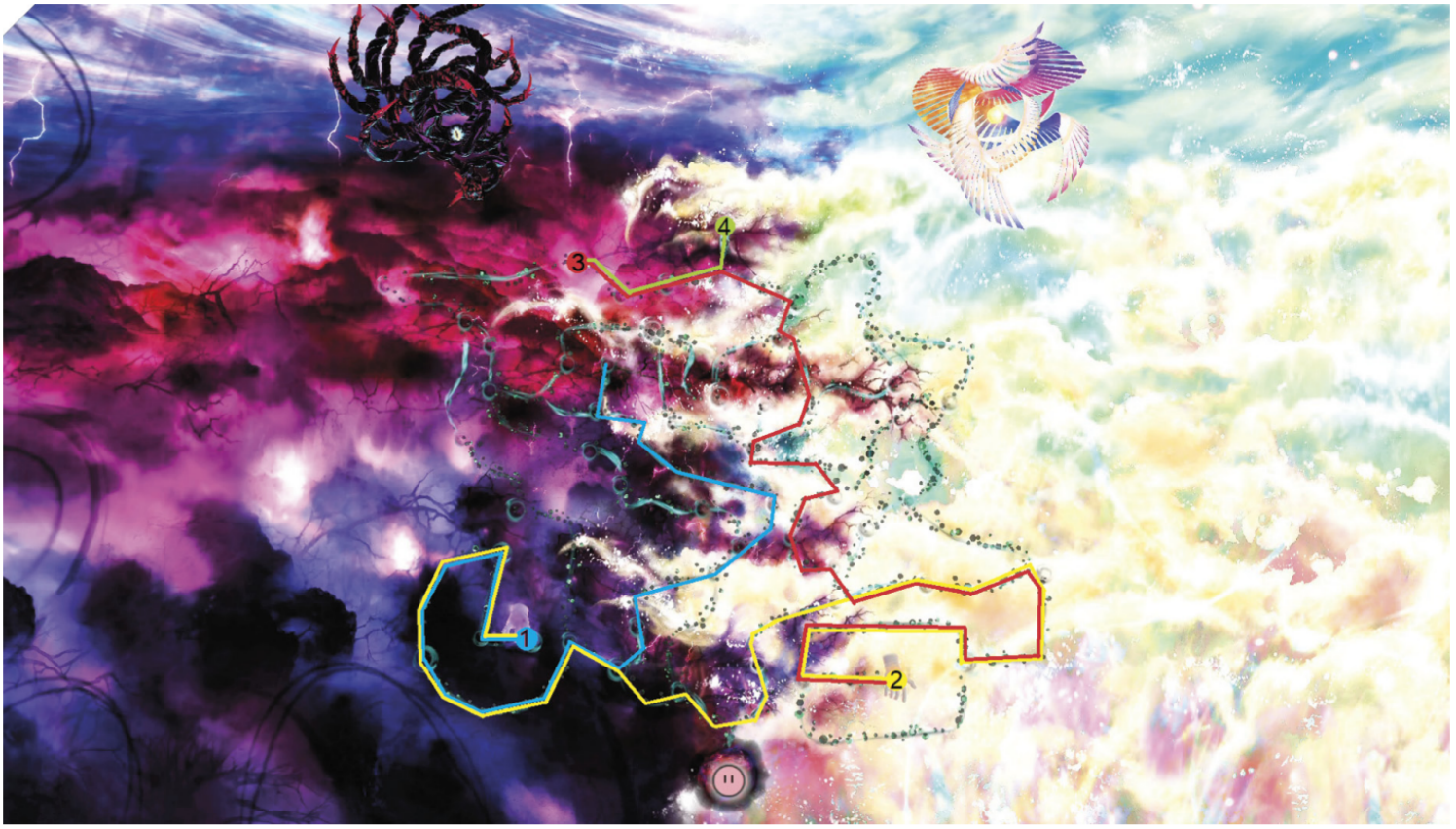
Each of the three main over worlds shown here contains multiple sub-maps.

Light Realm

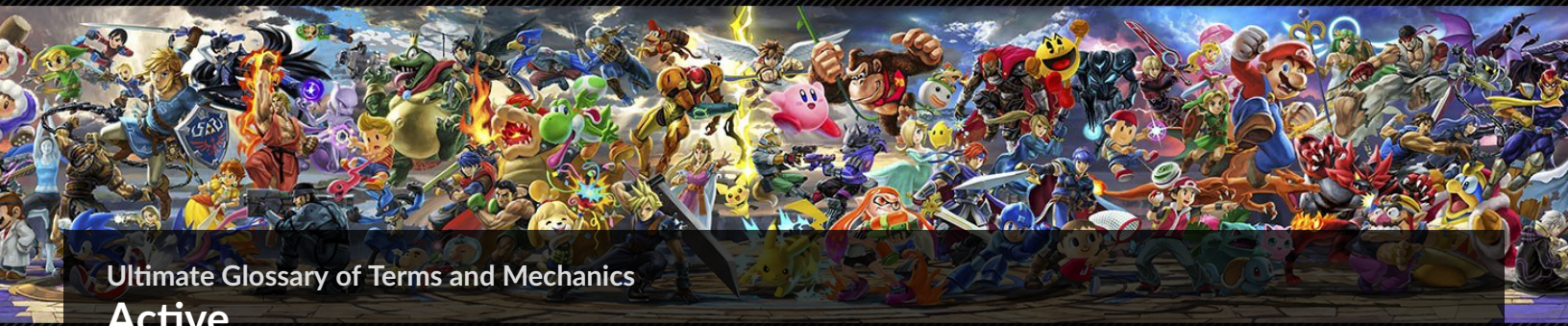
Dark Realm



Final Encounter 1



Final Encounter 2

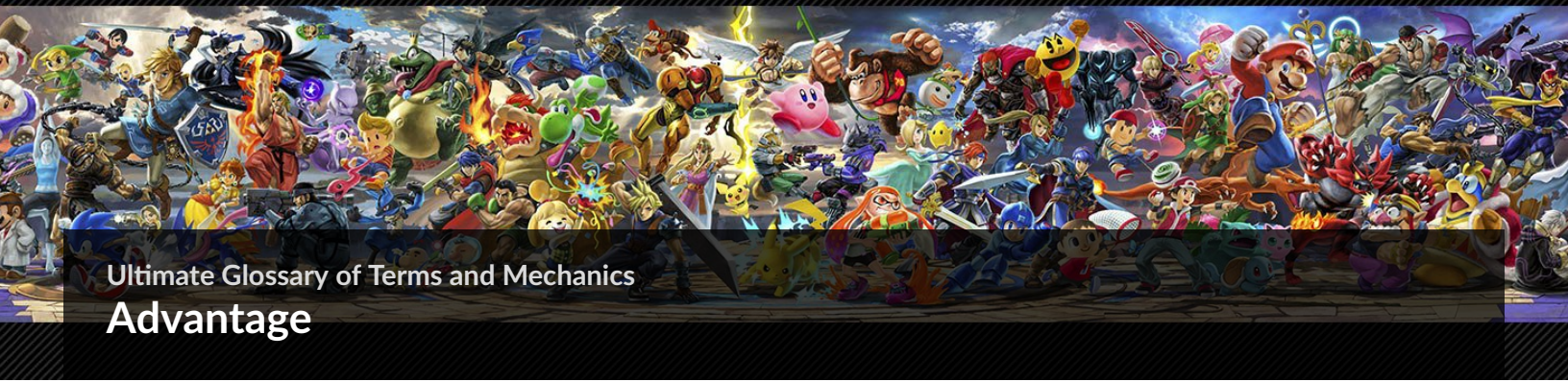


Ultimate Glossary of Terms and Mechanics

Active

Active describes the period where attacks can hit. The hit area of the fist or foot or sword you see on-screen is handled behind the scenes as a dangerous red shape swinging around: the **hitbox**. For most moves, this active hitbox period persists for just a few **frames**, as few as two (a thirtieth of a second) for a quick jab. Most moves hover between three and seven active frames. Longer than that starts to become noticeable even to the naked eye, especially for air moves. Attacks that put an active threat out there for 10 or 20 frames (a tenth of a second to a third of a second) are almost always great staple attacks, good for many situations and easy to connect with.

This also succinctly explains why projectile attacks are good in fighting games; they're attacks with enormous active periods basically, with a projectile that lasts two seconds basically being an extra hitbox for 120 frames. See also **framedata**.



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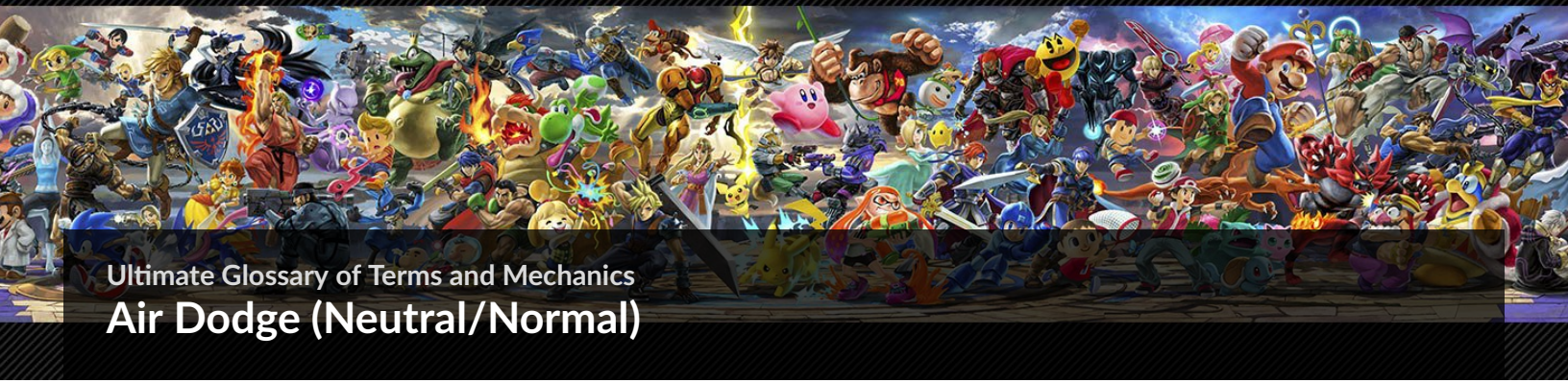
Advantage

Advantage is the ability to act first. For example, when you drop shield right after blocking an opponent's laggy attack, you have advantage. Your earliest possible action occurs before their earliest possible action. Converse: **Disadvantage**. See also **framedata**.



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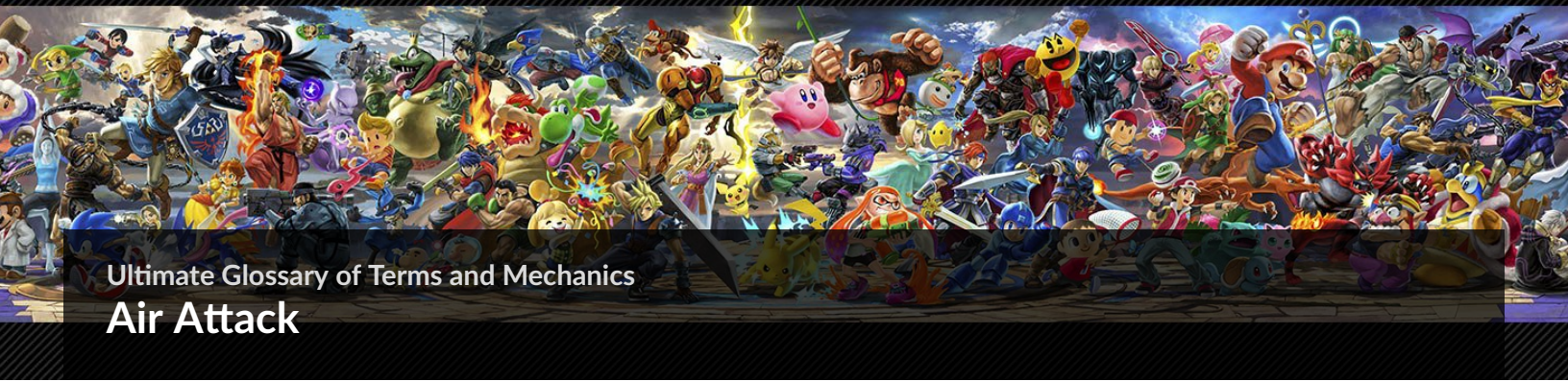
Air Dodge (Neutral/Normal)

With the control stick neutral, tap the Shield button in midair to air-dodge. Renders fighter briefly **intangible** as they drift along their normal airborne arc. There's vulnerable lag after an air dodge's intangible frames and before the fighter can act again in midair. Air-dodging just before landing adds a little extra landing lag, but not much. See also **directional air dodge** and **defense**.



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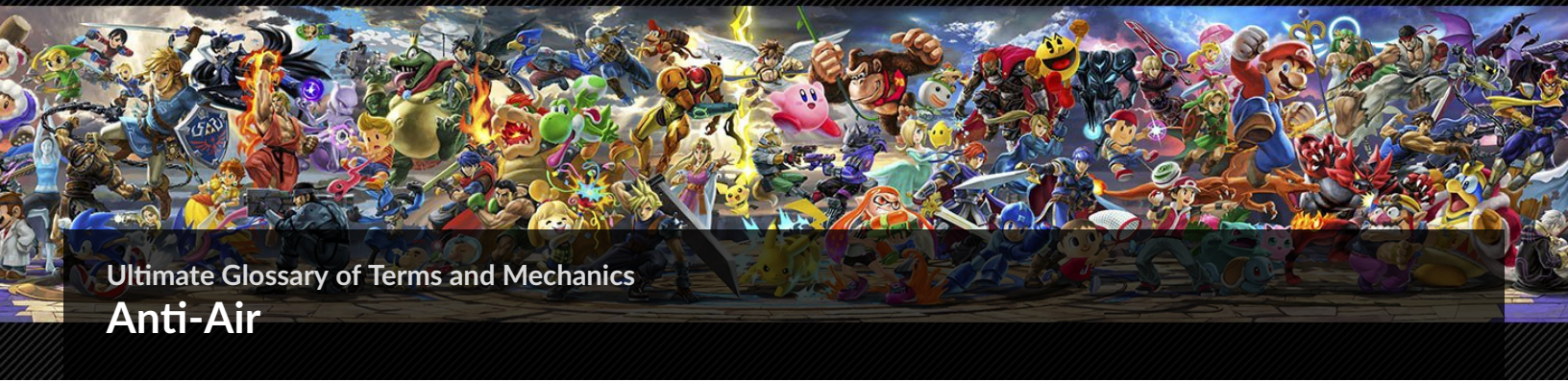
Air Attack

An attack performed with the Attack button (or C-stick) while airborne, whether from jumping, hopping, stepping off a platform, or reorienting while tumbling after a launch. Air attacks are almost always referred to as “aerials” or “airs.” From longtime *Smash* players, you’ll hear a shorthand around airs, allowing instant identification of most air pokes: Zair = air grab, Nair = neutral air attack, Fair = forward air, Bair = back air, Dair = down air. See **offense**.



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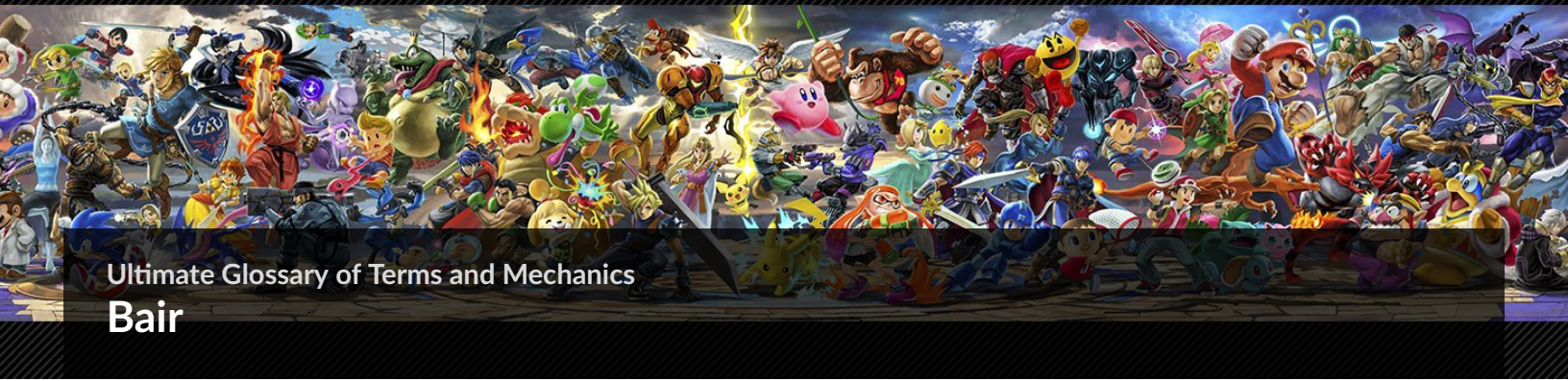
Anti-Air

An attack or tactic designed to thwart challengers who attack from the sky. Between up tilt and up smash, a fighter usually has a quicker and slower obvious anti-air option (though certainly this isn't global, and plenty of up tilts and up smashes have distinguishing quirks). Sometimes a fighter's up special fits the bill too, though usually this is pretty risky since most of them have lots of lag afterward. Quicker up air attacks also fit the role.

Often the best anti-air strategy is to take to the sky first, **walling** off the airspace by pre-emptively jumping or hopping using good air moves with long **active** periods. Ideal air moves for this have low enough **lag** to be repeated several times per jump and double jump, overwhelming fighters saddled with slower air arsenals.



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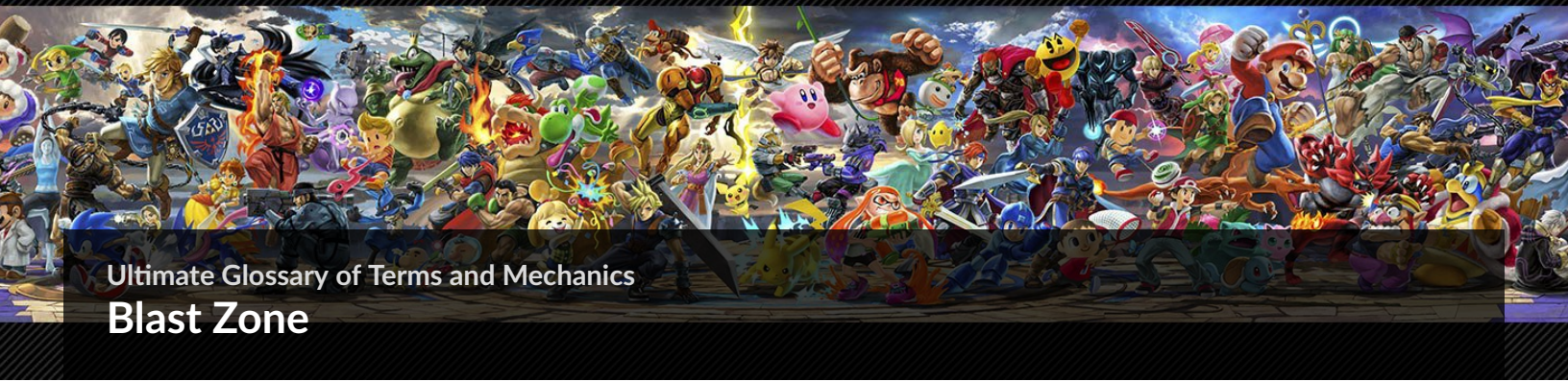
Bair

Community and commentator jargon for back air.



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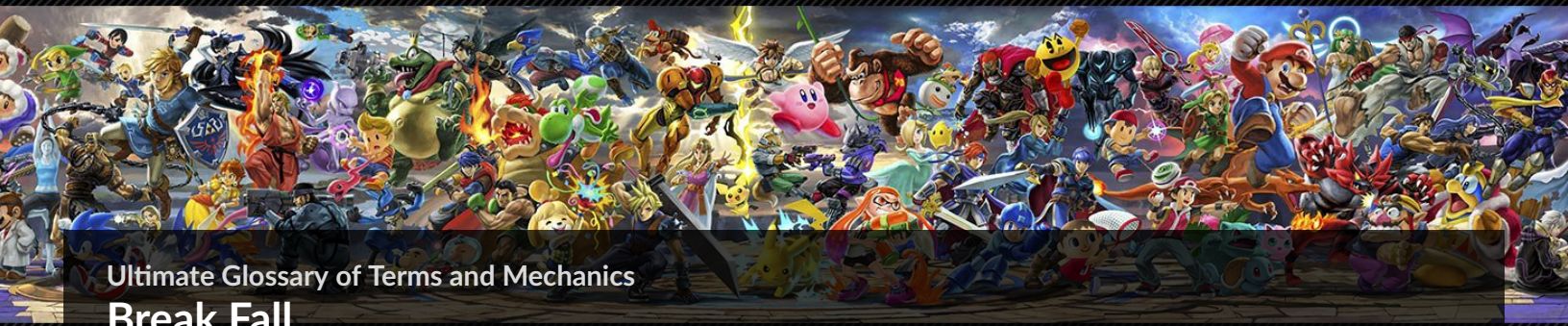
Blast Zone

The out-of-bounds zone where fighters are knocked out. There's one in every direction—to either side, above, and below. Using front throw and back throw on high-damage victims is an attempt to hurl them into side blast zones, while going for up throw combos into up air attack (and so forth) is an attempt to catapult them high enough for the blast zone above. Punting someone off the stage, then successfully **edge-guarding** against their **recovery** leads to them plummeting to the blast zone below.



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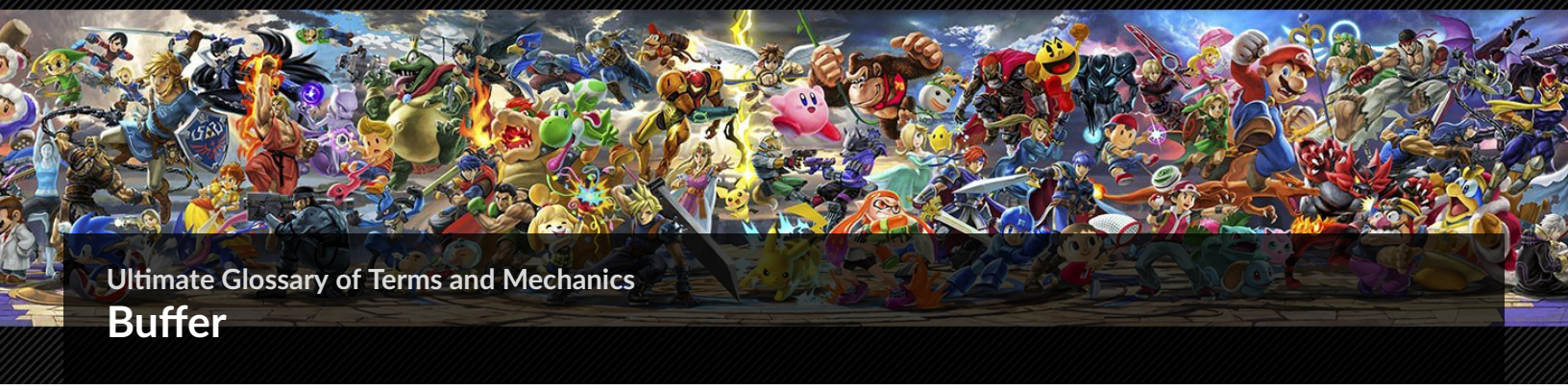
Break Fall

Refers to a tumbling fighter springing up just as they smack against a floor or wall. Skips the usual **wake-up** period and avoids the risk of off-the-ground hits while laid out. Accomplished by tapping the Shield button just before impact. See **tech**.



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Buffer

Inputting or holding a command before it can occur. Buffering techniques make consistent gameplay a little easier by essentially making inputs more lenient. Two kinds of buffering are possible in *Super Smash Bros. Ultimate*.

The first is typical buffering, where certain early inputs are carried forward and executed at the earliest possible moment. The most important global example of this is the buffer period when dash-canceling. Flick the control stick left or right to start your fighter's ground dash, then quickly return the control stick to neutral and input any other attack. (The simplest example is to flick the stick, then try a standing neutral attack, just to see how it works.) Correctly done, you'll be able to feel that you input the command early, but you'll see the fighter interrupt the dash at the halfway point with the new command. Any desired action buffers forward and cancels the dash except shielding. This helps ensure your execution is fluid and consistent during aggressive ground movement. This kind of buffer isn't universal to movement actions; it just works for canceling dashes. Some fighters have special follow-up actions or mechanics that can also be buffered (most fighters do their full neutral attack combo if you simply hold down the Attack button, for instance), but this is the biggest example of buffering involving early inputs carried forward.

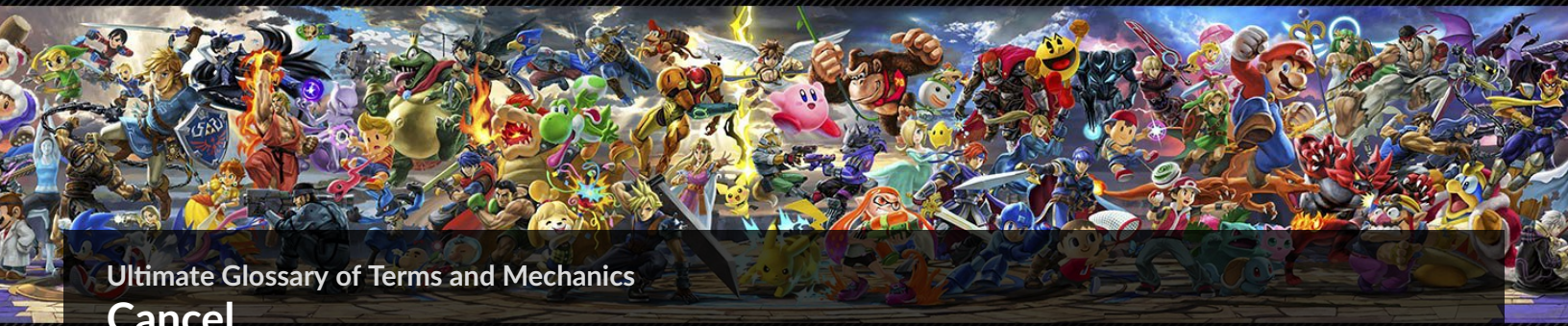
The second is hold-buffering. This is possible anytime your fighter is in a locked state, busy performing some other action (attacking, shielding, dodging or rolling, anything that prevents them from immediately accepting your input). All you have to do is hold down the next desired action. That's it. Performed correctly, your fighter will carry out the input you're holding as soon as they can.

Naturally, implementing this intelligently can go a long way toward improving your results.

The easiest way to implement this is after blocking opponents' moves. Either release Shield and hold down Attack (to come out of blocking ASAP with a quick combo), or keep holding Shield and start holding Attack (to cancel the shield animation with a shield grab). Many fighters have a powerful up special that can work as a kind of reversal, or a launching up tilt or up smash attack; you can block, then hold down the command for one of those to counterattack out-of-shield as fast as possible!

Another example is to help time combos. As your fighter is still carrying out one attack, you can start holding the next tilt/smash/short hop input, or the Jump button to chase them up instantly.

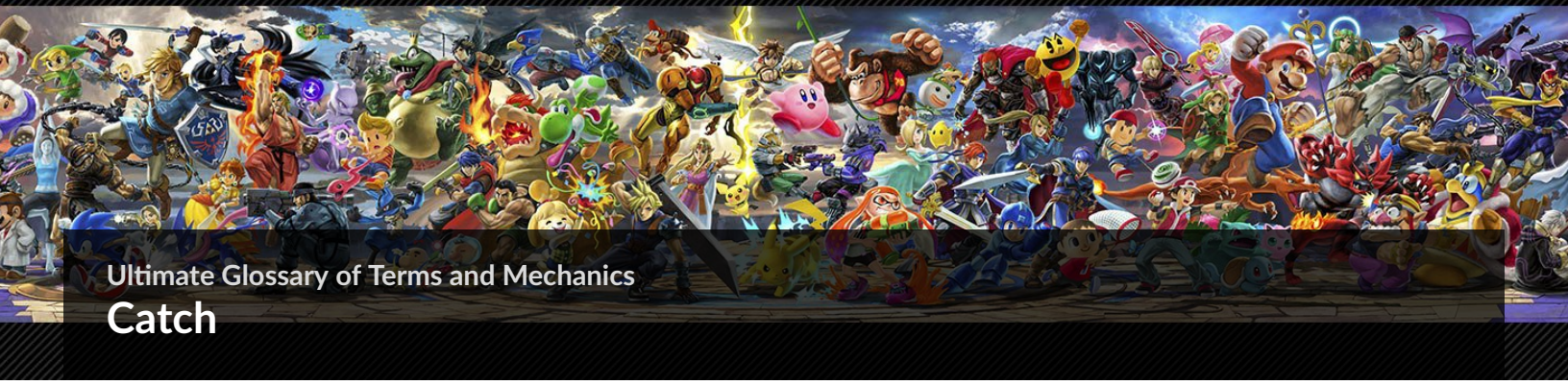
Defensively, in midair, when stuck in hitstun, currently eating attacks, or when sent tumbling, trying to regain control, hold the Shield button to air-dodge (neutral or directed) at the earliest possible moment. On the ground when being hit, hold Shield to block whenever possible. There's a limit to this trick: you can't hold Shield and a direction to spot-dodge or dodge-roll on the ground at the first possible moment. You have to buffer raising the shield, then manually time trying to sidestep or roll.



Ultimate Glossary of Terms and Mechanics

Cancel

Refers to skipping over portions of actions or attacks. This might involve canned canceling actions, like tapping Attack twice quickly to cancel neutral attack 1 into neutral attack 2. It can also refer to canceling different kinds of actions into each other, like dashing into a non-dash attack (dash-canceling) or tapping down just after a neutral attack to briefly crouch, allowing another starting neutral attack or a grab attempt (jab-canceling). It may refer to canceling periods of time. An air move might have lots of ending lag in midair, while not adding much landing lag if used near the ground; intentionally using such a move at low altitude in effect cancels its usual lengthy midair lag.



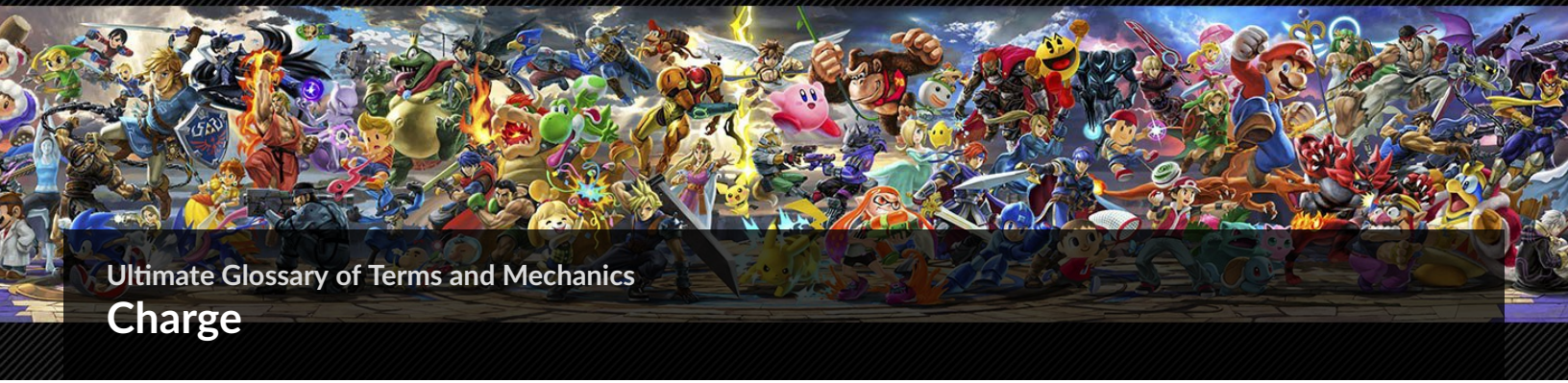
Catch

Hitting the Attack button with good timing just before an item arrives can catch it, turning a potential incoming threat into a tool for you. In modes with all the items enabled and lots of opponents, there are plenty of opportunities to try out catching tossed items. (Also remember to use any unique moves your fighter might have to absorb or reflect items and shots.) Just keep in mind that catching also whiffs an attack while snatching the incoming item. An adversary who's thinking ahead and knows you'll go for a catch might chuck something your way, then rush in, waiting to whiff-punish when you swing for the catch.

Even outside item-heavy modes, certain fighters can produce their own items at will with special moves. So catching is useful beyond chaotic free-for-alls, even if items are disabled.

Some fighters get a lot of mileage out of tossing and catching their own items, like Peach and Daisy, the various Links, and Diddy Kong. Catching your own tossed item is much easier, because your fighter can overlap with the item before your catch, increasing consistency and ease. If you wait that long when, say, Snake tosses a Hand Grenade at you, it's already bounced off and detonated. You can catch your own items in midair without whiffing an air attack by pressing the Grab command, Attack+Shield, just as the item is about to hit your fighter. If possible, use a button assigned to the Grab command, which is far more consistent—there's almost no leniency for this trick if you hit the Attack and Shield buttons even slightly apart. With the Grab button, it's down to proximity with the item.

See **item** and **throw (item)**.



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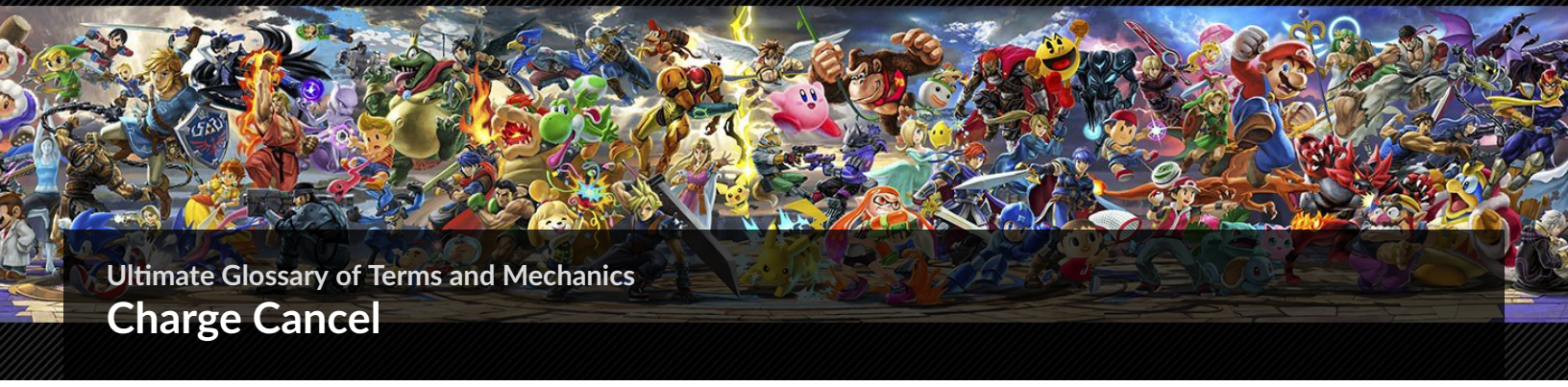
Charge

All smash attacks can be charged, and lots of specials too. Usually you can expect charging to increase damage and knockback, at the cost of the time required to charge up. (A handful of moves charge for some other purpose, like Snake's up smash.) A few fighters—like Donkey Kong, Samus, and Wii Fit Trainer—have neutral specials that take time to charge up one powerful attack. Usually this special charge period can be interrupted, breaking up the charging into chunks.



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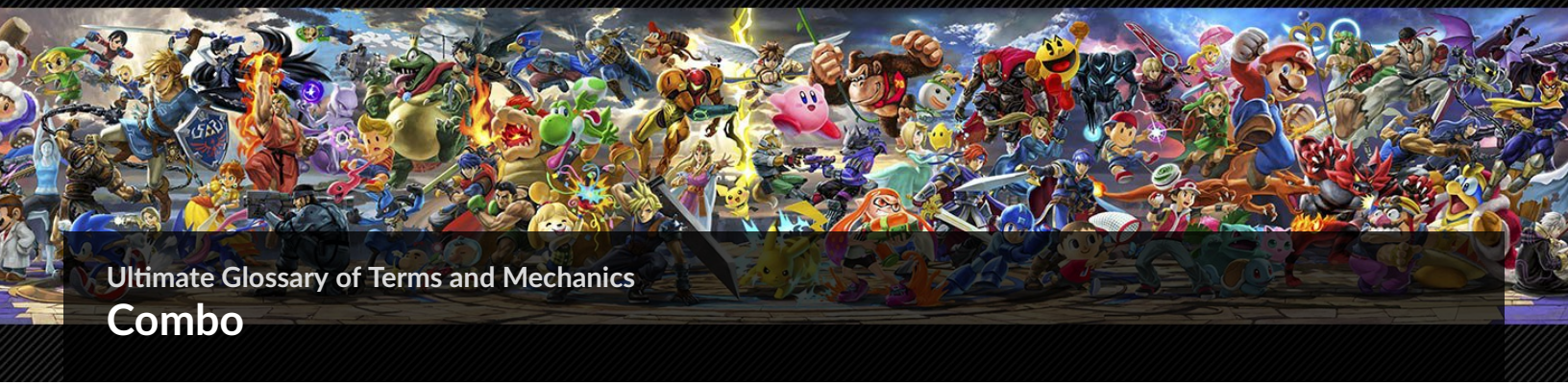
Charge Cancel

Interrupting a charging period with an evasive action. A fighter may be able to **dodge-roll** or **on-the-spot-dodge** or jump, or all three—it depends on the fighter. Charging up bit by bit with charge cancels is usually required for safety unless you've hurled someone offstage and have plenty of time.



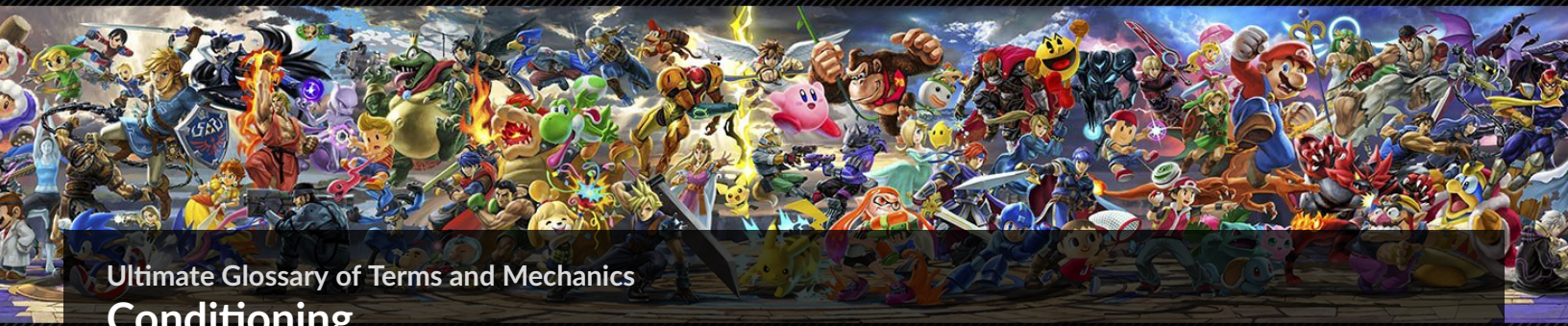
Ultimate Glossary of Terms and Mechanics

Combo

A combo is a bit more flexible in *Smash* than in many fighting games, because encounters are so situational, and defense is never disengaged. Broadly, a combo is a sequence of moves that hit a foe in a row for good damage, maybe even as a KO setup. But so many variables—widely varying fighter weights and matchups, different stage sizes, position onstage, increased knockback as damage percentages pile up, the ability of defenders to shuffle or use directional influence to steer—make it hard to speak generally about combos.

Often, players will specify they're talking about a "true" or "guaranteed" combo when they mean an inescapable sequence, one that would increase the combo meter on the Training Stage.

Much of the anti-air/combo/juggle game blurs together, especially midstage. Many moves pop enemies into jugglable positions, but not for guaranteed combos: technically, as you rise to meet them with your up air attack (for example), perhaps they emerge from the controllable portion of their tumble with an earlier air move that beats yours, or perhaps they air-dodge through the juggle attempt and gain advantage, maybe even a guaranteed punish against you. So then it becomes more of a mind game: launching moves are still great, but instead of going for the obvious combo follow-up hit that's not quite guaranteed, it's a good idea to pretend to do that, then fast-fall and block, or air-dodge with downward momentum. With this fake aggression, tumbling defenders can be coerced into pre-emptive attacks or air dodges, which you can then punish, perhaps putting them right back into a similar situation.



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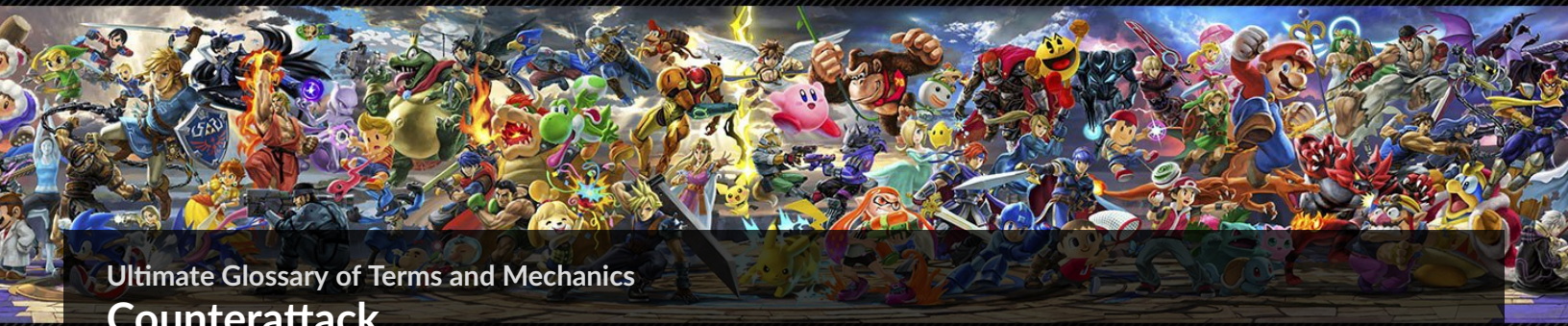
Conditioning

The concept of training opponents to have certain responses. For instance, applying patterned attacks that force the enemy into a defensive posture, which you can capitalize on.



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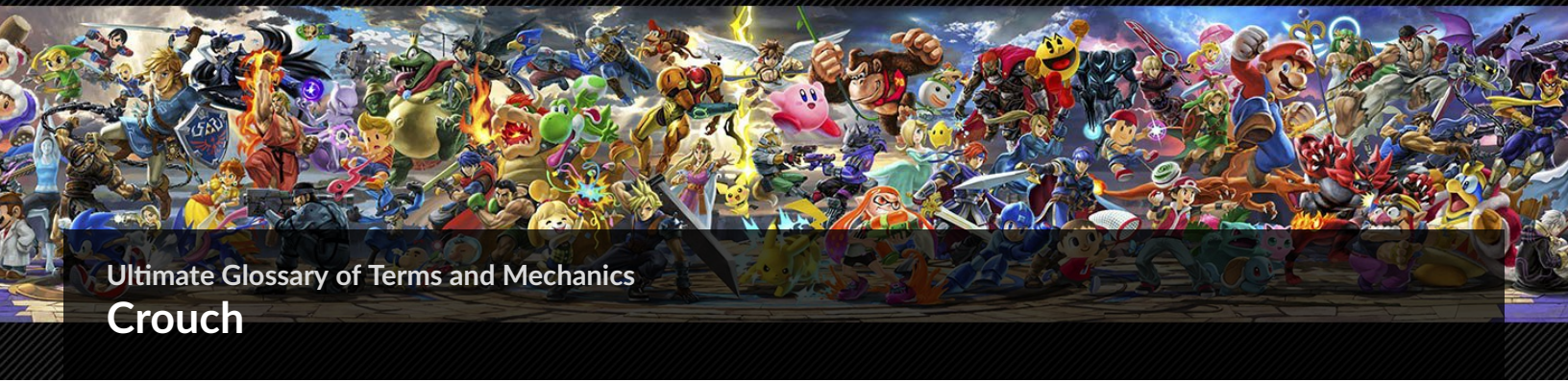
Counterattack

As a concept, this involves anything that's retaliating against an aggressor. A common example: blocking their poke attempts and immediately striking back (with shield grabs if they're close, with neutral attacks or your farthest-reaching pokes if they're not). Another frequent scenario: you're sparring with someone, exchanging feints and pokes, and they whiff something really laggy like an up special or smash attack, giving you a clear opening to rush in and hit them before they can act again.

But some counterattacks are specific actions. Many fighters have some kind of special parry or countermove, which usually absorbs or deflects an incoming strike before lashing back. Fighters like Incineroar, Peach and Daisy, the Fire Emblem warriors, Shulk, and Bayonetta all sport counterattack specials, among others.



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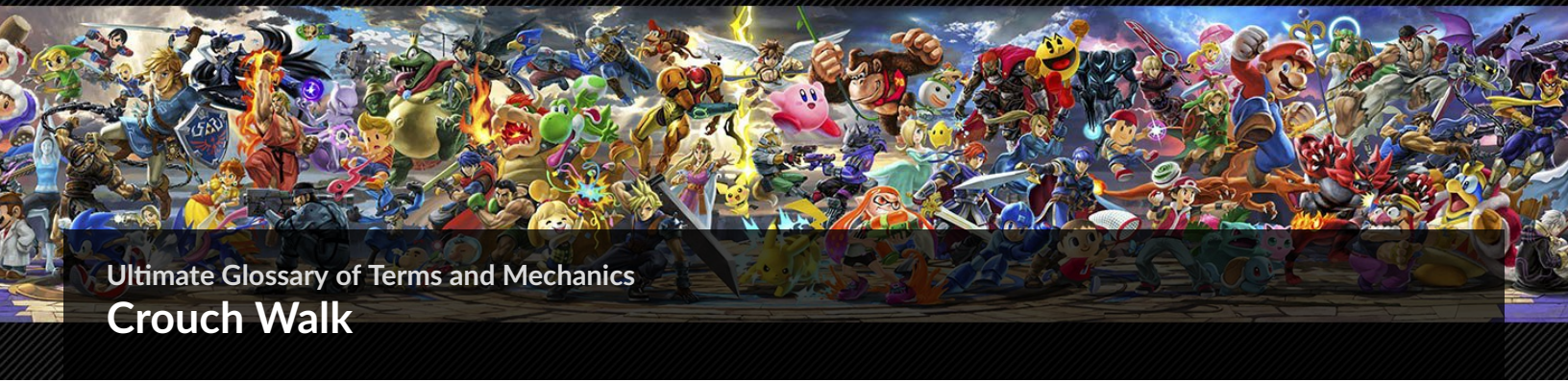
Crouch

A ducking stance accomplished by holding down on the control stick. Fighters are smaller targets while crouching, and some attacks and shots might miss just overhead, especially for smaller fighters crouching.

Taking hits while crouching results in slightly less knockout potential against the croucher than if they'd been standing. This is sometimes called "crouch-canceling," with some of the attack's knockback negated.



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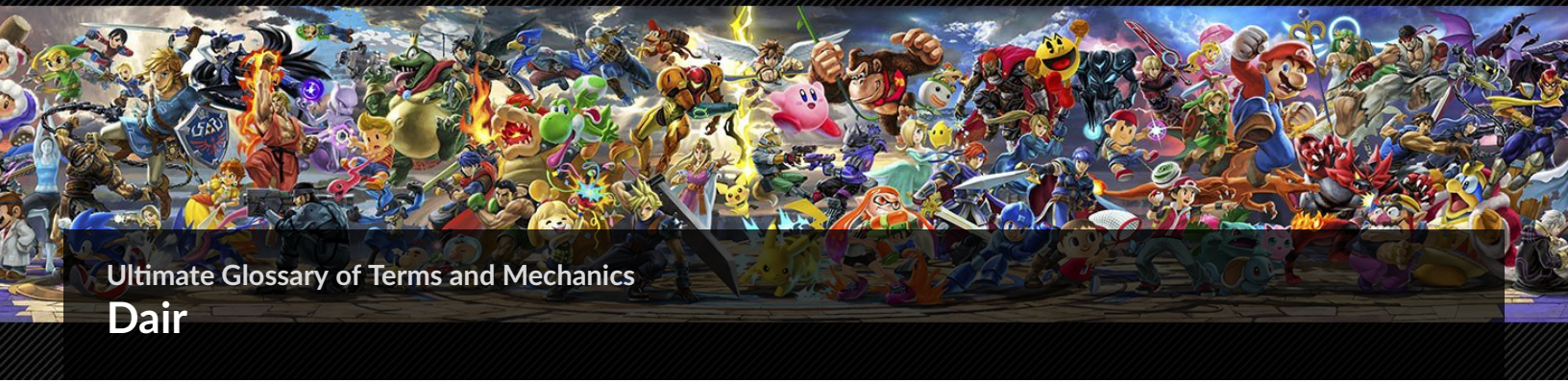
Crouch Walk

Some fighters are capable of crouch-walking, moving slowly while maintaining a low, evasive profile. This can allow advancing under waves of higher projectiles and low-altitude short-hopping moves. See **movement**.

Crouch Walkers: Bowser, Diddy Kong, Duck Hunt, Greninja, Inkling, Lucario, Luigi, PAC-MAN, Pichu, Pikachu, Pokémon Trainer: Squirtle, Pokémon Trainer: Ivysaur, Richter, Rosalina and Luma, Sheik, Simon, Snake, Wario, Wii Fit Trainer, Yoshi, Zero Suit Samus



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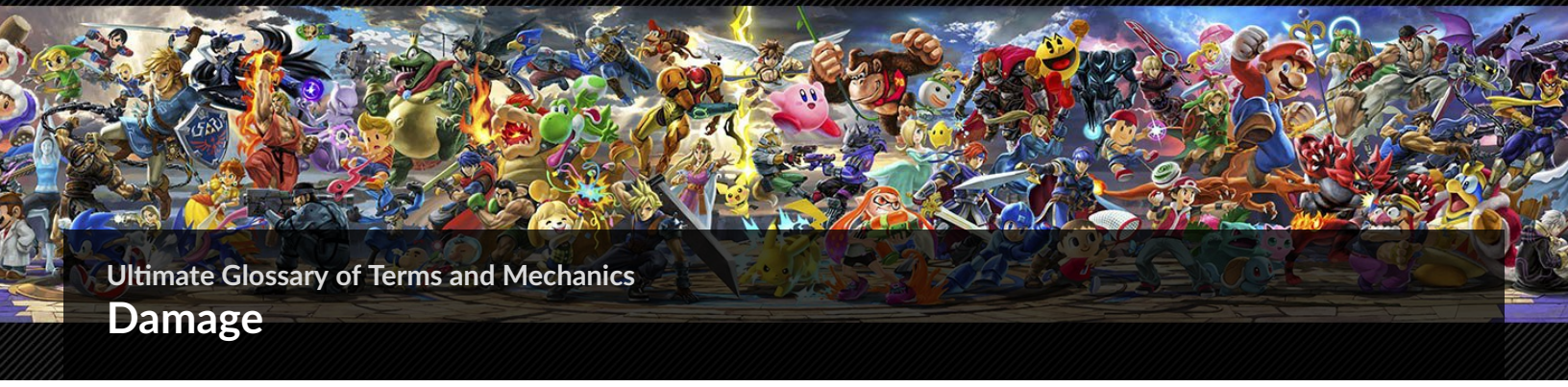
Dair

Community and commentator jargon for down air.



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Damage

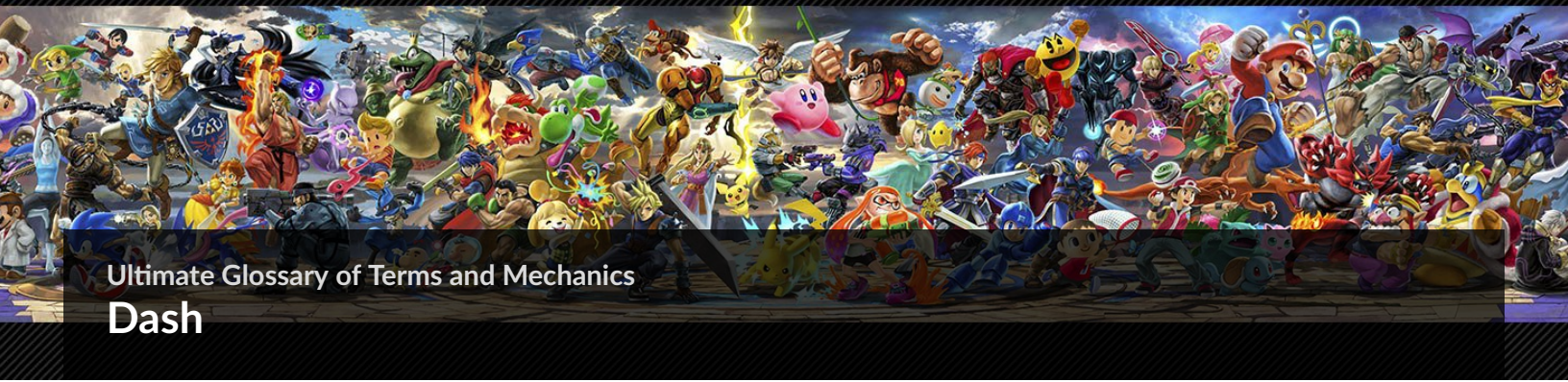
Instead of having a health bar that's depleted when attacks are received, like most fighting games, *Super Smash Bros.* fighters have a damage percentage, which increases with hits taken. (There's also an HP bar mode, which plays more like a conventional fighter with life bars and FS Gauges building up Final Smash energy, though that's not how you'll see the game played competitively.) The more damage accumulates, the more knockback will be received on future hits. Harder knockback hurls victims closer and closer to the deadly blast zones on the far edges of the stage.

Although exceptionally powerful moves can start causing knockouts at medium percentages, the real danger zone opens up at 80%+ damage accumulated. Many hard-hitting attacks become KO risks here. Once damage builds to about 120-130%+, dangerously high, any potential exchange could lead to a knockout.

GENERAL DAMAGE GUIDELINES

Low damage	0-39%
Medium damage	40-79%
High damage	80%+

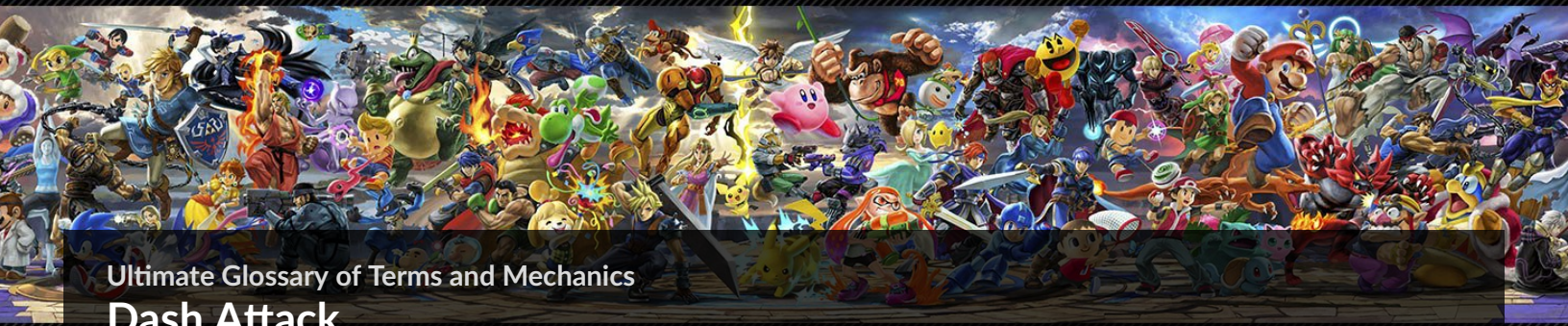
Fighters with high damage built up begin exhibiting **rage**, a subtle increase in their own knockback power, which can help them pull back from the brink with their own knockout hits.



Ultimate Glossary of Terms and Mechanics

Dash

Quick movement accomplished by flicking the control stick all the way left or right, like performing a smash attack but without the button press. Tapping the stick makes your fighter dash, then stop. Tapping and holding the stick makes the fighter go from dashing to running. See **movement**.



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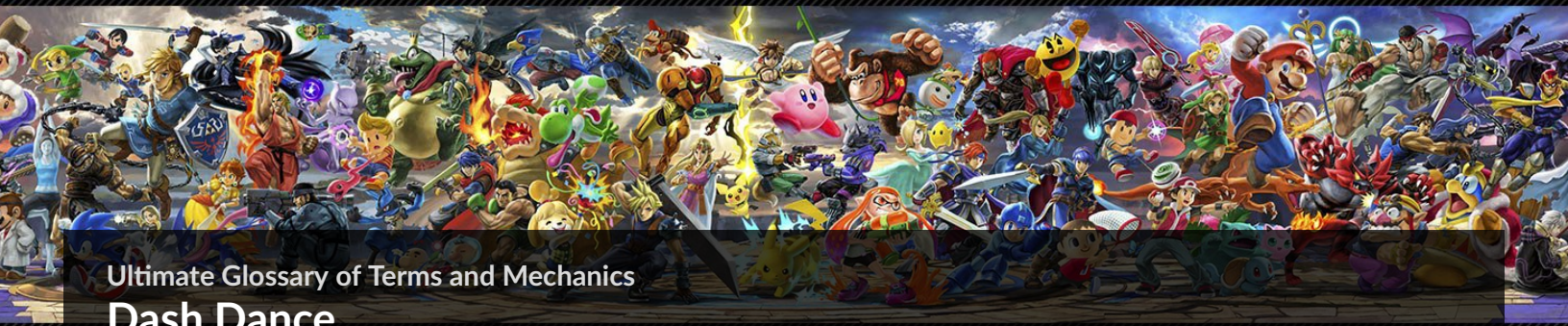
Dash Attack

Tap the Attack button during a dash or run to produce a dash attack. Usually this is the farthest forward-moving move a fighter has, unless they have a side/up special that travels far laterally. See **offense**.



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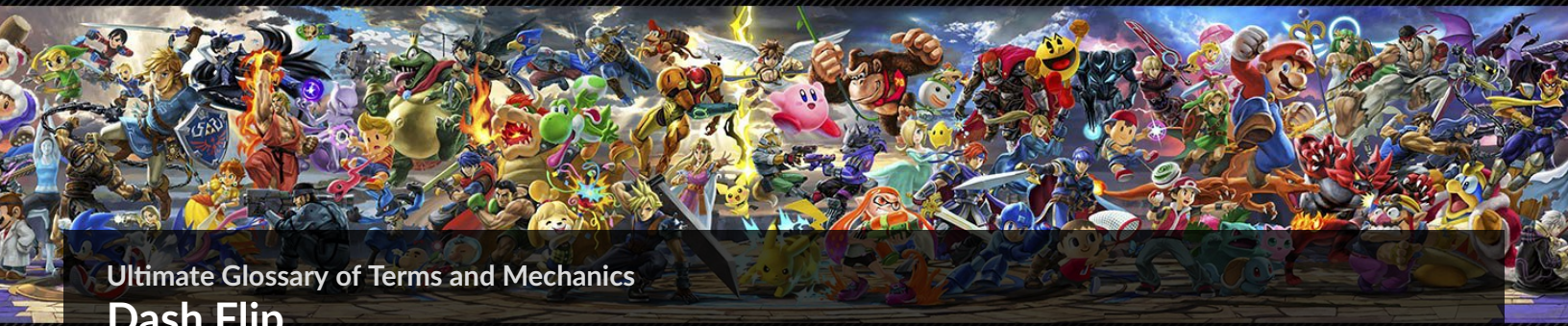
Dash Dance

Canceling a dash in progress by dashing in the opposite direction repeatedly, kicking up dust to both sides while dancing back and forth. Tap the control stick left and right quickly, making sure to snap the stick all the way each time.

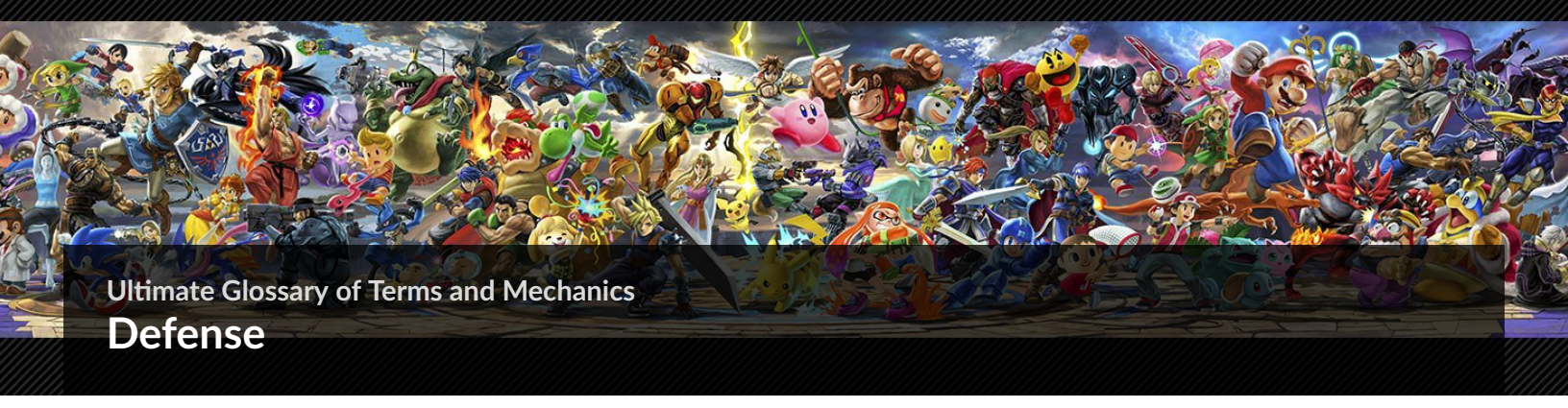
This movement creates uncertainty in opponents about when aggressive movement will occur. This makes it harder to peg where you'll be if they try to move in, and allows you to naturally transition anytime into running toward or away from skirmishes.

A dash dance variant involves dashing directly at someone, then canceling the dash with a backward dodge roll. The goal here is to coax out a big whiffed reactionary move from the opponent, which might then be punishable. (Regular dash-dancing can coax out punishable moves too but lacks the **intangibility** of a backward roll.)



Dash Flip

A term you may hear referring to **pivoting**, the act of reversing course while running (which is the only time the full-on pivot occurs; reversing course during a dash results in a dash the other direction, the beginning of a **dash dance**).



Ultimate Glossary of Terms and Mechanics

Defense

The first line of defense is to take advantage of the crisp mobility available, skirting the playing field around enemies to stay out of their attack reach. Teasing out attacks that don't touch you at all grants opportunities to move closer without risk, perhaps even to whiff-punish for free damage. Eventually, though, whether against quick opposition or groups of enemies in free-for-all fights, you'll be forced into a passive defending state. Understand the ins and outs and options so you can stymie opposing offense and get back to your game plan.

SHIELDING

Holding the Shield button causes the fighter to put up a bubble shield around them, color-coded to always match up with 1P, 2P, 3P, and 4P positions. Shields rise instantly—you can block attacks the very next frame after holding the Shield button. Tapping the Shield button—putting the shield up for the minimum amount of time—takes up no fewer than eight **frames**; blocking persists for a few frames after button release. This means you have to wait a bit to **buffer** any post-blocking attack. **Shield grabs** skip this block-lowering period, which is why they're usually the fastest **out-of-shield** option (except for heavyweights or **tether**-grabbing fighters). If an incoming attack hits during that delayed blocking period, after having released the Shield button, a perfect shield occurs, basically a universal parry! For more details, see **perfect shield**.

Shields block damage from almost all attacks (though not grabs). Shields have a limited amount of durability, represented by their sizes, and simply holding up a shield depletes its area. If shield size is allowed to dwindle completely (either from holding it up too long or from blocking powerful attacks), the defender's shield is shattered, dazing them and leaving them totally open. While dizzy, they're unable to act or defend themselves; this period of true helplessness allows an opponent to punish with a heavy attack or combo.

Although an attack's damage usually correlates with its shield damage, this isn't always the case. Some attacks specifically do an inordinate amount of shield damage, such as Ganondorf's up tilt, Ryu's Collarbone Breaker (side tilt hold), and Marth's Shield Breaker.

The shield's bubble size determines what body parts are covered around the shielding fighter, as well as how much shield durability remains—a small shield indicates low shield health. When your shield shrinks and no longer covers certain parts of your hurtbox, you can be struck with attacks where you're exposed. You can get around this by **shield-shifting**, tilting the control stick in the direction you think an attack is coming from, while holding down the Shield button. This is much more difficult than it sounds, and takes up valuable time (which you usually don't have in a fast-paced match against skilled opponents). If you flick or tilt the stick too far, you can unintentionally get a **roll** or **sidestep**. To make sure this doesn't happen, hold both Shield buttons (by default ZL and ZR), which allows you to freely and quickly shift the shield's position around as you please without triggering evasive maneuvers.

Getting good at shield-shifting in a way that matters is less about having inhumanly fast reactions moment to moment, and much more about learning to recognize when you're likely to have a bit of shield gone in a common scenario. For instance, when standing above a soft platform with opponents below, you might recognize they're going to hop and try to hit you with up air attack through the floor, so you block and shift the shield downward just a little, to provide extra foot coverage.

See also **shield-stun**.

ROLLING

Tapping left or right while holding the Shield button results in a dodge roll, a lateral evasive movement. It's like a laggier dash with an instant and lengthy **intangible** period, allowing it to totally pass through any attack, but with some punishable lag at the end when intangibility wears off.

The outcome of a roll depends on which direction your fighter faces. Roll backward to stay facing the same direction. This makes backward rolls great as baiting feints. You can dash in, roll back, then perhaps capitalize if your foe whiffs something big into the space you vacated.

Roll forward, and your fighter ends up turning around. This is perfect for rolling right through opponents. You end up on the other side, still facing them. If you read their attack intentions correctly and roll through an attack of theirs, you should be poised to strike into their exposed backs!

Rolling toward opponents from far away ends with your fighter's back to them. Rolling backward from this position gains more ground on foes but keeps you backturned. Which might be fine, if you have good moves that cover both sides and you're ready to spring up with short-hopping back air. But to stay facing them, don't roll forward unless you're close enough to pass through.

Just as shielding can be overdone, so can rolling (and sidestepping). For one thing, while rolls are intangible at the beginning and middle, they leave you briefly vulnerable at the end. In this way rolling is identical to rising from a ledge-hanging position with a roll, or waking up from a knockdown by rolling to one side or another. If the opponent predicts the roll, they can wait for it (perhaps sticking out a quick, noncommittal move to encourage you to roll), hitting or grabbing you for free at the end. So, while rolls are great, they're not overpowering or without downsides or counters.

What's more, if you use dodge moves too often, each consecutive roll has slightly diminished speed and intangibility. By the time you use six dodge actions quickly one after another, there's a noticeable difference in speed and usefulness. Back off of dodging actions for a while to allow dodge usefulness to "refresh" itself. This shouldn't come up too often in gameplay; you might frequently do a couple rolls close together, or a sidestep and roll, but usually the situation changes in some way before you'd realistically dodge a half-dozen times.

SIDESTEPPING

Hold the Shield button and tap down on the control stick for a sidestep, also called a spot dodge. Sidesteps are the most challenging of the dodging defensive options, since they're immobile. Rolls and directional air dodges are mobile, and even a neutral air dodge keeps the momentum of the jump up to that point. Spot-dodging, in comparison, leads to cleaner potential opportunities right after but is harder to get away with.

Spot-dodging makes your fighter **intangible** for a brief period without going anywhere. It doesn't last as long as a roll, and it has less end lag. Since it's over faster and less vulnerable at the end, a sidestep allows quicker retaliation than a roll. However, a sidestep is also harder to time, since you don't pass through attacks in progress and you don't move out of the way of long-lasting multi-hit moves.

But with good timing, sidestepping is powerful. It lets you severely punish foes when you have a good read on their laggy single-hit swings. But like rolling, sidestepping can be risky, like badly whiffing a smash attack. If you spot-dodge when an enemy hasn't committed to anything, you're left wide open next to them at the end.

In a way, the new **perfect shield** mechanic is like an even tighter version of sidestepping, making an advanced defensive call that offers close-range reprisal when successful.

AIR-DODGING (NEUTRAL)

Tap the Shield button in midair without directional control stick input to air-dodge. The air-dodging fighter is briefly **intangible**, then has a bit of midair lag afterward. Depending on the fighter, it's not too bad. If used near the ground just before landing, air-dodging doesn't add too much extra landing lag. If you're not attacking just before landing, it can potentially let you avoid incoming attacks and shots to air-dodge instead, making the period right before landing intangible.

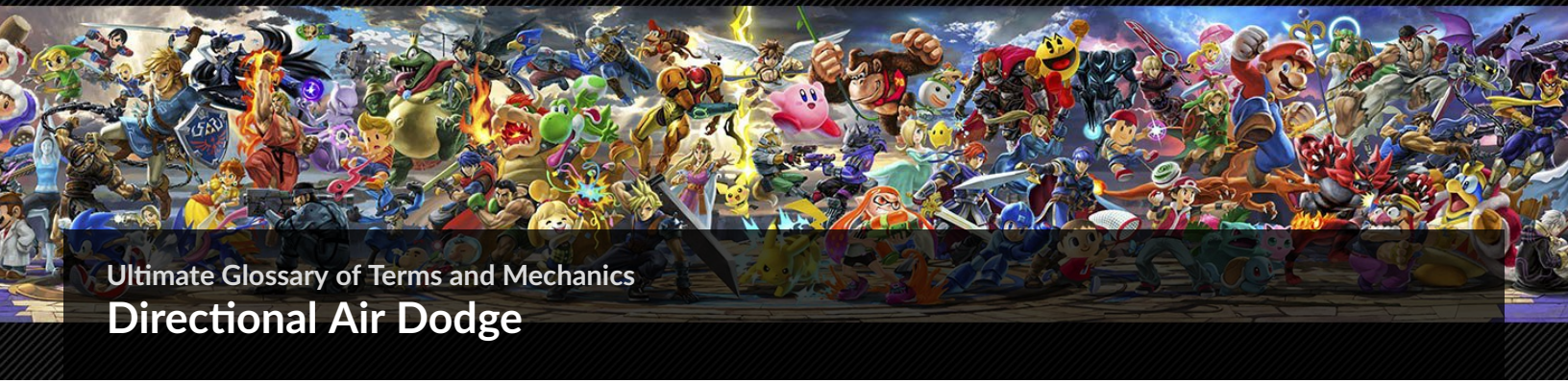
When you're recovering from offstage, if you have enough altitude to work with on a fighter with decent movement options, you can use an air dodge as a change-up at some point on your return trip. Aggressive **edge-guarding** foes will jump out after you, chasing you offstage; you can turn the tables on them using a well-timed air dodge to, for example, make their attempt at a KO-shot back air totally whiff, giving you a clear path back to the stage (or maybe to take a bold midair shot at them after dodge lag, depending on how far you've fallen).

DIRECTIONAL AIR-DODGING

To get more oomph from an air dodge, point the control stick in a desired direction while tapping the Shield button in midair. There's total control over the direction, any angle possible. Your fighter lunges in that direction, briefly becoming **intangible**. The combination of a kind of midair dashing motion and the intangibility means that directed air dodges can be used to evade clean through all kinds of incoming attacks. Like with sidesteps compared to rolls, directional air dodges are far more potent than neutral air dodges for passing through attacks unharmed, but much laggier afterward.

Landing lag after an angled air dodge near the ground is far more noticeable (and punishable). The air lag afterward means angled air dodges offstage typically lose much more altitude, making them riskier during recovery unless a directional air dodge toward a ledge is your last offstage action.

Aside from their intended use of dodging through things in midair, the flexibility of directional air dodges lets them be used as an aerial feint, an alternative to short-hopping and fast-falling repeatedly. Short-hop sort of close to enemies, then angle an air dodge back down to the ground. Don't do this right up close; you don't want to expose yourself during the landing lag. But done just beyond attack ranges, it's another twitchy way to bait challengers into committing to their game plan first.



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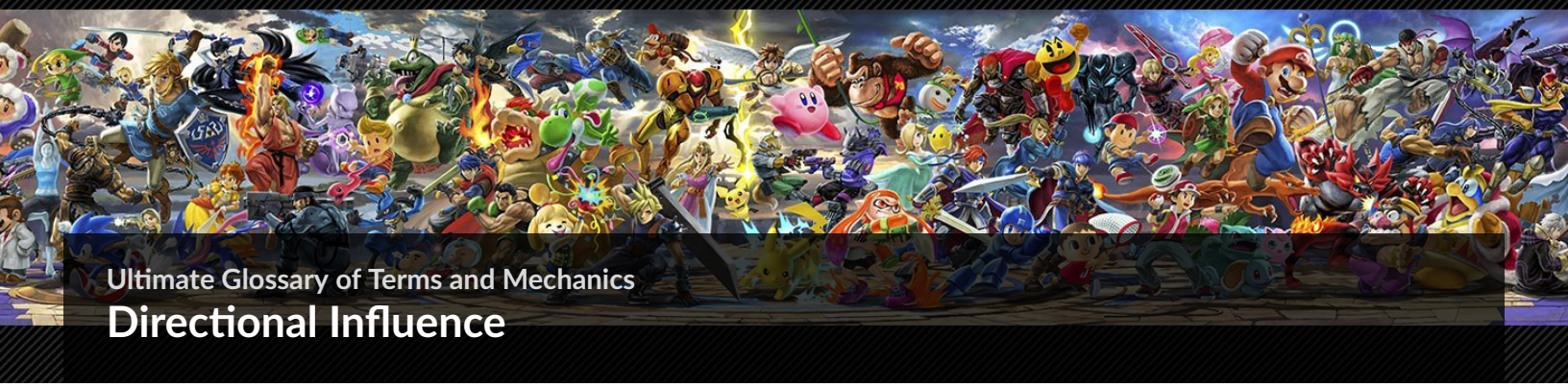
Directional Air Dodge

While airborne, push the control stick in any direction while tapping the Shield button. See **defense**.

Depending on how agile your fighter is in midair, and how much altitude you have to work with, you can also implement air dodges and directional air dodges in your offstage **recovery** game. Some fighters have just their up specials to work with for recovery, while many have some kind of horizontal move to go alongside their eventual up specials. Keep in mind the option of mixing in an air dodge directed up-forward to gain extra horizontal distance if it doesn't give up too much height. Or there's dodging up-back as a midair anti-**edge-guarding** feint, before you attempt to side special/up special back in as normal. But also keep in mind that this isn't for everyone, because lots of fighters have tons of air lag after an angled air dodge.



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Directional Influence

A defensive mechanic that allows mild altering of a launch victim's airborne trajectory. During attack hits, while an incoming attack is still connecting with its target, tapping directions on the control stick results in **hitstun** **shuffling**, minor movement of the stricken fighter as they **flinch**. But this is possible only during the strikes. When the attack's contact ends, the victim gets launched away. During this launch is when directional influence is possible: hold a control stick direction to bend the launch path a bit in the chosen direction.

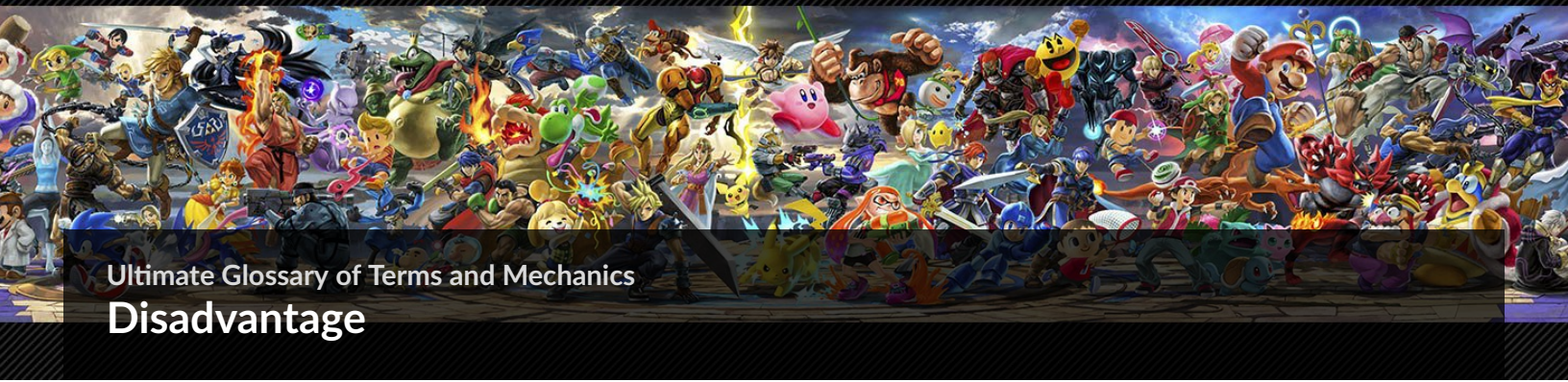
Directional influence is subtle but can make a crucial difference in fringe situations. The goal for launch victims using directional influence intentionally is to maximize the flight path to the blast zone. As damage piles up, getting hit at higher percentages can result in a KO anytime, if you're punted far enough by the hit. But by bending the path so it takes slightly longer before arriving at a **blast zone** line, you may give yourself a chance to **recover**.

Basically, when launched laterally, you want to bend the path upward and away from the side you're sailing toward. When launched horizontally, you want to bend the flight path sideways, so instead of flying straight upward and hitting the blast ceiling as soon as possible, you curve away and potentially stave off the knockout, allowing yourself to fall back down.

Using directional influence to bend a stricken tumble can also save you from follow-ups after some setup moves that hurl or bounce victims into juggle position. The most global example of this is the up throw of most fighters, usually clearly intended to set up juggle options directly above. Getting spiked into a tall bounce midscreen applies too.

Amusingly, because of the nature of combat, which is often fast and frenetic, you'll probably trigger frequent instances of detrimental directional influence, often without thinking about it! For example, when you happen to be holding up on the stick right as someone launches you straight up, speeding yourself toward the ceiling blast zone, or you're holding down on the stick when someone launches you sideways offstage, bending yourself into the plunge. There's nothing to be done about this except to be aware of it; clean, precise control stick habits alleviate much of this as a problem.

On purpose or not, advantage is to the attacker in any case, but directional influence gives a last-ditch option for attempting to thwart a juggle combo or salvage a stock.



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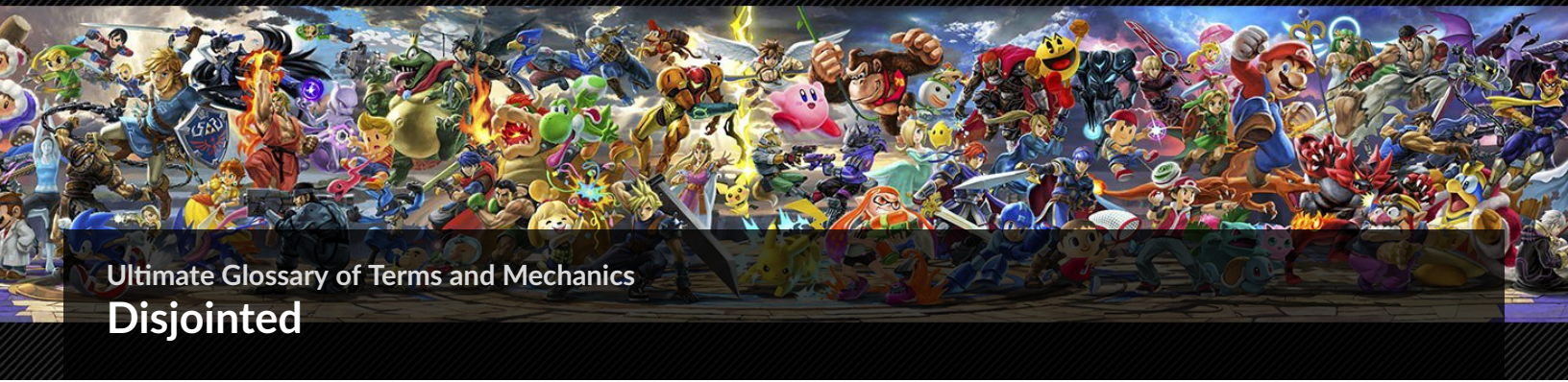
Disadvantage

Describes a situation where your earliest possible action occurs after a direct opponent's first possible action. The most prominent example is after the majority of your attacks strike the opponent's shield. After a successful block, most moves leave the attacker at a disadvantage (and, conversely, the defender at an **advantage**; it's their "turn" next, if they choose to take it). See **frame data**.



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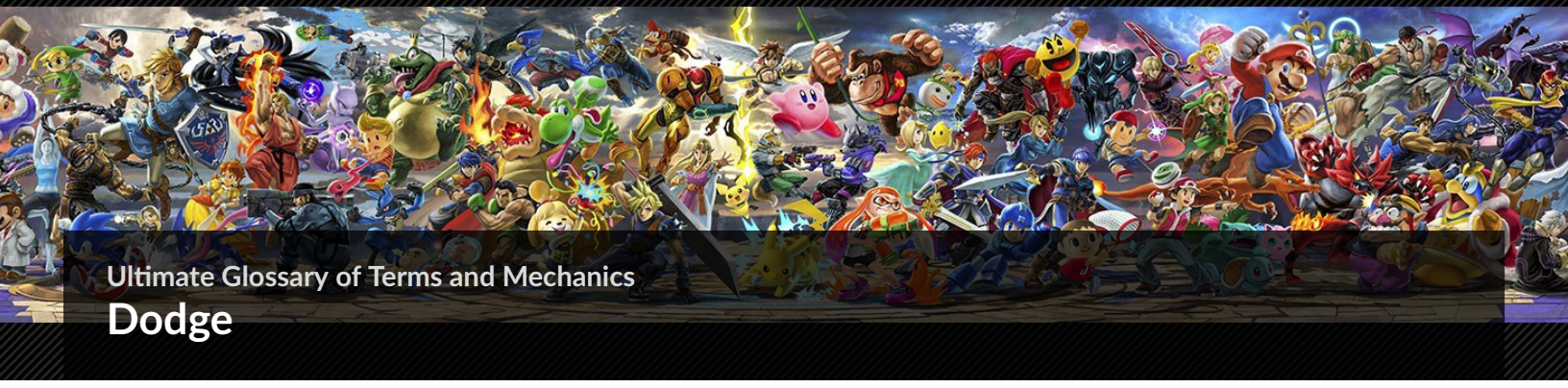
Disjointed

Term used to describe why some attacks seem to have such high priority. An attack whose **hitbox** extends greatly away from the fighter's **hurtboxes** is said to be disjointed. A lot of things influence which attacks seem to overpower others. Attack hitboxes might have **hurtboxes** underneath that are **intangible** or **invincible**, helping them win clashes. But even better is when active hitboxes don't have anything underneath them at all, which is the case for disjointed pokes. This is common on fighters who use weapons—Cloud's sword, Ness's baseball bat, and Simon's whip are basically invincible in effect, because they extend so far away from their wielders as threats, with nothing vulnerable underneath.

Aside from it being nice that disjointed attacks generally can't be beaten, there are a few attacks in the game that look like they're projectiles, but they're actually disjointed pokes. Examples include Bayonetta's follow-up gunshots and Mr. Game & Watch's fully filled bucket splash. They might look like attacks that can be negated by shot-absorbing moves, but they're more like far-reaching, disjointed portions of their body.



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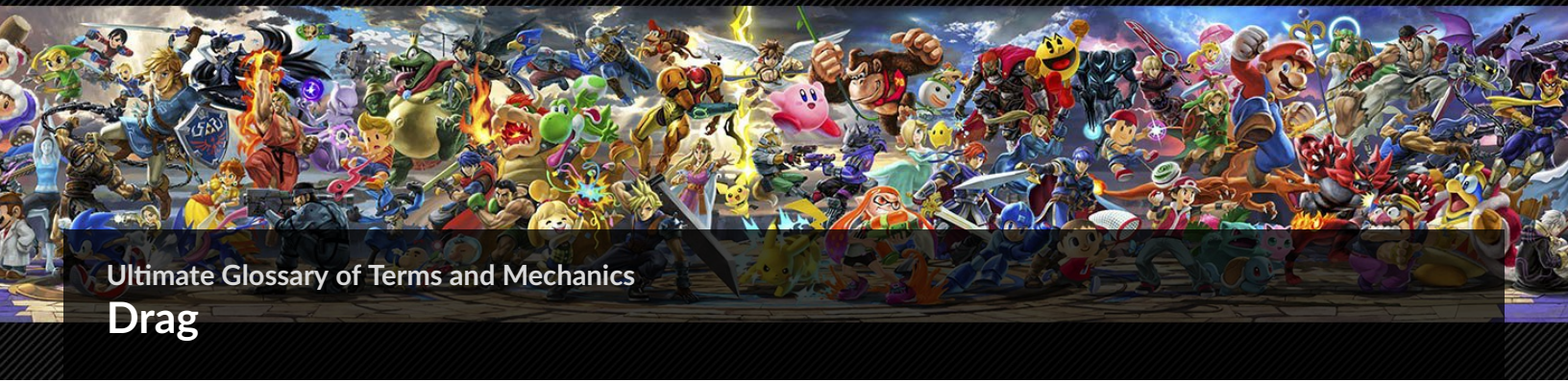
Dodge

Broadly, refers to different evasive actions possible using the Shield button. On the ground, fighters can dodge-roll to either side, or **sidestep** in place (also called an **on-the-spotdodge**, or **spot dodge** for short). In either case they're briefly **intangible**, then have a little vulnerable **lag** at the end before fighters can act again.

Dodging backward keeps grounded fighters facing the same way. You can dash in aggressively, then dodge backward to potentially bait whiffed counterattacks; you still face forward after the dodge's lag.

Dodging forward turns grounded fighters around. When close to a target, this is great. The dodging fighter passes through the defender and ends up at their backs, facing them. But far from targets, keep in mind that dodging forward ends with you backturned. There's not much reason to roll forward from far away anyway (unless you're rolling through a single incoming projectile or something).

In midair, tapping the Shield button results in an **air dodge** without changing air momentum. Tapping a direction on the control stick plus the Shield button causes a **directional air dodge**, which is like an intangible angled air dash. Angled air dodges have more lag afterward than regular air dodges.



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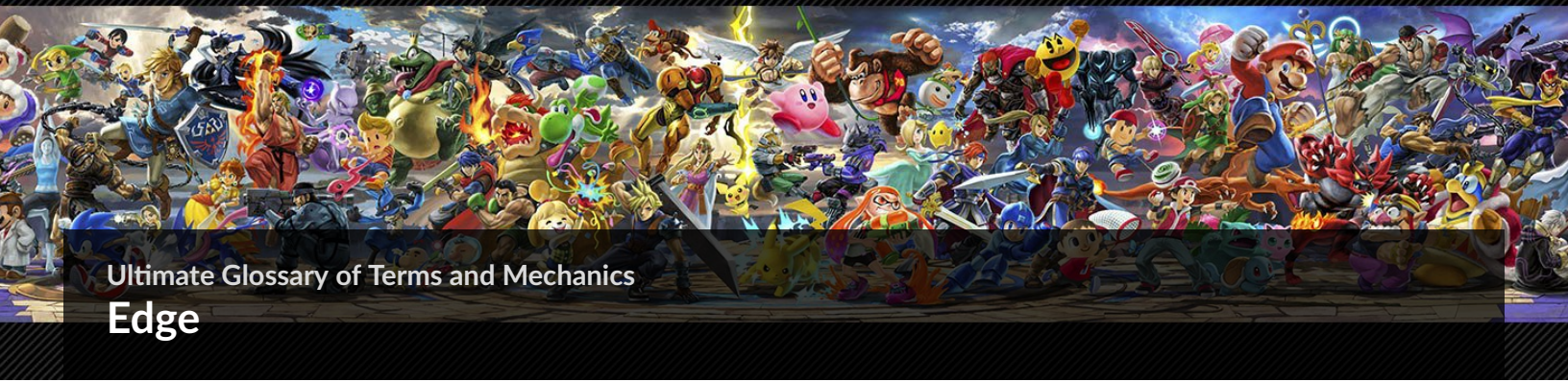
Drag

Property of certain moves (usually multi-hit attacks) that keeps victims suspended close, guaranteeing that follow-up hits connect. Hits that drag can be steered to set up advantageous situations. For instance, with a five-hit air attack that drags, you can catch an opponent with the first hit, then fast-fall, dragging them downward with the rest of the hits. This usually ends with the opponent forced to tech or wake up, scoring you a situation to read and punish their sudden defensive reactions.



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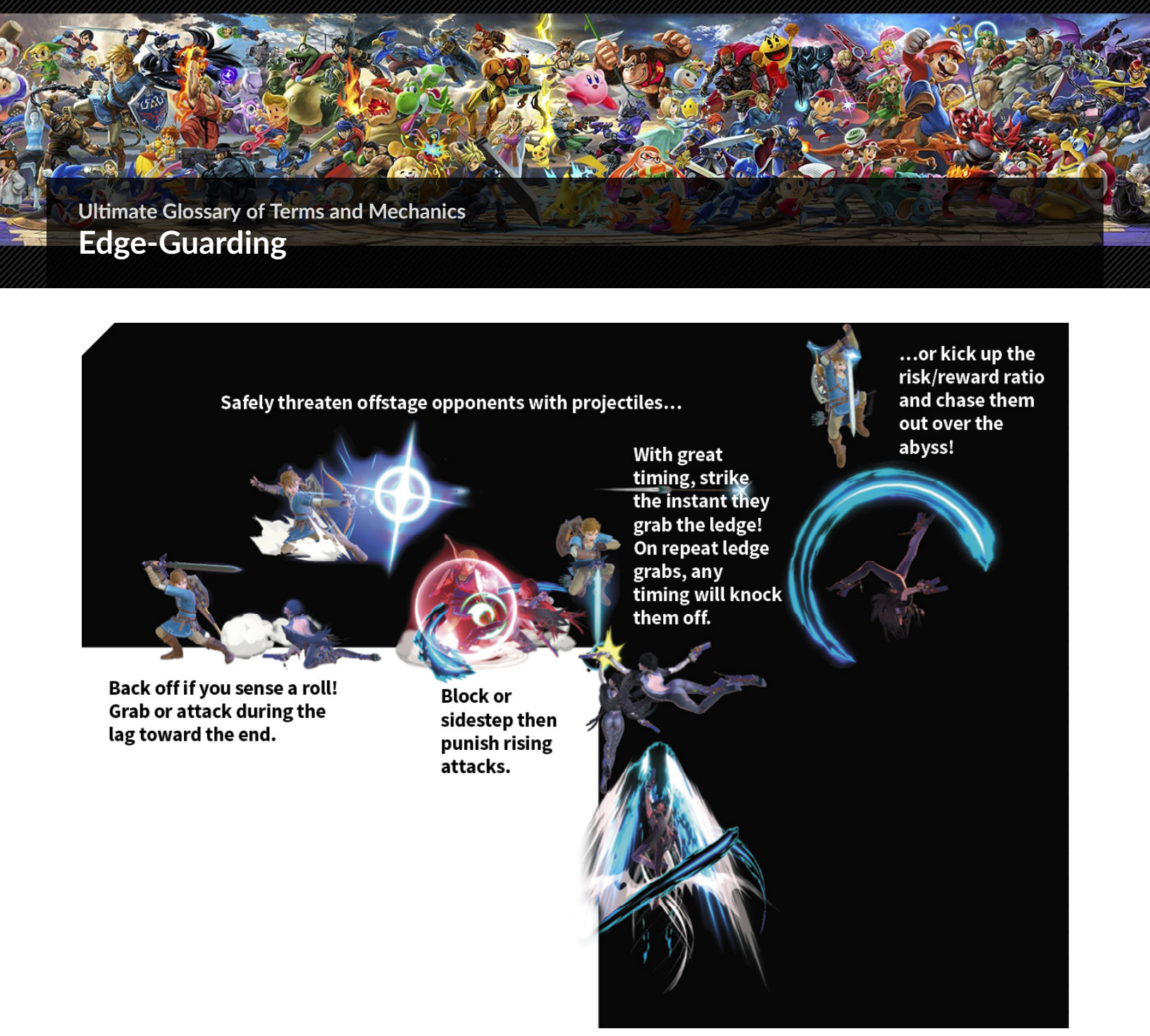
Edge

The end point of a stage, where land gives way to a sheer drop leading to the lower **blast zone**. The ends of "**soft**" **platforms** don't count as edges. For something to count as an edge, fighters must be able to **ledge-hang** off it. "**Ledge**" is a frequent edge synonym.

Much of the most interesting combat in Smash occurs at the edge. There's a tug-of-war between fighters who've been hurled off the side and want to **recover** past the edge to safe ground, and temporary "kings of the hill" who've knocked opponents off and are **edge-guarding**, trying to prevent them from returning. See any entries starting with **edge**, **ledge**, and **recovery**.



Ultimate Glossary of Terms and Mechanics

Edge-Guarding

In a nutshell, edge-guarding means preventing someone offstage from **recovering** safely. Many knockouts come from building damage on an opponent to a high level, like 80%+, then smacking them with a heavy move with high KO potential, like a good air move, smash, or your strongest throw. The rest comes from edge-guarding: tossing someone over an edge, then stopping them from making it back. Ideal edge-guarding essentially involves giving recovering fighters more chances to mess up.

BEING ANNOYING

One basic edge-guarding tactic is to toss items and projectiles into the likely return path of offstage fighters. Most fighters have a pretty telegraphed way to return to solid ground: they drift a bit; employ a tactic to move laterally, like a side special or directional air dodge; then use up special to lunge for an edge. So every object put in the way of this path forces them to modify their approach, even if just a little, and every time they have to do that is a chance for them to miscalculate over a sheer drop. Sure, if they get hit by tossed objects, they can reuse midair specials (giving them another crack at an up special, for instance), but they take a bit of damage and are knocked off their midair track. And if they take successful evasive action against a tossed object (using a special earlier than desired to move out of the way, or air-dodging through the item or shot), they limit their recovery options the rest of the way, perhaps making it easy for you to chase them with a spiking follow-up hit after the obstacle toss.

CHASING THEM OVER THE ABYSS

A higher-risk, higher-reward tactic is to chase enemies out over thin air. Aggressors put themselves at risk this way but are naturally still safer than whoever is trying to recover; someone who jumps off a stage or drops from a ledge on purpose is more in control of their situation than someone trying to drift back to safety after getting launched off the side. You can step off the stage, take a strong swing at someone with your best air move (often, back air and down air attack make excellent jousting options, with back air usually having lots of knockback and power, and down air often capable of **meteor smashing**), and still have a double jump and midair specials available to move back to the edge. Fighters with high air mobility, great air moves, and more midair jumps than the usual have an edge when getting proactive about interfering with recovery.

CANCELING OUT HANGING INTANGIBILITY

Experienced fighters won't recover simply by drifting out over a stage to fall to their feet. The vast majority of up specials leave their users helpless until landing, so recovering by drifting alone makes you an easy target for being launched and juggled with moves like up tilt and up air attack. Savvy players usually try to drift in position to target an edge with their side or up specials. Well-aimed, this lets them go from surging toward the edge to hanging from it, intangible. Edge-guarding against these players involves either stuffing their up special in progress, stopping them from making it to the ledge at all, or slapping at the ledge just when they arrive. The first time an airborne fighter hangs from an edge, they become fully intangible, but only after two frames of initial vulnerability as they first reach out and grasp the handhold. So, if you know someone wants to reach for the edge this way, use moves with down-forward-stretching hitboxes to target their hands. The timing is exacting, but it's a crucial tool for scaring recovering fighters.

If you slap at their ledge-grasping fingers and succeed, knocking them off before the intangible hanging period, it technically counts as them touching the ground, so they restock the ability to use their midair jumps and special moves. However, since this new midair period of theirs begins by being slapped off a ledge handhold, they've already used up ledge intangibility. If they lunge for the ledge again, this time it's easy to knock them off! You don't have to try for frame-perfect timing sniping their fingers; you can hit them anywhere. This makes it much easier to convert an edge-guarding encounter into a knockout. Their recovery potential is drastically reduced when they can't rely on up specials carrying them into a briefly intangible ledge sanctuary.

LEDGE-SNAPPING

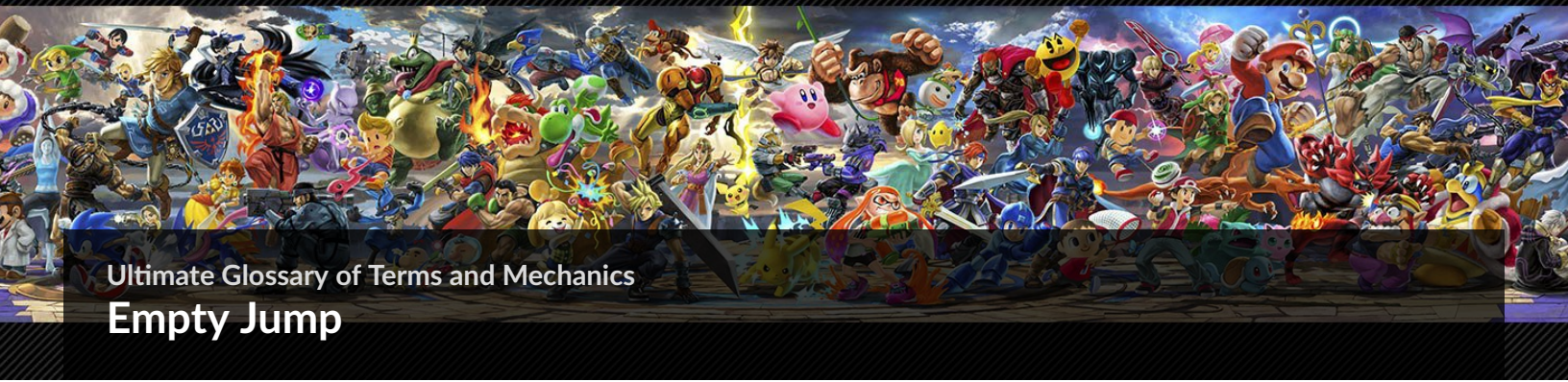
Besides slapping foes' fingers during the two-frame window when they're just starting to grab an edge but haven't yet become intangible, there's another way to knock ledge-hangers off, ending their intangibility. Only one fighter can hang from a given edge at a time. Anyone who gets close enough in midair to grasp the same ledge knocks the first hanging person off! It takes too long to hop off an edge, fall, and grasp it to knock someone off, but there's a trick makes you appear to "snap" directly from running off the edge of a stage, to hanging off the side:

On the ground, a few steps from the edge, flick and hold the control stick to run toward it. Run clean off the side, and right when you do, rotate the control stick in a rapid half-circle from forward, to down, to back toward the edge. You have to register you've left the stage, but without drifting away from it at all. Properly executed, this "ledge snap" maneuver makes it look like a fighter is running toward the edge, then is suddenly hanging off the side. If you see them pivot at the edge, you've rotated the stick backward too fast; if you see them plunge off the side, you've done it too slow. Don't fret if it's hard to see how this works for a while—it is hard! Practice in Training Mode first, with the speed reduced (Training Mode allows you to try stuff out at 2/3, 1/2, and 1/4 speed, which is really useful for understanding concepts and mechanics). This trick also tends to be easier with fighters who have slower movement speed, for obvious reasons. You have to run confidently far enough off the stage to be considered airborne, then pull the stick across a downward direction to cut forward-moving momentum, then move the stick back toward the edge to grasp it.

LEVERAGING THE POSITION

Holding off and blocking may work better when it seems like the enemy will probably make it back to the stage edge or a ledge-hanging position (whether you're not in position to interdict with good timing, or other skirmishes are developing close by, or you're playing a fighter who lacks great edge-guarding tools). The key to passively edge-guarding like this is to make sure you still end up facing the edge, most of the stage at your back, with the enemy hanging from the ledge or touching down on the short slice of stage in front of you. Even if you don't chase them offstage or toss annoyances at them, you control the situation if you control the space. If they fall to the stage after most up specials, you can definitely hit them. If they fall with an air move, you can block it and attempt to punish. If they hang from the ledge, any option they pick can be thwarted if you react correctly: you can shield and punish against a rising ledge attack or hopping move, and you can grab them right after their attempt to roll past you or climb up in place. If they drop from the edge voluntarily, they've just given up the biggest ace a recovering brawler can play, exploiting hanging intangibility; their next ledge grasp in the same airborne interval won't have any!

The TL;DR version of this extremely important article is that edge-guarding involves finding a balance between bold moves—tossing stuff in the enemy's way, chasing them offstage proactively to go for a spike, sprinting off an edge and ledge-snapping to nudge them back off right after they start hanging—and not overcommitting recklessly, overplaying your positional advantage.



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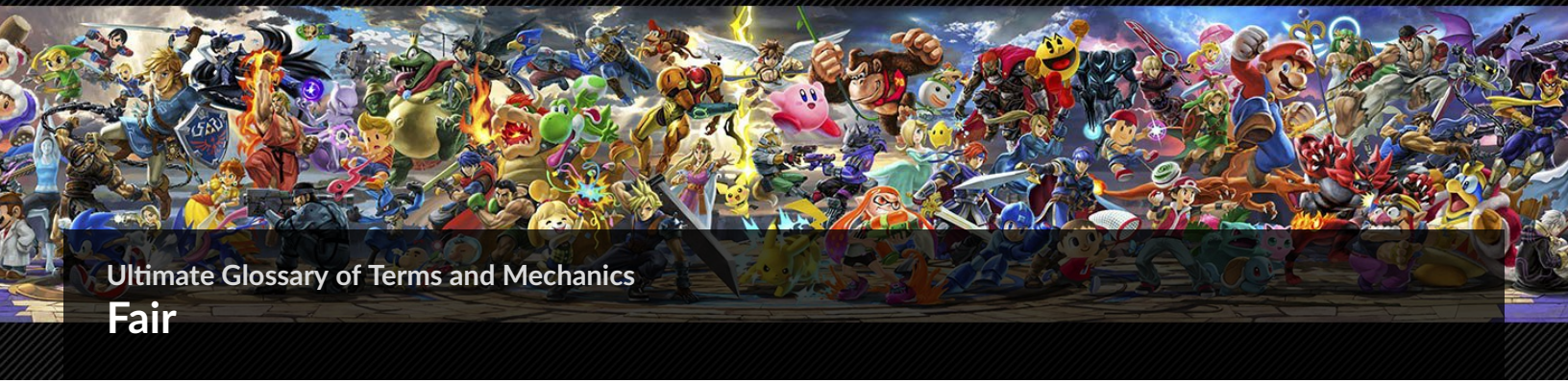
Empty Jump

An aggressive, posturing jump (or hop) with no attack performed. This is most useful to score **grabs**, since grounded targets who raise shields anticipating jump-in air moves are vulnerable to attackers who **fast-fall** and grab.

Empty-jumping/hopping can also be used as bait against reactive challengers. If someone is twitchy against jump-ins—always ready with an up special, up tilt, up smash, just generally up—you can hop aggressively without attacking, **air-dodging** just before you get to them (neutral, for lower landing lag). If you've **read** them correctly, their reactive **anti-air** will whiff through the air dodge's **intangible** period, and you'll land in time to grab or strike them!



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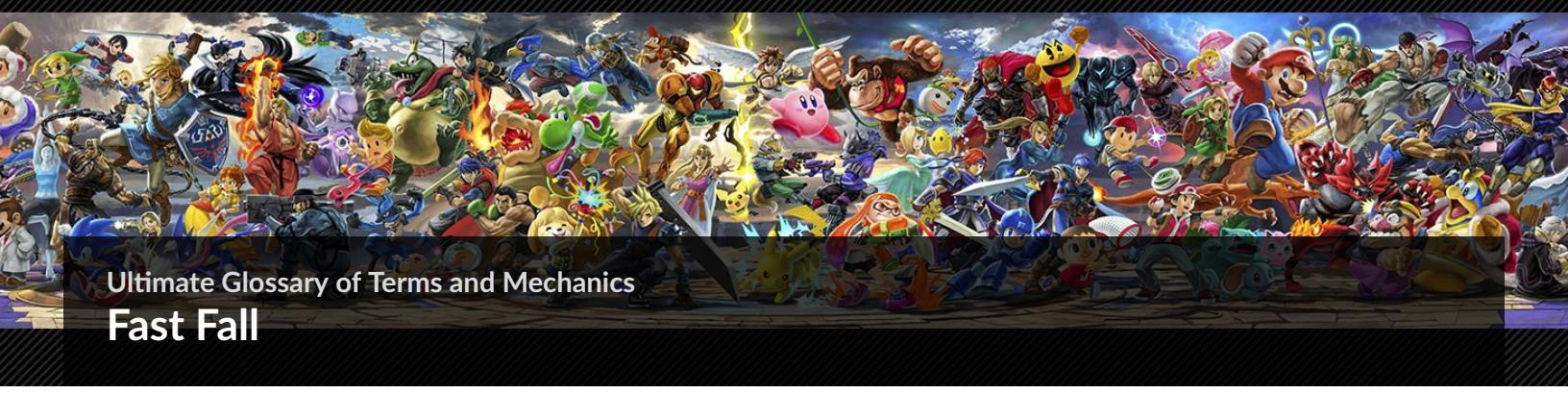
Fair

Community and commentator jargon for forward air attack.



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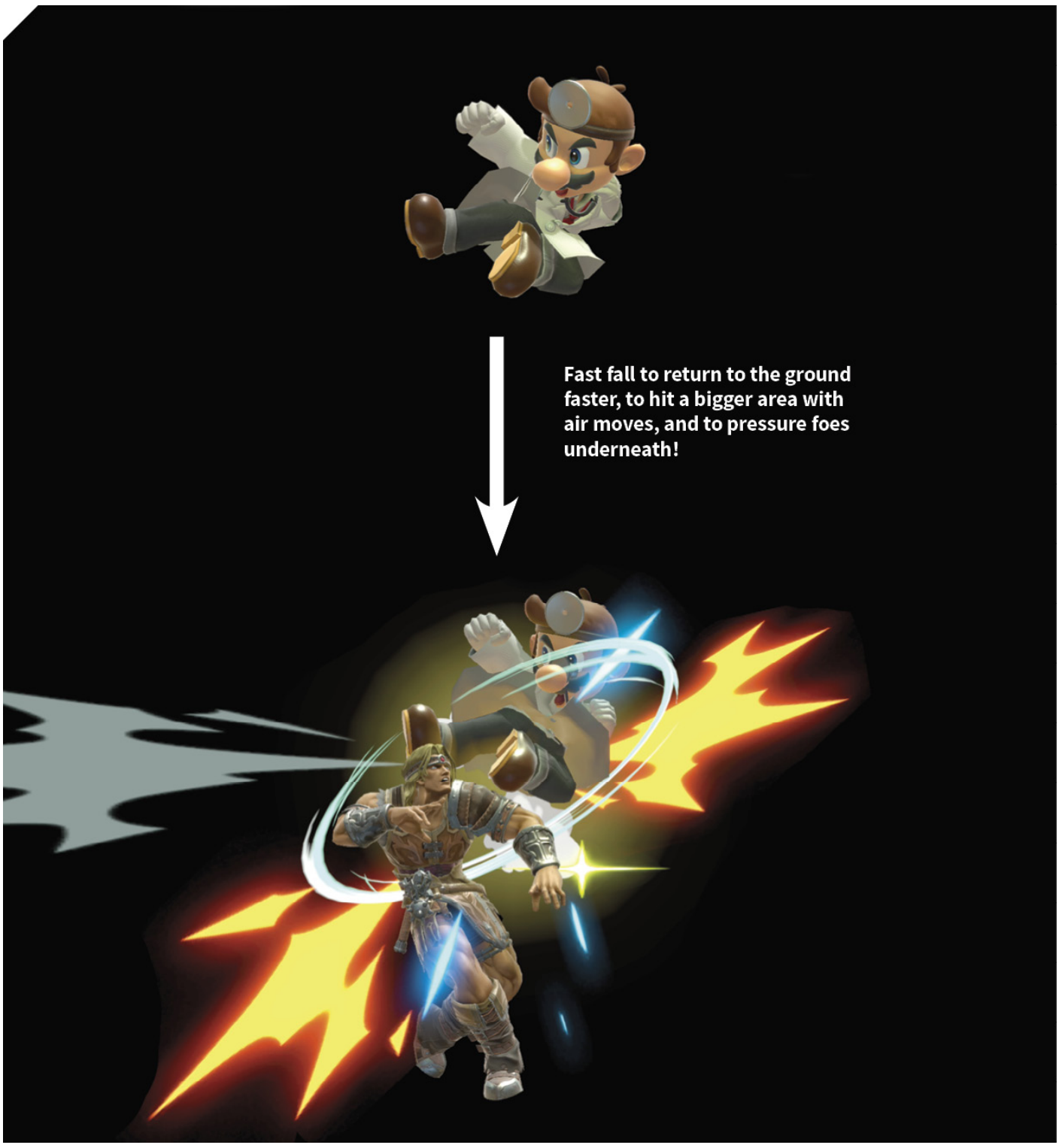
Fast Fall



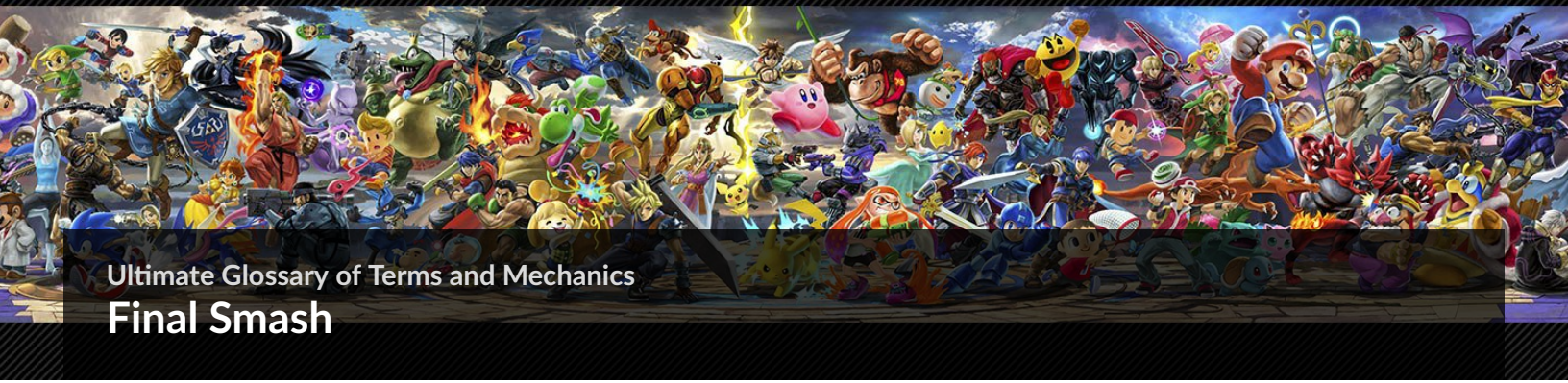
Once a fighter arrives at the apex of an airborne period, tapping down on the control stick makes them **fast-fall**, returning to earth much faster and allowing long-lasting air moves to be pulled down along a tall vertical swath. This doesn't just work during jumps; you can also fast-fall after being launched! The only time you can't fast-fall in midair is during special-move execution, or air grabs ("**zairs**").

This is an extremely important and subtle movement skill to develop. It's almost easier to talk about when you wouldn't want to fast-fall than when you would. When leaping aggressively at foes and sticking out air pokes, you're pretty much always best served by fast-falling to cut short the second half of the jump, and to maximize the amount of airspace that your air poke hits. Hopping forward with air pokes, then fast-falling is so common and important in Smash that there's an acronym you might see used: SHFF, for "short hop fast fall."

Defensively, when jumping and sticking out air pokes to wall off aggressors, you might forgo fast-falling so you have time to squeeze out an extra air attack or two. When you're tumbling after being launched or thrown, sometimes your attacker will count on you to fast-fall, eager to get back to land faster, and aim their juggle attempts accordingly. Drifting wide away from them and skipping the fast fall can mess up their combo attempt. And offstage, when you're trying to **recover**, it's obviously not the time for fast-falling.

USE THE C-STICK TO IMPROVE FAST FALL CONTROL

When using the control stick plus the Attack button for air moves, you always trigger a fast fall while attempting down air attacks. To down air without fast-falling built in, flick the C-stick downward instead. Getting used to using the C-stick for air moves in general helps solve some aerial execution challenges like this. For instance, when trying to "SHFF" aggressively with forward air attack, you'd need to tap the Jump button (or up on the control stick, if you leave "tap up to jump" enabled in extra control options), tap forward+Attack, then tap down. It's hard to always be totally crisp with control stick motions under duress, so it's easy to mess up part of this; you get a neutral air attack instead of forward air attack, or you tap down too early or too unassertively, failing to trigger fast fall. Instead, try hopping, flicking the C-stick forward to trigger forward air attack, then tapping down on the control stick for the fast fall. You might find this is more consistent and easier to do rapidly; it might not sound like much, but it makes a big difference, not having to worry about getting the control stick into the forward position repeatedly for forward air attacks (or whatever).



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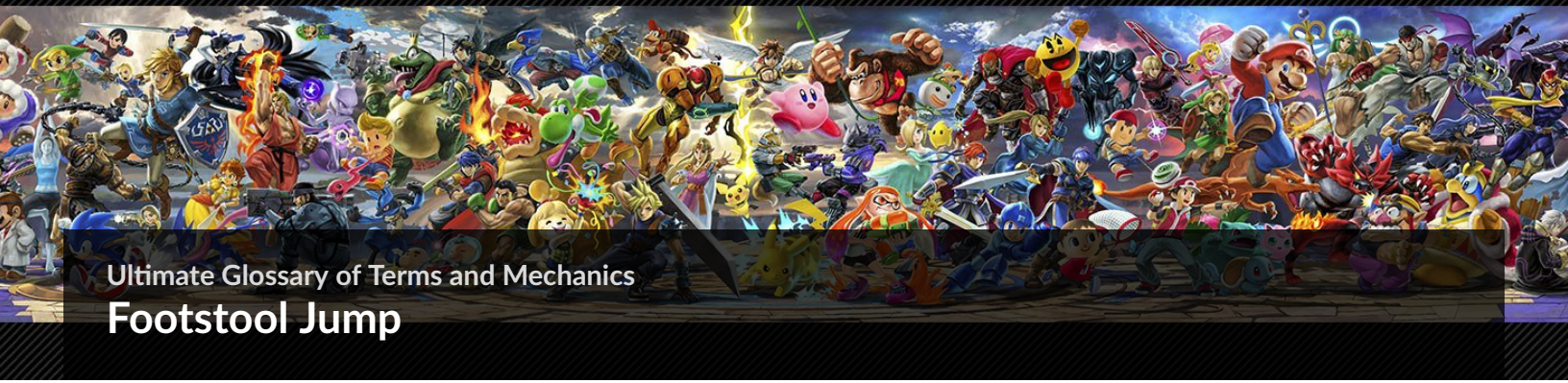
Final Smash

Each fighter's most powerful attack, fully unleashing their abilities. To use a Final Smash, you either have to crack open a Smash Ball, or fill up the FS Gauge (with that option enabled under a custom rule set). When your fighter glows with Final Smash energy, a neutral special input activates the ultimate move. Depending on the rule set, mode, and environment, Final Smashes may not be enabled.



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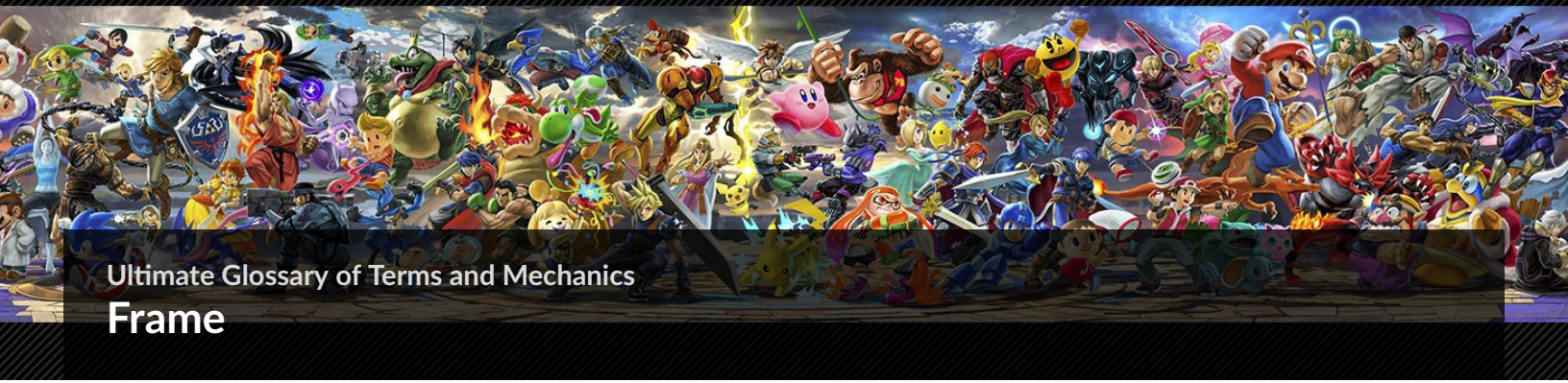
Footstool Jump

A special type of jump any fighter can execute when flush against an opponent in midair. It works on grounded or airborne enemies, acting like a wall jump—just off an enemy's face! If used against grounded opponents, a footstool jump provides some loft while momentarily making them flinch. Their penalty for getting footstooled isn't significant while standing. In midair, though, a footstool victim is sent falling straight down quickly. Offstage, footstooling someone air-to-air is basically a different kind of meteor smash, sending them plunging rapidly toward the lower blast zone. Midstage, air-to-air footstool jumps can be used to knock someone straight down into the ground, setting up a sudden **tech** situation they might be unprepared for. This has some niche use in juggle combos when you know they'll be close enough for you to jump and immediately footstool off of.



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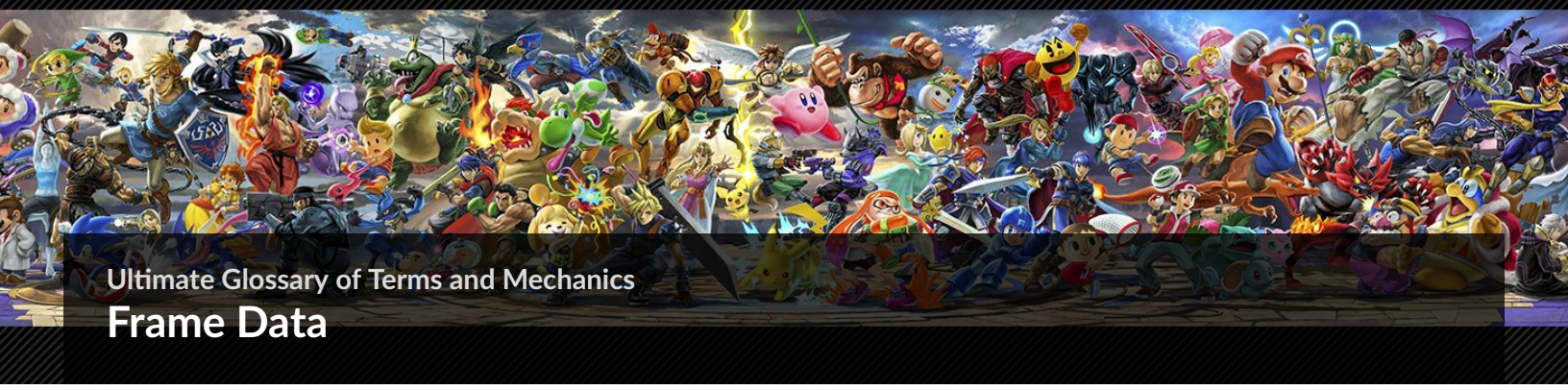
Frame

The smallest unit of time measurement. The game runs at 60 frames per second. Both Training Mode and Photo Mode allow you to advance the game one frame at a time, so it's easy to see how thinly sliced the game action is. This doesn't just help you get the best Photo Mode capture; it can also illuminate how combat works.



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Frame Data

Frame data is sometimes used to describe move speeds and properties, and is neither required information for game enjoyment, nor as intimidating as it might seem before you get acquainted.

TESTING FRAME DATA IN TRAINING MODE

When looking into frame data, the most important piece of information for a move is its **active** frames. When is the move a threat on-screen? After that, it can be helpful to know how long a move preoccupies a fighter—not when its attack or animation ends, but when it accepts different inputs.

Luckily, the Training Stage in Super Smash Bros. Ultimate offers a built-in frame counter, so you can accurately check anything you want! Check out the Speed setting in Training Mode options and put it on "1 frame." Now, tapping ZL advances a single frame at a time. (You can play at normal speed by holding down ZL.) While the game's frozen, holding any desired input and tapping ZL advances one frame while inputting that command. This is how you can test things accurately. For example, stand next to a CPU dummy, hold any attack command, and skip a single frame to start, then count single frames until the attack hits. That's the start-up right there; a neutral attack that strikes three ZL taps after the initial input hits in four frames.

Pick "Control" under CPU Behavior and have another controller ready to test out interactions between two fighters using frame skip! For instance, you can check if certain things are safe in a given matchup by starting the attack with one fighter, then blocking with the other and holding down Attack or Grab to **buffer**, executing either as soon as possible out of shield-stun. Then, that command held (you might have to get creative with both hands or feet or friends), you can try to shield up or dodge or jump away with the original aggressor before the retaliation comes. In this way, you can minutely test out any interaction in the game, finding weaknesses or opportunities.

ATTACK SPEED GENERALIZATIONS

The very fastest attacks hit in a single frame after input, but that just covers neutral attack jabs from Little Mac and Zero Suit Samus.

Usually, a very fast neutral attack hits in two or three frames. A neutral attack hitting in four or five frames is usually heavyweight territory; slower than that is rare, typically on an unusual fighter. (Look for a faster reliable tilt or smash attack. There will be one or two.)

Most decent tilt attacks hit around seven frames, give or take a frame or two. For a burlier fighter this might be closer to 10 or 12, like they're miniature smash attacks. The very fastest, like Snake's side tilt, hit in four frames.

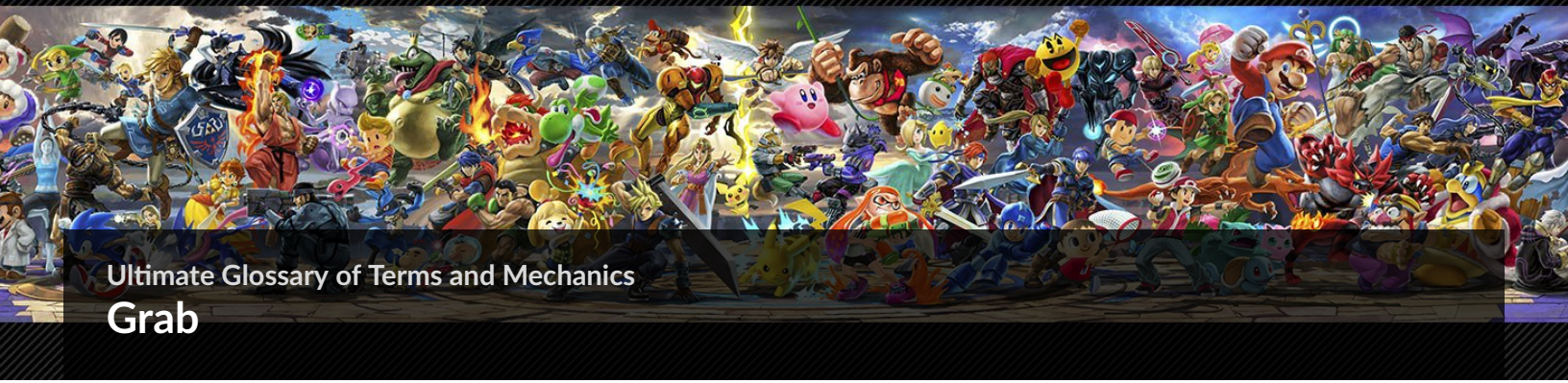
Smashes vary, with some as fast as five to eight frames uncharged (many up smashes especially have a brief hit directly in front or on both sides that's relatively quick, before transitioning to a slower anti-air hit), but the majority clock in around 14-ish frames. Heavier fighters have smash attacks that edge into 20-to-30-frame territory, taking as long as a third of a second to half a second to hit.

Air attacks vary a lot. Some are as fast as good neutral attacks, active in two or three frames. Some are like flying smash attacks, taking 18 or more frames to hit (this is usually a down air attack with a spiking meteor smash effect on hit). It's almost more important to be aware of how much lag an air attack has than how fast it hits to start. Moves with lots of aerial lag make it hard to recover if you use them in offstage airspace; air moves with extra landing lag when used low to the ground leave you vulnerable on touchdown while messing up potential combos or shield pressure.

A grab that pulls in defenders within five or six frames is very fast. There are nimble fighters who yet have seven-frame grabs, too. Eight-frame grabs are the beginning of heavyweight territory, considered slow. Slower than that usually involves a tether throw, which has extra range at the cost of added start-up.

Specials are all over the place and can't be broadly generalized.

When this guide refers to various attacks as being fast, typical, or slow for their classes, it's with these figures in mind.



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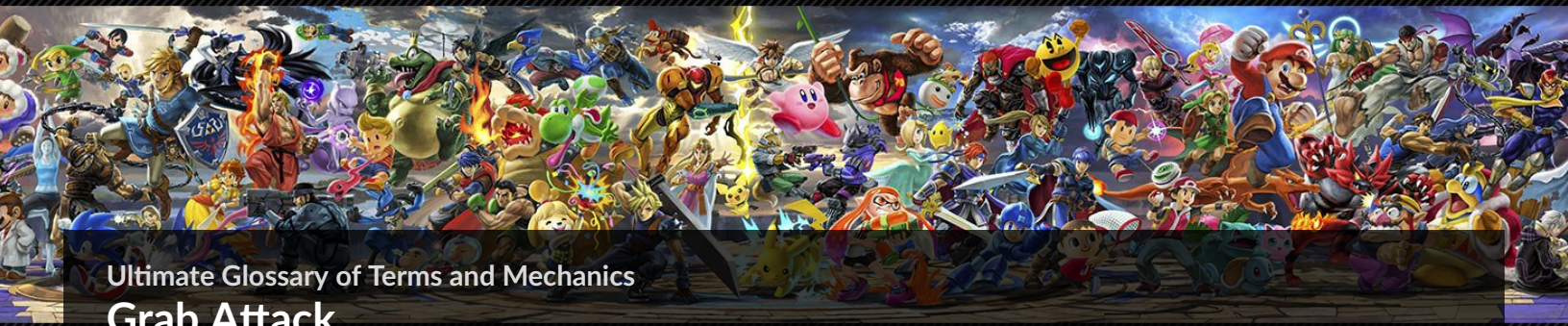
Grab

A close-range grappling move that can't be blocked, initiated with either the Grab button (if assigned) or the Attack+Shield buttons together. Leads to grab attacks and throws when successful. Always one of the fastest (if shortest-reaching) moves in a fighter's arsenal, not to mention a terrific counterattack thanks to shield grabs. See **offense** and **shield grab**.



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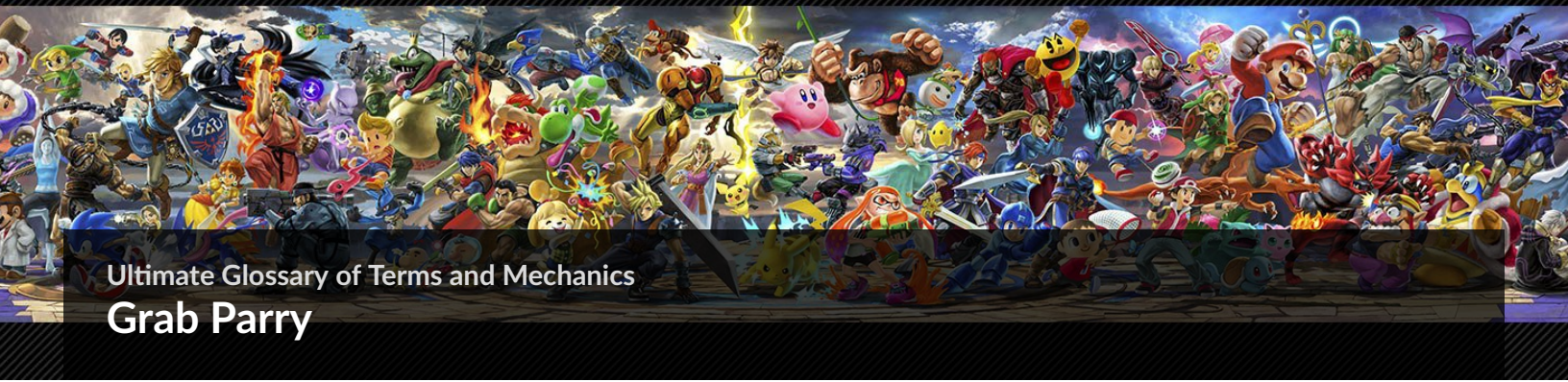
Grab Attack

A quick, weak attack that can be repeated against a grab victim several times before throwing them. This helps up the overall damage of the throw sequence. Get in two or three quickly before your throw of choice, but don't push for more or your foe starts shaking free.



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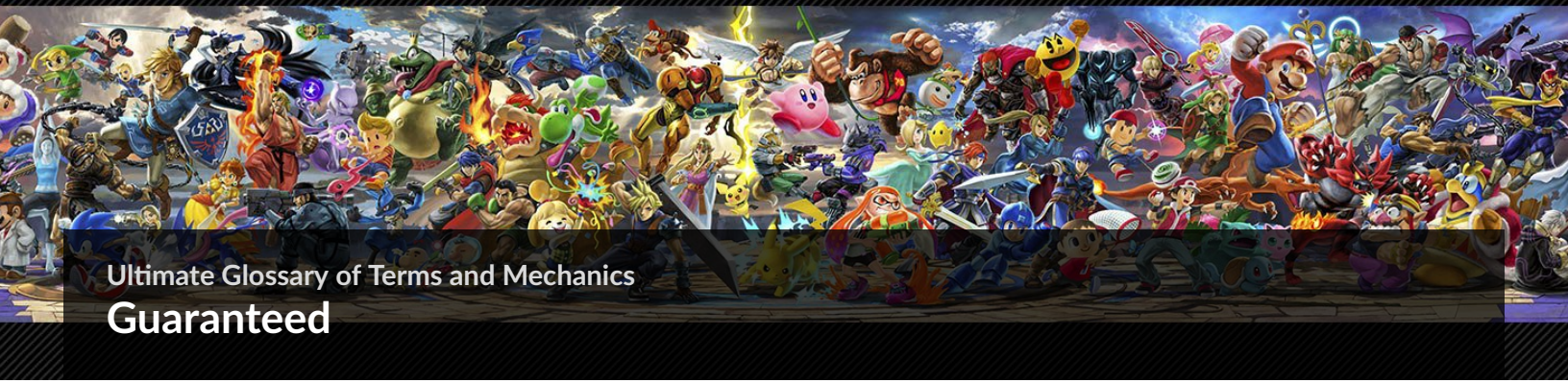
Grab Parry

When two fighters attempt to grab each other simultaneously, a grab parry occurs. This is like a “tech throw” in other fighting games, with both fighters returned to a **neutral** state and neither taking damage. This can’t be used on reaction late like in many other fighting games, though, since the grabs have to clash. If it happens, you know both players have gone for a throw at the same time. Based on the timing, this might be useful information. For instance, an aggressor might move in again in a similar scenario but roll through a defender instead of trying for the grab; if their opponent grabs with the same timing as before, it’ll whiff and expose their back.



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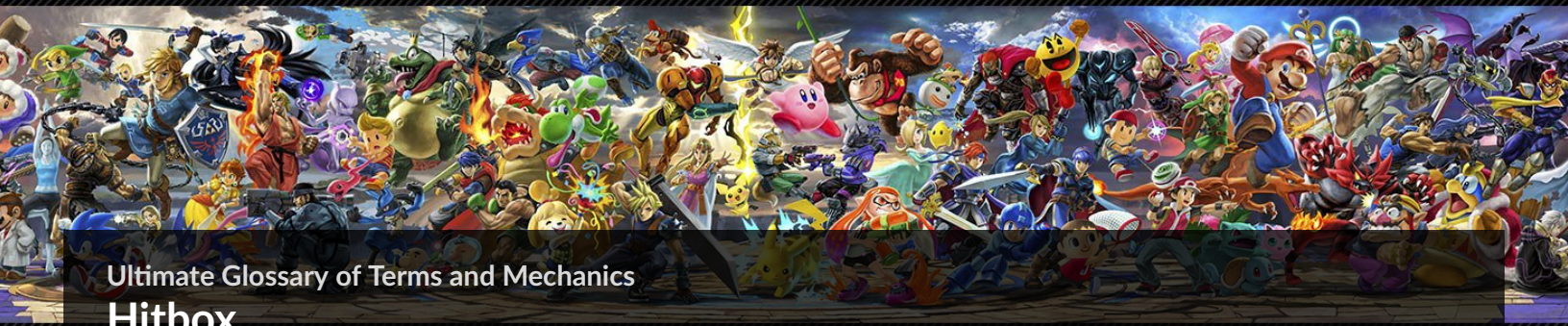
Guaranteed

“Guaranteed” is often used in reference to punishes and combos. For example, on a basic level, it’s important to pay attention to whether you can block each fighter’s frequent attacks and strike back with “guaranteed” shield grabs and neutral attacks (usually, but not always, the fastest retorts in a given move set). It’s also key to learn scenarios where your favorite fighters are “guaranteed” follow-up damage and combos. For example, at low to mid percentages, you might know that you can always count on down tilt and up throw to start short guaranteed combos, while at high-damage percentages you have to switch to down throw.



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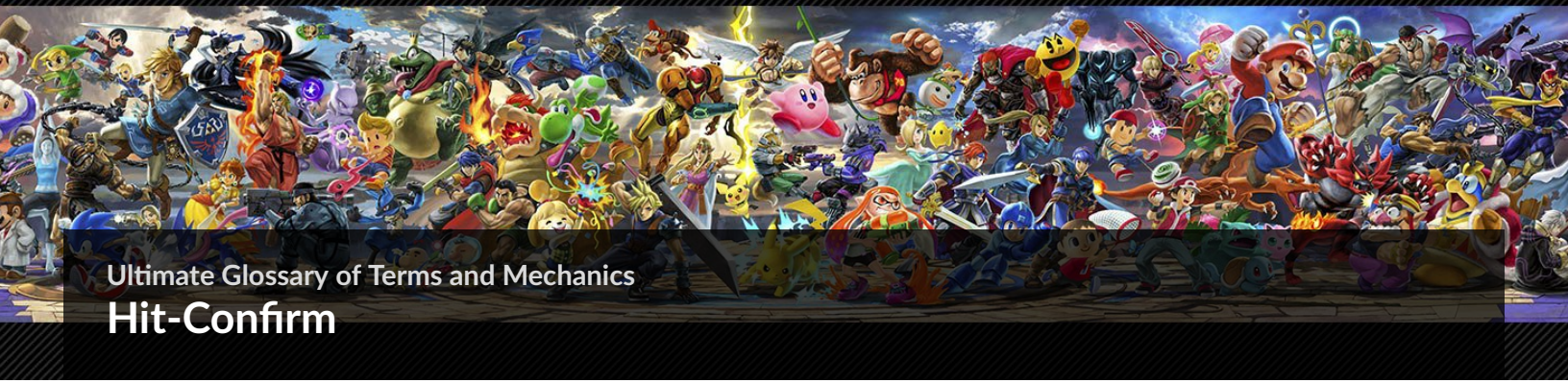
Hitbox

The dangerous, damage-dealing area of a move. When you talk about the **active** period, it concerns how fast-hitting and long-lasting a move is; when you talk about the hitbox, it's how much area it covers. Usually attacks strike where it looks like they should: a grab pulls people in around the extended hand, a punch generally hits at the fist and forearm, a sword swing hits around the sword and perhaps the arm, and so on. Occasionally the visuals don't tell the full story or are misleading, which this guide's move descriptions highlight (like for a forward-facing headbutt that has an exceptional hitbox to the back early, or a move that looks like it arcs through an upward direction but actually only hits horizontally).

Contrast with **hurtbox**, the vulnerable parts of a fighter. Hitboxes are sometimes described as **disjointed** when they extend far beyond the hurtbox, a great trait to have.



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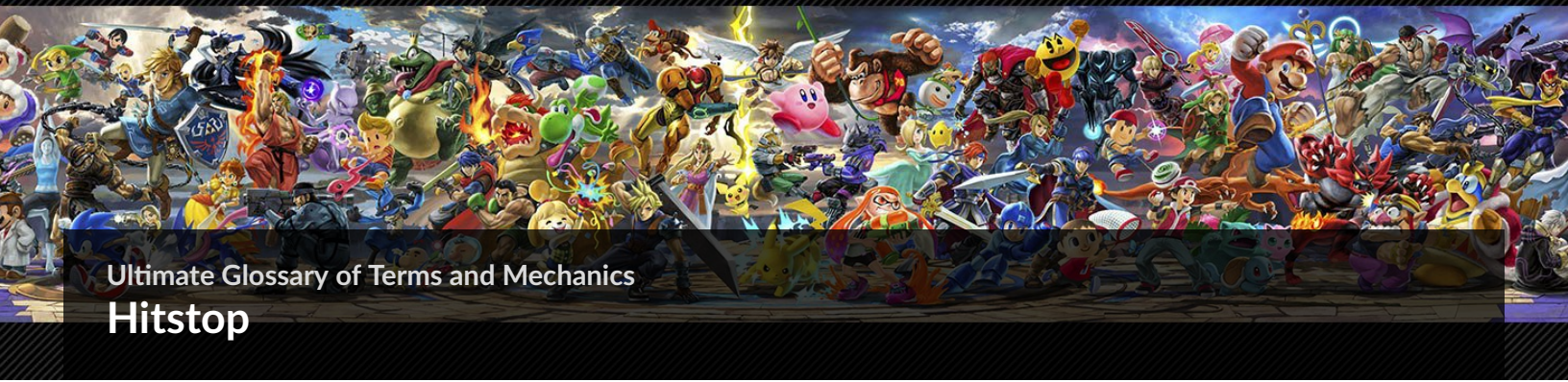
Hit-Confirm

A sequence of attacks you perform only up to a point, verifying that hits are successful before completing the sequence. Some hit-confirm starters include repeated down tilts from fighters like Ken, Ryu, Luigi, and Ness, and the side tilt follow-through options of Bayonetta and Snake. The neutral attack combo of almost every fighter works this way too. Generally, in any lengthy sequence of attacks, you want to cut the whole thing short as soon as possible if you realize the opponent is blocking or dodging successfully. This allows you to start up a secondary attack or bait out and punish a counterattack attempt.



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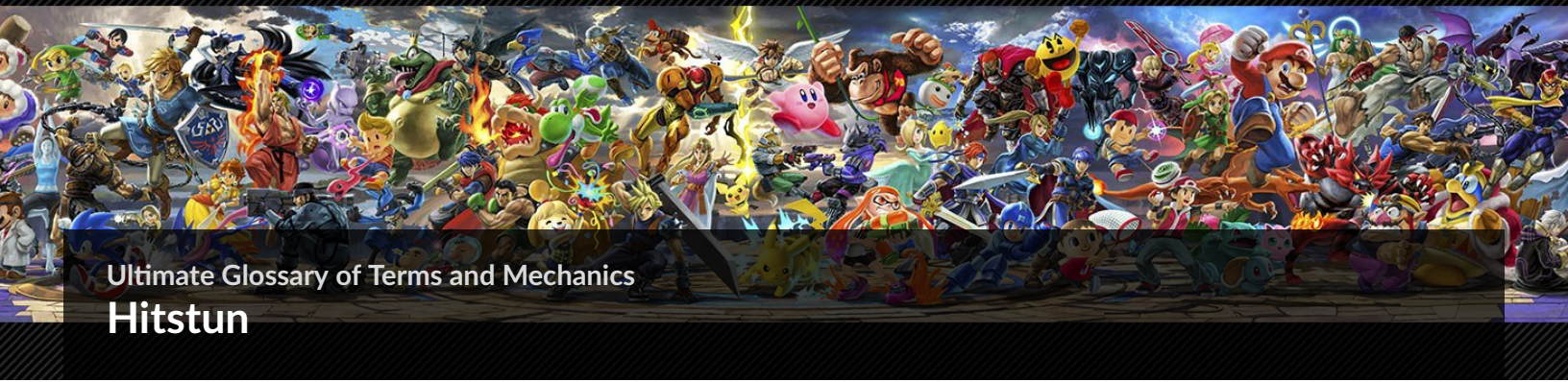
Hitstop

Hitstop occurs during frames where attacks actually touch targets, whether shielded or on a clean hit. It's called hitstop because it's a subtle effect where the game is briefly slowed down, helping almost subliminally reinforce for players that contact has occurred. It's during this period that **hitstun** **shuffling** and **shieldstun shuffling** are possible, allowing the recipient of the attack to influence the direction of their recoil.

For most attacks hitstop is very brief. For high-damage clean hits it's not subtle at all though! A dramatic red zoom-in highlights devastating hits for a split second before the victim is launched away.



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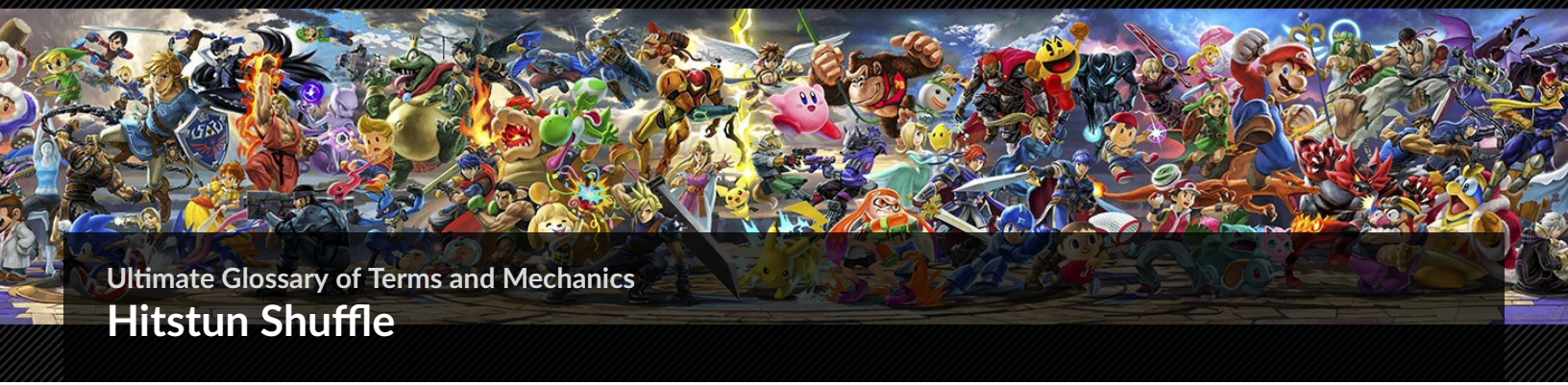
Hitstun

The period after a fighter has received a hit when they're **flinching**, unable to perform any actions. No inputs are possible for a certain period of time except giving control stick input for **hitstun shuffling** (while being hit) and **directional influence** (during a launch). Any other hits that connect during this period result in a guaranteed combo, racking up lots of damage.

When launched into the air, helpless and tumbling, a fighter is stuck in hitstun for a certain variable period of time, dependent on the knockback of the launching attack and the damage already piled up on the launchee. Before that point, all that can be done is control stick input to bend the launching direction, cutting the momentum with directional influence. At a certain point, though, the "locked" hitstun period ends, and the tumbling fighter can steer their helpless body, regaining full control by dodging or attacking, or **teching** upon contact with the ground.



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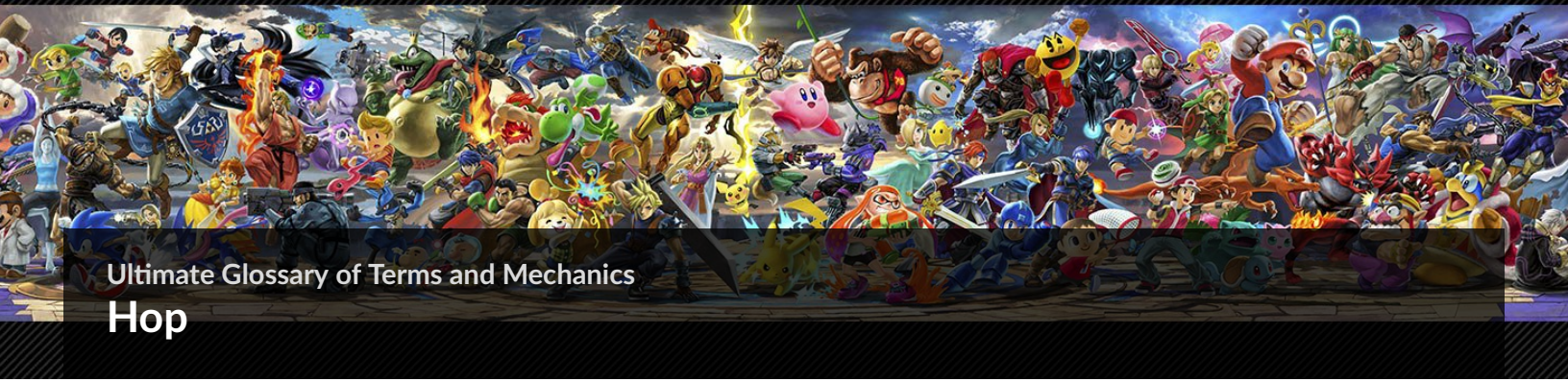
Hitstun Shuffle

By tapping directions on the control stick while being struck by the opponent's attack, you can subtly nudge the way your fighter **flinches**. This defensive mechanic is relevant only while attacks are connecting, not when they've launched victims away; at the point of launching, that's when **directional influence** comes into play.

Hitstun shuffling is most useful against multistage attacks that hold defenders in place for several seconds. This gives the most time to react and the most time to register lots of inputs, causing more shuffling. Examples of attacks that provide a good opportunity to try shuffling are the multi-hit neutral attack combos of Bowser Jr. and Inkling, among others. These types of attacks finish with a flurry of small hits, a dozen or more at a time, which provide a good chance to try shuffling out by rapidly tapping backward. Basically, any multi-hit attack or combo is a candidate for shuffling.

Shuffling occurs in the direction you tap, and more taps are better. Like **shield-shifting** and directional influence, this is an extremely situational defensive technique, and not something to worry about much at a novice or intermediate level. But when you start looking for every trick you can find in every kind of situation, it can make a difference.



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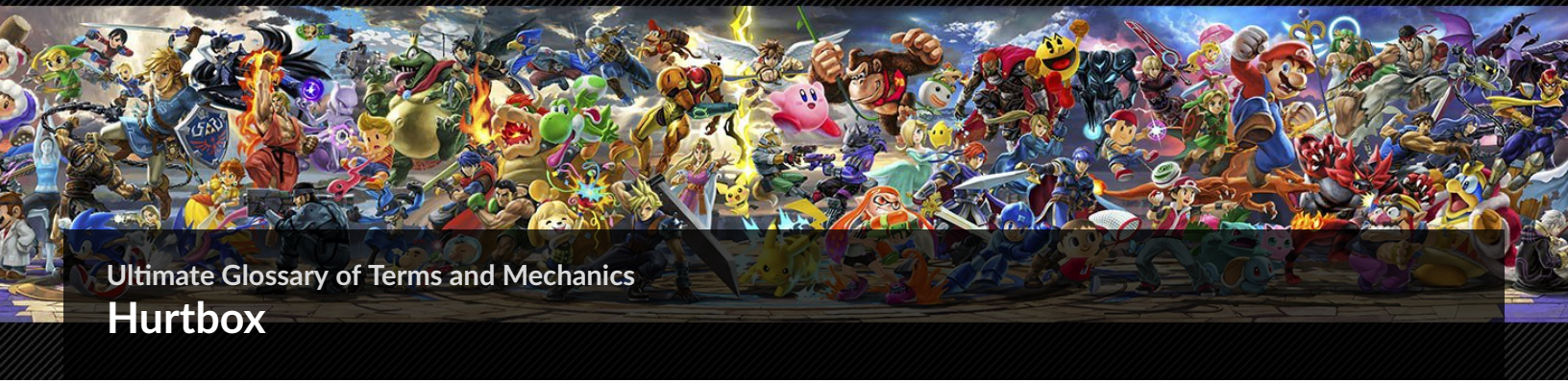
Hop

Often also called **short-hopping**. A small jump executed by tapping the Jump button briefly. See **movement**.



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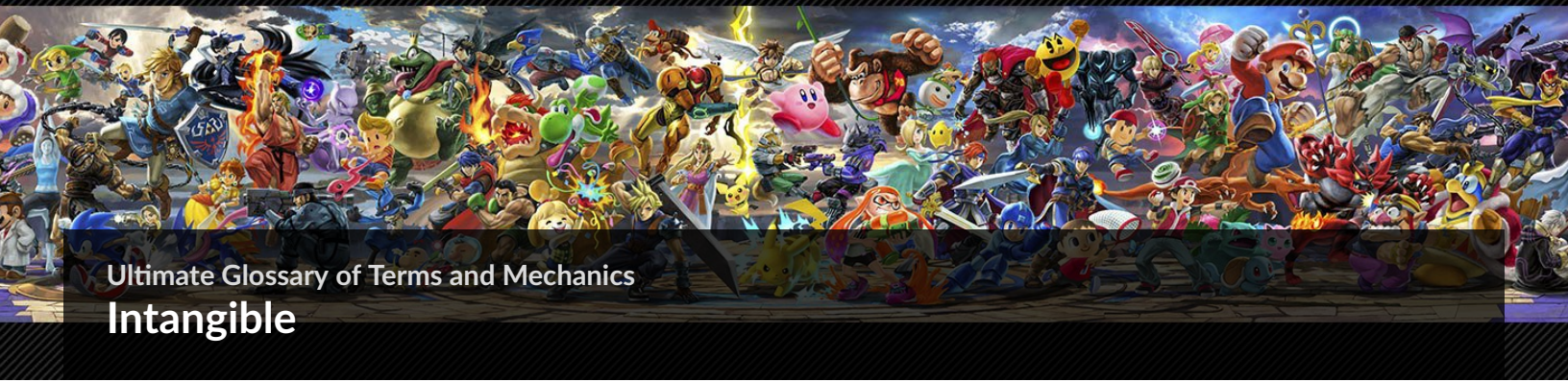
Hurtbox

Guidelines behind the scenes, invisible to the player, that determine the space a fighter occupies, and the places where they're vulnerable. Hurtboxes for both taking damage and physically pushing against opponents pretty much conform to what you see the fighters doing, with one quirk: the really big, tall fighters (mainly Charizard, Ganondorf, Incineroar, and Ridley) have big vertical hitboxes for absorbing incoming attacks, but other fighters who hop against their towering upper bodies simply pass through. As a concession to smooth gameplay, the huge dudes aren't physical impediments to smaller fighters leaping through short-hopping airspace.

Contrast with **hitboxes**, the hitting portions of moves.



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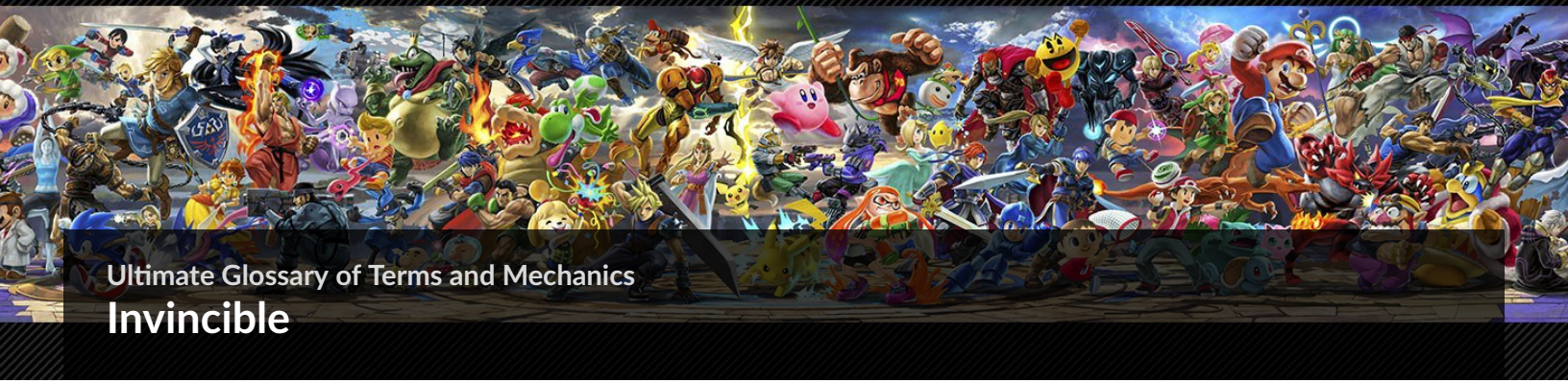
Intangible

Intangibility means the **hurtboxes** on a fighter or limb don't interact with the **hitboxes** of other fighters. If something slashes past, it's like an intangible fighter isn't there. Fighters are fully intangible head-to-toe during **dodges**, whether **on the spot** or **rolling**. Fighters are also fully intangible the first time they **ledge-hang** during an airborne period. Often, a fighter with long-reaching **pokes** has an intangible fist or forearm, reducing the likelihood that this attack will lose head-on encounters. Headbutting fighters are often blessed with an intangible noggin. This is one of several properties and mechanics that lead people to say a move has good priority.

In Training Mode, there's an option to make visible when limbs and fighters are intangible, and we strongly recommend you enable it. Intangible hurtboxes are shown as blue bubbles. (The easiest way to see this is to sidestep or roll.)



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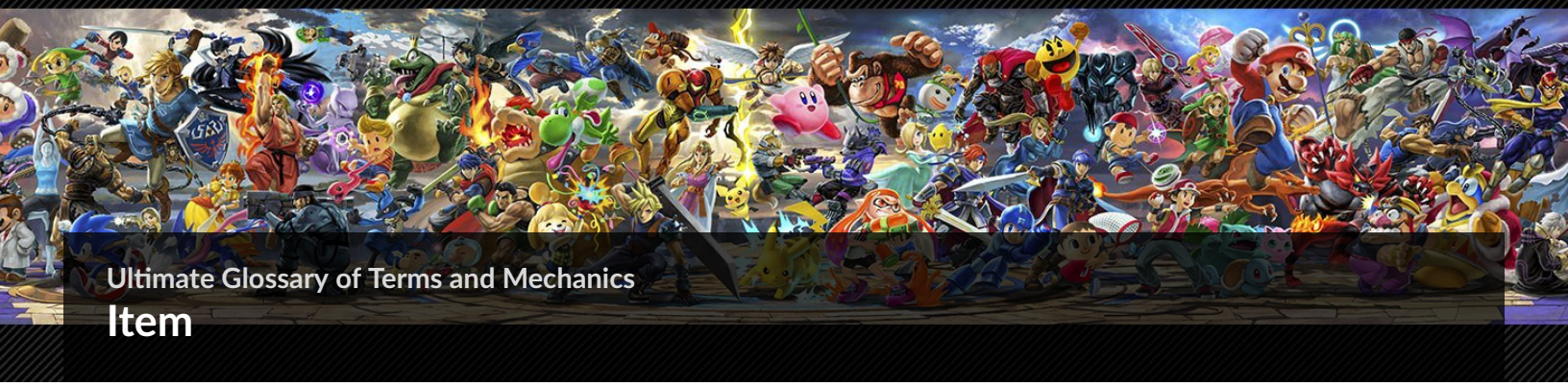
Invincible

Invincible fighters and limbs interact with other objects and fighters—it isn't like passing through a ghost, like **intangibility**—but the invincible fighter doesn't **flinch** or take any **damage**. Unless aim is off, this means invincible moves usually win out, if contesting moves clash during invincible **frames**. Everyone is invincible while executing throw moves on opponents. Invincible attacks are rare, but include several shell-related Bowser moves, and the armored belly portion of King K. Rool's move set, among others.

As with intangibility, invincible hurtboxes can be displayed in Training Mode. Invincible hurtboxes show up as green bubbles. (The easiest way to see this is to grab and throw the CPU dummy.) With the blue intangibility bubbles, green invincibility bubbles, and frame-skip feature, you can take as close a look as you like at move properties.



Item

Items can be picked up, wielded as weapons, tossed… There are all kinds of items! Weapons, single-use projectiles, crates, Poké Balls that explode into a Pokémon helper, and Assist Trophies that summon a classic helper from all over the gaming universe. The ultimate item is the Smash Ball, which fills whoever shatters it with **Final Smash** energy! Watch out for the Fake Smash Ball, which likely KOs whoever's foolish enough to break it. (Tell them apart by which strip is thicker. A real Smash Ball has a thick vertical strip. If it's a thick horizontal strip, stay back.)

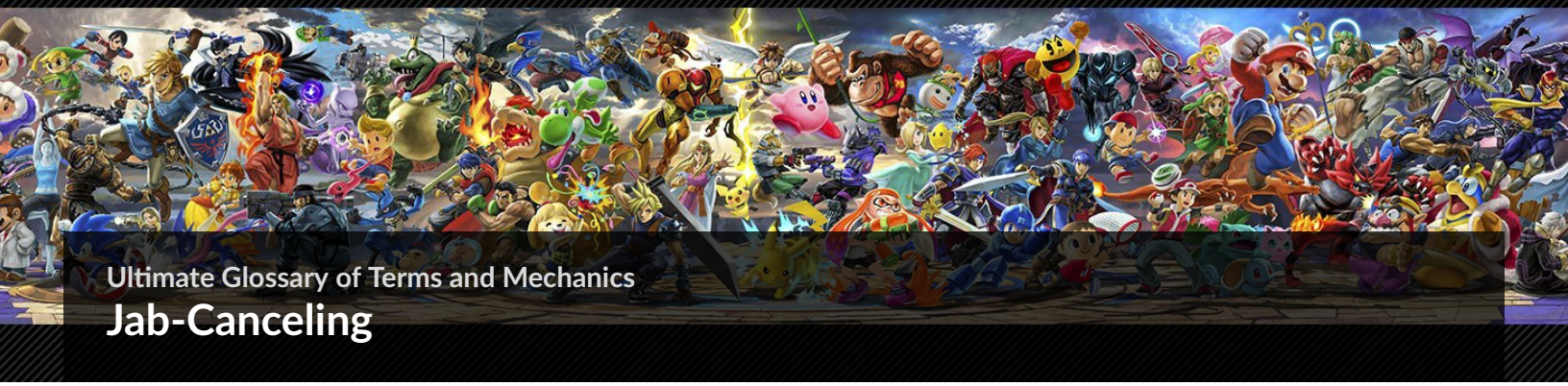
Weapons can be swung with the Attack button and thrown as projectiles with the Grab button (or Grab command, the Attack+Shield buttons together).

Items that aren't weapons can be thrown with either the Attack or Grab buttons. Unless an item is very heavy, you can usually jump and midair-jump while carrying it. Some items, like heavy crates or Wario's ditched bike, are too heavy to jump while hefting them.

Whenever throwing an item, the speed and power of the throw can be increased by flicking the stick in a smash-style input as you press the button. This is called a **smash throw**, and you'll know it works because the fighter flashes just like during a smash attack.

You can catch items the enemy has thrown at you, though this is risky, and you can even catch items you've thrown to yourself, whether tossing them straight up and then catching them, or jumping, dropping them in midair, then catching them on the way down before they hit the ground. Catching enemy items requires an immaculately timed Attack button press just as the thrown item arrives. Your own items can be caught on the ground with an Attack input, or in midair with a perfectly timed Grab input, if you want to forgo an attack whiff on the catch. There are all kinds of applications for specific fighters' item options, which are covered in fighter chapters.

Depending on the game mode and environment, the selection of available items varies. In an eight-player free-for-all, on a big stage with all items enabled, you're in for quite the chaotic party battle! In serious competitive environments, most or all items are usually disabled. This doesn't mean item mechanics vanish totally, though, because several fighters can produce their own items. This includes fighters like Peach and Daisy with their turnips, Snake with his Hand Grenades, Diddy Kong with Banana Peels, and Bowser Jr. with motorized Mechakoopas, to name just a few.



Jab-Canceling

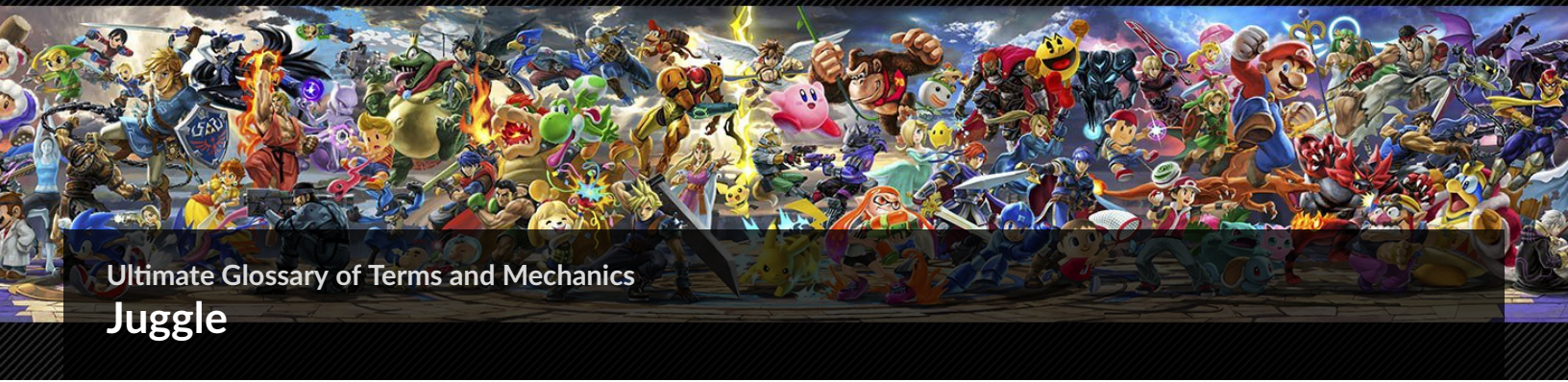
Almost every fighter's neutral attack combo is performed by pressing the Attack button repeatedly. During neutral attack 1, another press initiates neutral attack 2, then another press initiates neutral attack 3. For many fighters, merely holding down the Attack button executes the combo. This isn't always desirable; most neutral attack combos are punishable if the whole thing is blocked, and the finishing attacks usually don't have great KO or follow-up potential.

But there's so much leniency on tapping/holding the Attack button to continue through the neutral attack combo that it can be hard not to speed through a full neutral combo. Try doing it based on timing: perform your favorite fighter's "jab," neutral attack 1, then wait long enough to tap Attack and get another jab, without going to the next stage in the combo. You'll be surprised how long you can wait and still cause neutral attack 2.

The way around this is to interrupt the first neutral attack as soon as possible with something else that "breaks" the potential neutral attack combo. The best examples are crouching and shielding. You don't have to crouch or shield long enough to see them happen as more than a flicker at best; you just need the game to register them. (As with many techniques, it can help to practice at 1/4 or 1/2 speed in Training Mode first, so it's easier to see what's happening at full speed.)

By cutting short the end lag of the first jab with a "flickered" shield or crouch—merely tapping down or Shield—if you then go for another neutral Attack input, you produce another starting jab. This allows you to perform earlier stages of neutral attack combos repeatedly, avoiding the unsafe finishing hits, and also sets up "tick-throw" grab attempts and mix-ups.

You can also jab-cancel by turning around: nudge the control stick to your fighter's back during end lag of your initial neutral attacks (gently nudge rather than flick; you want to turn around, not dash in the other direction). This can be useful for some fighters like Fox, who have moves with great coverage behind. Moving in initially with a quick neutral attack can serve to hold foes momentarily and set up a solid back-hitting up tilt or up smash.



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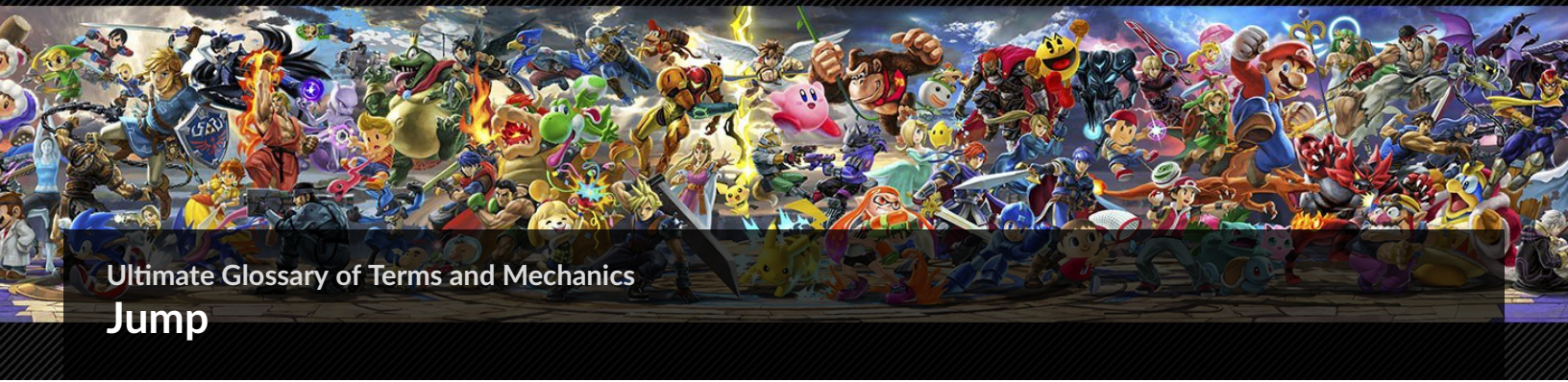
Juggle

Juggling is hitting a midair foe who's tumbling **helplessly**. This isn't necessarily a part of a **combo**, but often is. Lots of throws and hard-hitting moves end up putting victims in ripe position for juggling, especially at higher-damage percentages. Fighters trying to fall back to the stage have some options to ward off or avoid juggles (even while tumbling fighters can make themselves drift left or right, or **fast-fall**, and once locked **hitstun** ends, tumbling fighters can reorient themselves with an air move or **air dodge**). But advantage still rests with the aggressive fighter on the ground, aiming at juggle candidates with upward-aimed attacks of every type (up air attack is always appropriate, and up tilt/up smash usually are too, except for a few fighters with quirky moves), plus fighter-specific juggle tricks. See also **combo** and **offense**.



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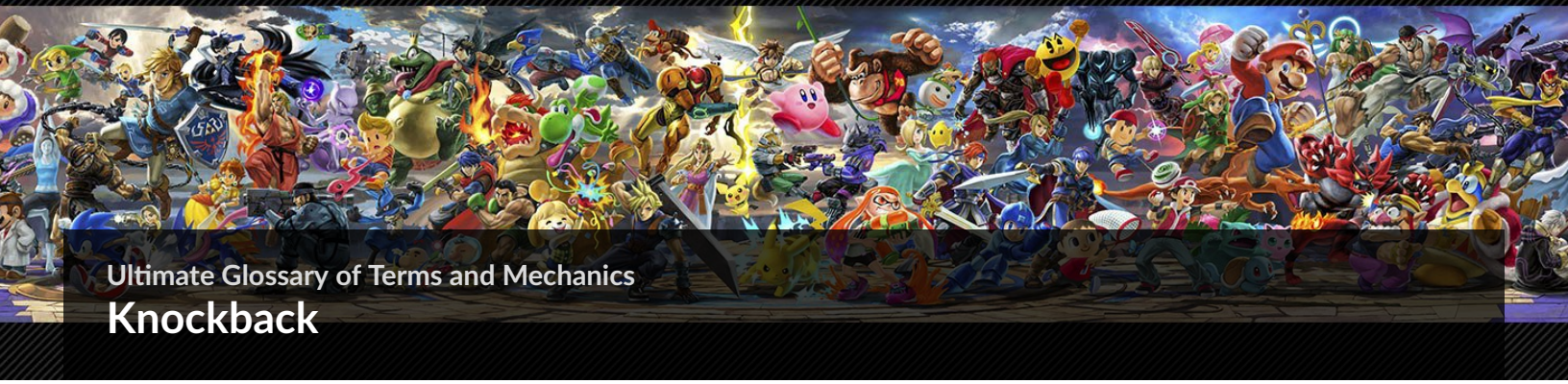
Jump

A full leaping maneuver accomplished by holding down the Jump button until after takeoff. A shorter press produces a **hop**, essentially a short jump. See **movement**.



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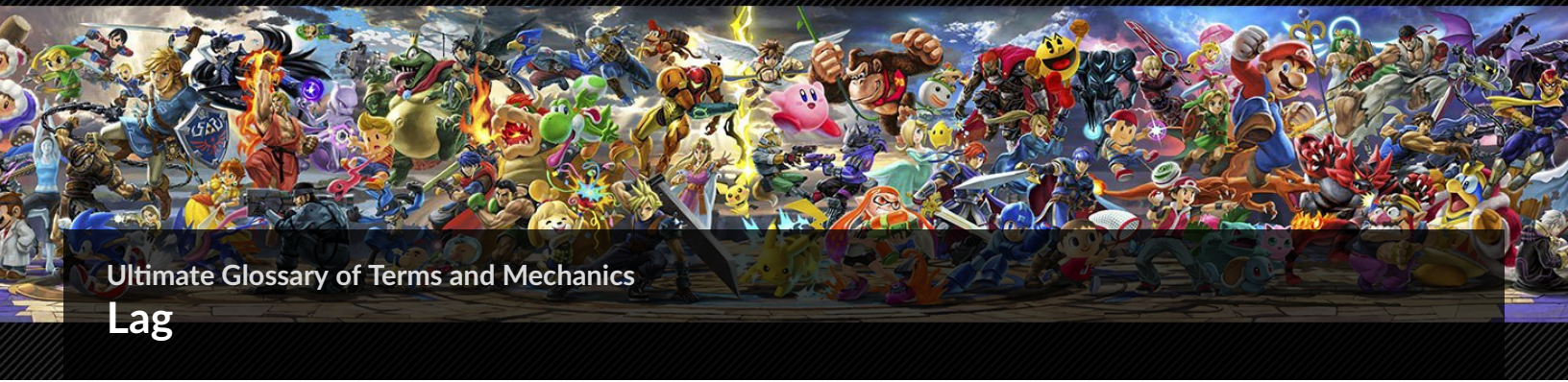
Knockback

Knockback is the strength of the launching power of attacks. Every attack has its own degree of base knockback. Just like damage, if there's a sweet spot, it improves the knockback, maybe adding a special hit effect, like a **meteor smash**.

Generally, high-damage attacks dish out more knockback. It's high-knockback power that makes moves credible knockout threats, once enemy damage builds up to medium and beyond. Yet you'll find the occasional low-damage attack with respectable knockback, or a move with reliable damage that nevertheless lacks KO potential.

Aside from varying attack to attack, knockback also gradually increases as foes take damage. Thanks to the **rage** buff when badly hurt, knockback for a high-damage fighter is increased both for and against them.

Some strong moves might be great for knockdown setups or home-run swings to score a knockout, but their hit effects don't reveal themselves at lower-damage percentages, where they seem like regular pokes. Their strengths become apparent at medium- and high-damage percentages, where targets aren't as sturdy on their feet. When strong moves with lots of knockback blast someone backward, being closer to the **blast zone** behind them makes a difference.



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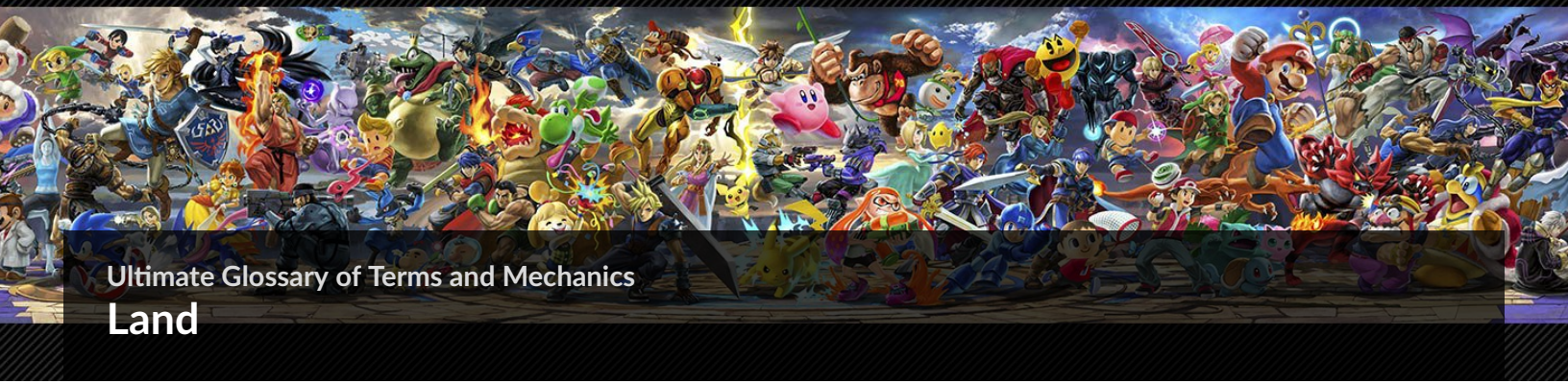
Lag

Lag refers to any period of time when a fighter is occupied with a current action without an actual **active** threat of some kind extended. Lag can refer to a move being sluggish in general, or it can specifically call out slow starting or ending lag, highlighting where the windup or follow-through of a move is extra vulnerable. Lots of starting lag on an action means you're much more likely to get interrupted before it ever comes out. Lots of end lag means you're much more likely to get punished after the active period on whiff or block.

Landing on solid ground after being airborne has its own kind of lag, called (surprise) landing lag. There's always a tiny bit of landing lag; the smallest amount is for jumping and doing nothing (an **empty** jump or hop). A neutral air dodge just before landing has slightly more landing lag than that; an angled air dodge just before landing has quite a bit more. Air moves vary wildly, and how much landing lag an air move adds near the ground (and depending on *when* it was used before landing) often helps determine whether it's a good short hopping move.



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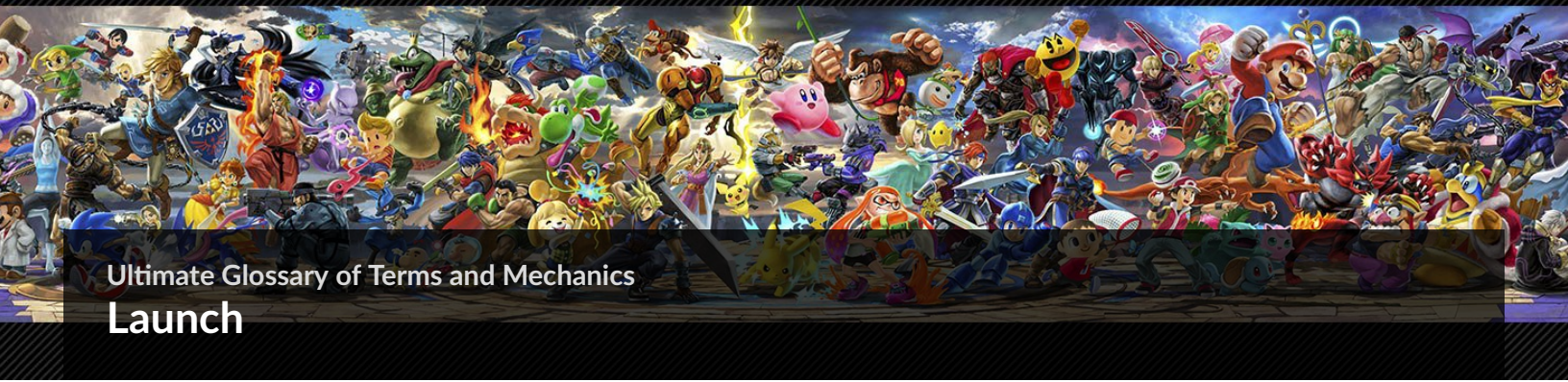
Land

Solid ground, midstage, not immediately under threat of being pushed down or sideways into a lethal **blast zone**, thus losing a stock. At low damage near the beginnings of matches, combat takes place mostly over land. As damage piles up and skirmishes stray to one side or another, that changes. Brawlers punted off the land to either side have to try and **recover** back to safety, with limited tools to do so.

If they use up whatever midair jumps, movement-oriented special moves, and air dodges that might be useful to them and they haven't made it back, they drop. But if they can make it back to the stage somehow, either touching down with feet firmly or hanging from a ledge, they restock all those options, useful for dropping off on purpose, or if you get immediately launched back out (it happens).

While midair movement options are restocked by either putting boots on the ground or hanging from a ledge, full ledge-intangibility properties aren't restocked until you touch down with both feet, standing. Ledge-hanging and repeatedly tethering rapidly diminish in evasiveness, and trying to ledge-hang more than six times (or tether more than three) simply fails until standing again.



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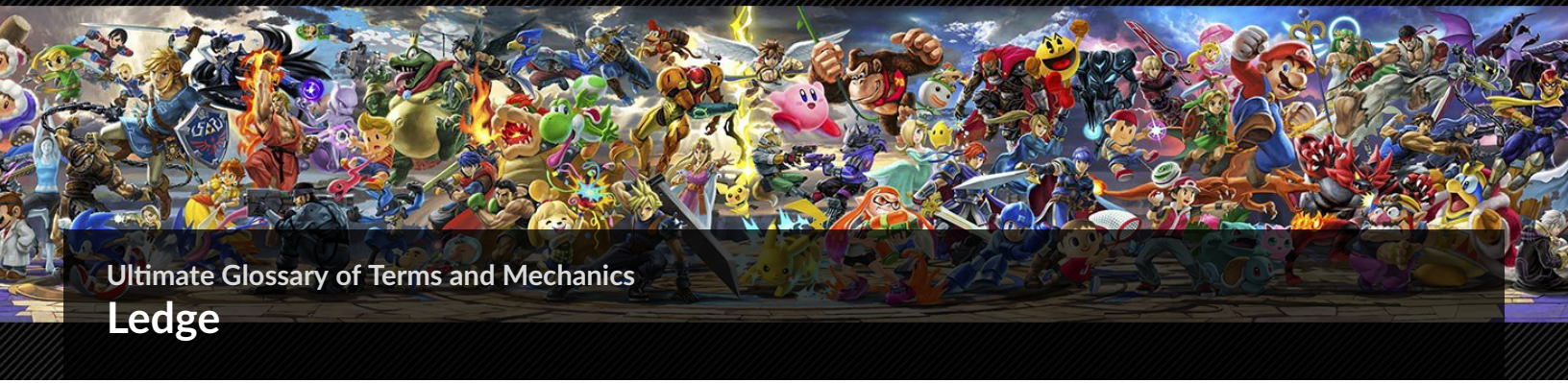
Launch

Refers to any attack or throw that pops victims up off the ground. They're stuck briefly tumbling in hitstun, unable to do anything except try to hold perpendicular to the direction of the launch for directional influence. Then they start tumbling helplessly back to the ground.



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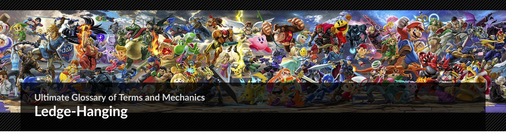
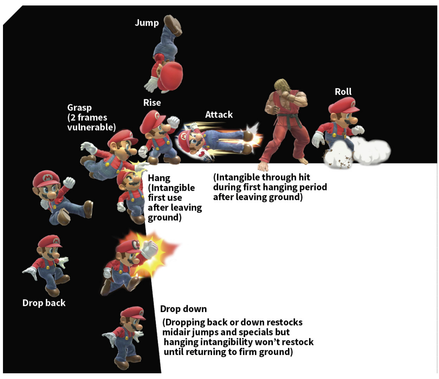
Ledge

Synonym for **edge**. See also **edge-guarding** and **ledge-hanging**.



Ultimate Glossary of Terms and Mechanics

Ledge-Hanging



Whenever a fighter falling offstage passes a viable handhold, they grasp it, arresting their fall and hanging from the ledge.

Don't think of ledge-hanging as an imperiled, panicky position. Instead, think of it as another base of operations, with its own set of follow-ups, opportunities, and weaknesses, just like standing or jumping or dashing.

The first time a fighter hangs from a ledge per airborne period, the move has significant evasive properties that make ledge options hard to deal with for edge-guarding adversaries. There are long **intangible** periods on any rising action from the ledge.

Repeated ledge-hanging instances in the same airborne period (like grasping a ledge, dropping, then double-jumping back up to the handhold) drastically diminish any intangibility bonuses conferred to options out of a ledge hang. Persistent **edge-guarders** count on this, finding each time they knock hangers off a handhold easier than the previous time, until there's nowhere for hangers to go but down and out.

LEDGE-HANGING INTANGIBILITY*

*These values serve as guidelines, but can vary depending on how long you dangle during each ledge hang.

CONSECUTIVE LEDGE HANGS	HANGING	LEDGE ATTACK	RISING	ROLLING	JUMPING
1	1.5 seconds	Through active frames (attack is basically unbeatable)	Tiny vulnerable end lag (one frame)	20 frames of vulnerable end lag	12 frames
2	0	Ends just before active frames (start-up unbeatable, active frames vulnerable)	Tenth of a second of vulnerable end lag	24 frames of vulnerable end lag	10 frames
3	0	Only briefly as fighter starts rising	Quarter-second of vulnerable end lag	32 frames of vulnerable end lag	6 frames
4	0	0	0	0	0

From a hanging position, there are many actions one can undertake, whether aggressive or defensive. Ledge-hanging doesn't have to be a defensive posture or exclusively a part of **recovery**.

LEDGE ATTACK

Attack performed, naturally, with the Attack button, causing the ledge-hanging fighter to rise with a strong forward strike.

Rising from the first ledge hang, ledge attacks can't be pre-empted or beaten head-on. An edge-guarder has to block and attack out-of-shield to punish a ledge attack, like with wake-up attacks.

LEDGE RISE

Performed by tapping forward toward the ledge. Makes the fighter rise in place at the edge, like getting straight up after a knockdown.

Overall, on paper, this is the least risky way to return to the stage after hanging. With every other edgier option being flashier and scarier to edge-guarders looking to counter, ledge-hangers can usually get away with just rising in place.

LEDGE ROLL

Aggressive rising movement, performing by tapping the Shield button while ledge-hanging. The fighter rises and rolls forward, regaining control about a dash's distance from the edge.

If edge-guarders place themselves right at the edge, looking to crowd, block, and punish the rising-in-place and ledge-attack options, rising with a roll can sneak past them. This can also happen if they're lagging close to the ledge after a failed swing at your ledge-grasping fingers. Either way, be ready with double-sided moves and short-hopping back air, exploiting the back-to-back situation, with you now on the big slice of the stage.

LEDGE JUMP

Tapping upward on the control stick (even with up to jump disabled) or the Jump button makes ledge-hangers throw themselves up into a jump. Now that's shoulder strength!

Attacking, rising, and rolling from the ledge are all canned actions, which have global counters. Like, if you know foes are going to use ledge attacks, the answer is to crowd the edge, block, then punt them right back off, no matter what the matchup is. If you know they're going to rise, wait for them at the edge and grab them. If you smell a ledge roll, back off from the edge and wait to greet them with a powerful hit where the roll ends. Using these is kind of a rock/paper/scissors game.

Mix in jumping off the ledge to keep savvy edge-guarders honest—being able to jump off the ledge adds so many more angles to get past the guard attempt, moving back onstage. If they're too preoccupied waiting to see how they can thwart myriad jumping options (midair jumps, air pokes, directional air dodges, good midair specials…), your odds of getting away with canned ledge options go away up.

LEDGE DROP

There are two ways to simply release the ledge, intentionally falling. Tap down to fast-fall from the ledge like a stone. Or tap back to drop more gently and slightly away.

Ledge-dropping is a somewhat high-level tactic, going the extra mile along with ledge-jumping toward making a ledge-hanging posture less defensive and more empowered.

The first time you grasp a ledge each jump, you're backed up by lots of **intangible** frames. But the following times, none at all. The major tactical victory an **edge-guarder** can make as you maneuver to a ledge is to swipe at your fingers, nailing a **two-frame punish** and basically stealing any ledge intangibility for the rest of the volley.

The point is, you can't always count on intangibility, and one great way to get around that is to be comfortable dropping away from the ledge. When attackers swing at your follow-up ledge hangs, which are fully exposed, you can intentionally fall away with good timing, then double-jump or use up special to zip right back to the ledge. Depending on their whiff and your up special, you might even hit them back on the way up.

Ledge-dropping also enables aggressive alternate avenues back onstage. Drop backward gently, then immediately double-jump forward, sticking out your most dominant air poke (hopefully one with safe landing lag). This will surprise someone crowding the edge while getting you back onstage, safer from reprisal than a ledge attack or standard rising maneuvers.

Ledge-dropping can be used when edge-guarding too, when shooing away **recovering** enemies somewhere below the stage. As they struggle to move up toward the stage, in range to target the ledge with an up special, hang from the ledge and drop toward them. Now nail them with back air or down air attack immediately, intercepting their recovery lunge, blasting them away, and leaving you with time to double-jump and up special back to the handhold yourself!

LEDGE SNAP

An advanced movement technique that involves sprinting right off the side of a stage, immediately cutting lateral inertia, then hanging from the ledge. If properly done, fighters seem to go straight from running at the side to hanging from it, with not much in between.

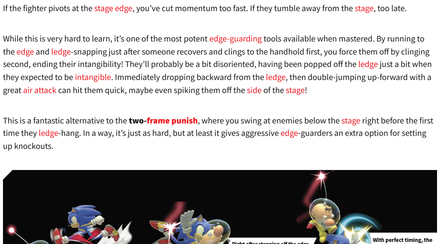
There are various ways to execute this, with different inputs some players prefer. The gist is that you have to overshoot the edge, register a downward direction (starting fast fall, which kills forward momentum), then register a backward direction (grabbing the ledge, which should still be right there).

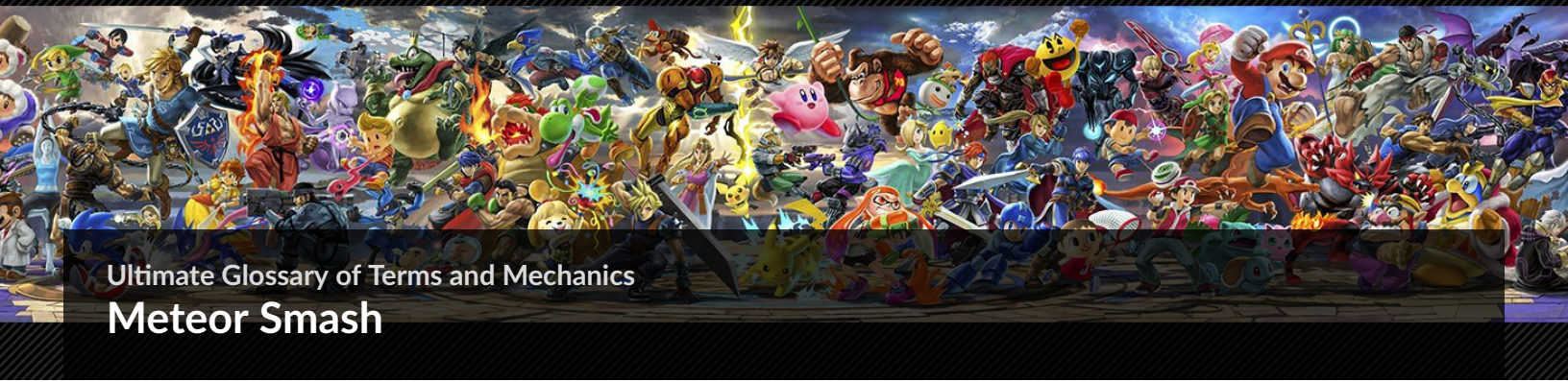
A well-timed half-circle rotation, going from forward off the stage and twirling to down and then back, is one way to do it.

If the fighter pivots at the stage edge, you've cut momentum too fast. If they tumble away from the stage, too late.

While this is very hard to learn, it's one of the most potent edge-guarding tools available when mastered. By running to the edge and ledge-snapping just after someone recovers and clings to the handhold first, you force them off by clinging second, ending their intangibility! They'll probably be a bit disoriented, having been popped off the ledge just a bit when they expected to be intangible. Immediately dropping backward from the ledge, then double-jumping up-forward with a great air attack can hit them quick, maybe even spiking them off the side of the stage!

This is a fantastic alternative to the **two-frame punish**, where you swing at enemies below the stage right before the first time they ledge-hang. In a way, it's just as hard, but at least it gives aggressive edge-guarders an extra option for setting up knockouts.





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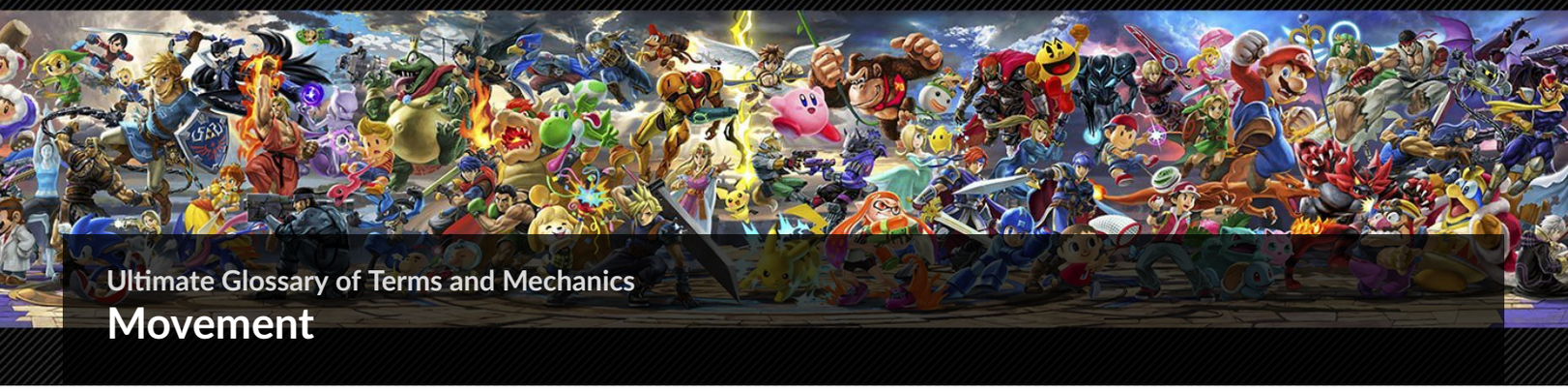
Meteor Smash

A downward-aimed move that sends victims hurtling downward quickly.

Many down air attacks can meteor smash with a clean hit from above. But some other moves can meteor smash too, like Mario's forward air attack. This goes case by case, but almost every fighter has at least one move that can meteor smash. On a successful spiking hit, there's a telltale sound, letting you know the smash has worked. It should also be obvious when the attack recipient bounces hard off the stage, or plummets down toward the lower blast zone.



Ultimate Glossary of Terms and Mechanics

Movement

Understanding and mastering movement in Super Smash Bros. Ultimate is perhaps the most important aspect to feeling comfortable in combat.

WALKING

Walking is accomplished by gently nudging the control stick left or right. The speed is variable depending on how much you press the stick. The key is not to flick the stick at first, which produces a dash instead.

Walking forward is slower than other forms of movement, but allows a measured approach and instant access to tilt attacks (since you've already nudged the stick off-center, you can easily tap the Attack button for a side tilt or rotate the stick to up or down first for an up or down tilt).

DASHING

Flick the stick quickly in either direction for a dash. This is a quick lunging movement that covers a little bit of ground. Dash in one direction repeatedly for jerky, fast forward movement, or dash back and forth in place to seem erratic and unpredictable (see **dash dance**).

Dashing fighters cover ground much more quickly and suddenly than by walking. Across a short distance it's also faster than running. Lots of ground combat is about making the opponent guess whether you'll dash in and out, dash in and attack, dash in and grab, or dash in and try to bait them somehow (like by rolling backward or through them, or by simply stopping and shielding).

New to Super Smash Bros. Ultimate, any action except shielding can cancel a dash. You can dash forward and dash away as mentioned, or dash in with neutral attack, or a tilt or smash, whatever. The old backturned pivot tricks players used to need for varied dashing offense are still possible if you continue to a run.

RUNNING

After starting a dash, keep holding the control stick to run. The fighter sprints across the stage as long as this is held. Pressing the Attack button while running produces a dash attack. Like with dashing, letting the control stick go back to neutral first allows you to cancel the run with anything but immediate blocking.

Tapping the opposite direction while running results in a sliding **pivot**, a sudden change of direction and inertia. See **reverse rush**.

The speed grades listed here take each fighter's max run and dash speeds into account. Sonic on the ground is simply unrivaled, in a class of his own.

GROUND SPEED

GROUND RANK	GRADE	NAME
1	S+	Sonic
2	A+	Captain Falcon
3	A+	Little Mac
4	A+	Sheik
5	A+	Fox
6	A	Zero Suit Samus
7	A	Greninja
8	B+	Mewtwo
9	B+	Pokémon Trainer: Charizard
10	B+	Ridley
11	B+	Pichu
12	B	Cloud
13-14	B	Roy
13-14	B	Chrom
15	B	Meta Knight
16	B	Palutena
17	B-	Yoshi
18	B-	Pikachu
19	C+	Diddy Kong
20	C+	Bowser
21-22	C+	Marth
21-22	C+	Lucina
23	C	Inkling
24	C	Toon Link
25	C	Donkey Kong
26	C	Wii Fit Trainer
27-28	C	Pit
27-28	C	Dark Pit
29	C-	Rosalina & Luma
30	C-	Duck Hunt
31-34	C-	Mario

31-34	C-	Pokémon Trainer: Squirtle
31-34	C-	Ken
31-34	C-	Bayonetta
35	C-	Young Link
36	C-	Kirby
37	C-	R.O.B.
38	D+	Lucario
39	D+	Mr. Game & Watch
40-41	D+	PAC-MAN
40-41	D+	Shulk
42-43	D	Samus
42-43	D	Dark Samus
44-45	D	Wario
44-45	D	Lucas
46	D	Luigi
47	D	Falco
48	D	Olimar
49	D	Ness
50	D	Corrin
51	D	Mega Man
52	D	Ryu
53-56	D	Peach
53-56	D	Daisy
53-56	D	Snake
53-56	D	Pokémon Trainer: Ivysaur
57	D	Mii Swordfighter
58	D	Bowser Jr.
59	D-	Wolf
60	D-	Link
61	D-	Ice Climbers
62-63	D-	Simon
62-63	D-	Richter
64	D-	Ike
65	D-	King K. Rool
66	D-	King Dedede

67	D-	Isabelle
68	D-	Mii Brawler
69	F	Zelda
70	F	Dr. Mario
71	F	Villager
72	F	Mii Gunner
73	F	Ganondorf
74	F-	Jigglypuff
75	F-	Robin
76	F-	Incineroar

JUMPING

Jumping is accomplished by holding down the Jump button until takeoff ends, four frames after input starts. Releasing the Jump button earlier than that causes a short hop.

Moving around on the ground, walking/dashing/running/rolling left or right, is inherently more predictable than being in midair. But while jumping, you might use all sorts of air moves and specials along all kinds of trajectories, especially with everyone being able to jump in midair at least once. Shielding isn't possible, but air-dodging is (both neutral and directional).

Keeping track of the direction a fighter faces as they jump is crucial. For most fighters, they're locked in to the direction they face on takeoff until they touch down again (with exceptions for techniques like **special-reversing**, and floaty fighters like King Dedede and Kirby, and those with an extra wing flap like Charizard and Ridley). This can be somewhat inconvenient to deal with, like when launched backturned and forced to ward while descending with a down air attack that's hard to aim. Or it's something to employ on purpose, like backturning (see **reverse rush**) to jump at people with a terrific, far-reaching back air.

By default, upward presses on the control stick are set to trigger jumps as well. Unless you're really fond of it, **it's recommended to disable control stick jumping**, since it makes it harder to do up tilt and up air moves on command, and to move around in midair without inadvertently wasting midair jumps. It might seem intuitive at first for upward motions to cause jumps, but it results in sloppier play and is best unlearned unless you use some quirky personal control scheme or controller.

JUMPSQUAT: PRE-JUMP/TAKEOFF FRAMES

Colloquially known as a "jumpsquat" in the *SuperSmashBros.* community.

Pre-jump frames in most fighting games refer to a brief window when the player is grounded for a certain amount of time before they take to the air. In *SuperSmashBros.Ultimate*, all fighters have a pre-jump frame count of three.

Pre-jump frames ensure that jumps aren't instantaneously airborne. This means the jumper can still execute certain grounded moves within this small three-frame window.

Pre-jump frames have more subtle implications. While they force a brief vulnerable window for the jumper, they also allow the execution of advanced jump-canceling techniques. For instance, since you can jump-cancel a dash, and can cancel pre-

jump frames with an item throw, it's common for players to jump-cancel an item throw from a dash using this sequence: dash, jump, immediately throw item. This bypasses the dashing item-throw animation and causes a grounded item throw instead, which has much less end lag.

MIDAIR JUMPING

Everyone is capable of a single midair jump, basically a double jump. This is great for keeping air movement unpredictable midstage, reorienting when launched into a tumble, and as an extra movement tool when recovering from offstage. Double-jumping can facilitate some juggle combos, especially if your fighter has up air attacks that pop foes up without much end lag.

Midair jumps, after use, are unavailable again until either landing or hanging off a ledge. A few fighters have more midair jumps available to them per airborne period than usual. Naturally, this improves their midair mobility and recovery, and becomes one of their main strengths.

EXTRA MIDAIR JUMPS

NAME	MIDAIR JUMPS
Dark Pit	3
Jigglypuff	5
King Dedede	4
Kirby	5
Meta Knight	5
Pit	3
Pokémon Trainer: Charizard	2
Ridley	2

HOPPING

Short-hopping, or just hopping, is an invaluable and challenging maneuver to master. Hop by tapping the Jump button for under four **frames**. Basically, you have to release the Jump button before a fighter's "squatting" pre-jump frames end. You perform a regular jump, not a hop, if you're still holding Jump on the fourth frame after input, as you're taking off.

A new shortcut allows easier short hops, with an instant rising air attack attached. Input the Attack+Jump buttons together for a **short hop attack**.

A hop gives the same air time as a jump, but with much lower altitude. Short-hopping air moves are a staple of both offense and defense. On defense you can short-hop repeatedly in place with your best quick air moves, **walling** opposition to discourage them from advancing. A hopping fighter is less predictable and less susceptible to **combos** and **grabs** than a standing one.

Short-hopping forward drives lots of offense. Air moves with long **active** periods are fantastic for hopping forward, sticking them out, then **fast-falling** back to the ground, for a rapid ascent and descent covered by an attack the whole time. This covers both anyone ahead in short-hopping airspace and anyone below standing on the ground, and is particularly effective with attacks that have high shield-stun and low landing lag (fighter-specific; for details, see the fighter chapters). Short-hopping sequences are superb for edge-guarding, too. With your back facing a ledge, you can threaten short-hopping back airs against recovering foes, a highly effective, low-commitment option. Short-hopping down air attack is often perfect for slapping at foes grasping at ledges, attempting a **two-frame punish**.

Defensively, short hops are a great out-of-shield option. For instance, if an opponent performs a cross-over jumping attack and ends up behind you, on the wrong side for typical pokes, you can short-hop right after blocking and strike them with back air.

When enemies catch on and start shielding against hops, you can "**empty**-hop" without using an air move, fast-falling to grab the moment you land.

Air speed is for fighters jumping, hopping, or drifting as fast sideways as possible. Downward falling is a separate set of ranks.

AIR SPEED (SIDEWAYS)

AIR RANK	AIR GRADE	NAME
1	A	Yoshi
2	A	Jigglypuff
3	A	Mewtwo
4-5	A	Roy
4-5	A	Chrom
6-7	A	Lucario
6-7	A	Wolf
8	A	Wario
9	A	Zero Suit Samus
10	A-	Greninja
11	B+	Captain Falcon
12-16	B+	Mario
12-16	B+	Donkey Kong
12-16	B+	Sonic
12-16	B+	Little Mac
12-16	B+	Inkling
17	B	Mr. Game & Watch
18	B	Mii Swordfighter
19-24	B	Bowser
19-24	B	Sheik
19-24	B	Lucas
19-24	B	Mega Man
19-24	B	Duck Hunt

19-24	B	Cloud
25	B	Mii Brawler
26-28	B	Ike
26-28	B	R.O.B.
26-28	B	Bowser Jr.
29-30	B	Ryu
29-30	B	Ken
31	B-	Shulk
32	B-	Fox
33-35	B-	Samus
33-35	B-	Dark Samus
33-35	B-	Pokémon Trainer: Charizard
36-37	C+	Zelda
36-37	C+	PAC-MAN
38-39	C+	Marth
38-39	C+	Lucina
40-43	C	Toon Link
40-43	C	Rosalina & Luma
40-43	C	Robin
40-43	C	Ridley
44	C	Meta Knight
45-47	C	Peach
45-47	C	Daisy
45-47	C	Pichu
48	C	Isabelle
49-51	C	Wii Fit Trainer
49-51	C	Corrin
49-51	C	Bayonetta
52	C	Pokémon Trainer: Squirtle
53	C-	Ness
54	C-	Palutena
55	C-	Pokémon Trainer: Ivysaur
56-57	C-	Snake
56-57	C-	Villager
58	D+	Falco
59	D+	Young Link

60	D	Pikachu
61	D	King K. Rool
62-63	D	Simon
62-63	D	Richter
64-65	D	Pit
64-65	D	Dark Pit
66	D	Mii Gunner
67-69	D	Link
67-69	D	Dr. Mario
67-69	D	Diddy Kong
70	D	Incineroar
71	D	Olimar
72	F	Kirby
73-74	F	Ice Climbers
73-74	F	Ganondorf
75	F	Luigi
76	F	King Dedede

WALL-JUMPING

Wall jumps are special jumps that many fighters have access to, allowing them to bounce off a surface without using up their midair jump. Wall jumps are performed near a wall by pressing the control stick in the opposite direction of the wall —no Jump button press is necessary. Consecutive wall jumps can be performed in the same airborne period as long as two vertical surfaces are close enough together, like the space between tall buildings in certain stages. While there are no limitations in terms of amount of wall jumps one can perform in a single airborne interval, each successive wall jump incurs a jump-height penalty, diminishing returns until the fighter stops gaining altitude altogether. Like wall clings, wall jumps are commonly used during a fighter's offstage recovery to stall and mix up **edge-guarding** foes.

Wall Jumpers: Bayonetta, Captain Falcon, Cloud, Dark Samus, Diddy Kong, Dr. Mario, Duck Hunt, Falco, Fox, Greninja, Inkling, Little Mac, Lucario, Mario, Mega Man, Mewtwo, Mii Brawler, Mii Gunner, PAC-MAN, Pichu, Pikachu, Pokémon Trainer: Squirtle, Samus, Sheik, Sonic, Toon Link, Villager, Wii Fit Trainer, Wolf, Young Link, Zero Suit Samus

WALL-CLINGING

Wall-clinging is the ability to stick to walls. It's usually used during a player's **recovery** to stall, messing with an **edge-guarding** opponent's timing. Wall clings are performed by holding the stick toward a nearby wall, making the fighter rest against it for a while. Anyone who can wall-cling can also wall-jump.

Wall Clingers: Bayonetta, Diddy Kong, Greninja, Lucario, Pokémon Trainer: Squirtle, Sheik

ROLLING & DIRECTIONAL AIR-DODGING

While these are not explicitly movement options, they relocate a fighter and should be thought of as dashes that are much better at the beginning, but much riskier at the end.

FALLING

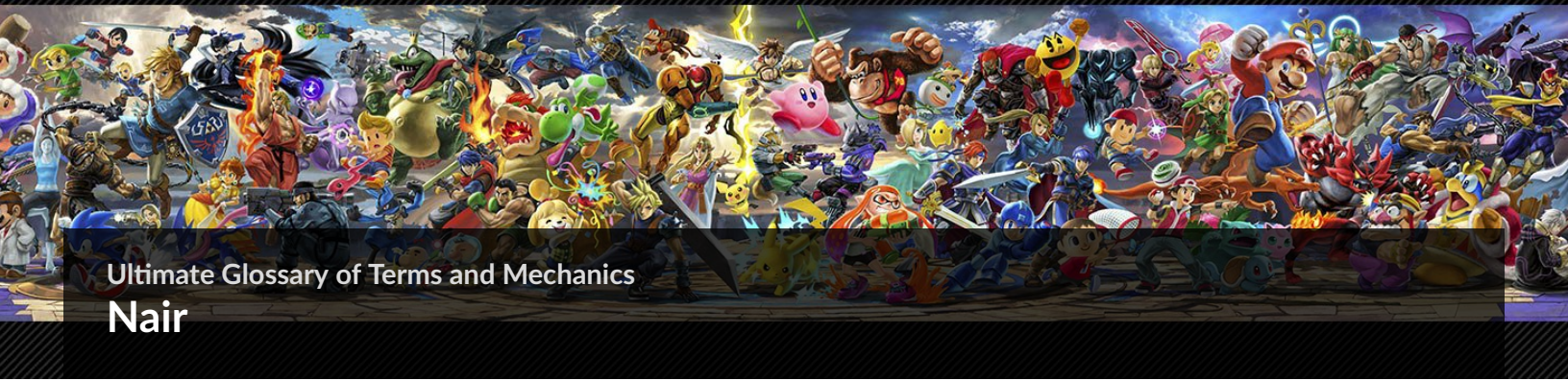
Falling is important and inevitable. Whether jumping or tumbling, you'll end up airborne eventually. Different fighters drift down at different speeds, depending on weight and buoyancy. Faster falling can be easier for enemies to juggle in close-range combos, but harder for them to catch you off launches farther away. Slower falling can make it easier to drift back to the stage during **recovery**, but harder to land without being harassed by quicker airborne enemies swinging with up air attacks.

FALL SPEED

FALL RANK	FALL GRADE	NAME
1	A+	Fox
2-3	A	King Dedede
2-3	A	Little Mac
4	A	Mii Brawler
5	A	Pichu
6	A	Captain Falcon
7-9	B+	Greninja
7-9	B+	Simon
7-9	B+	Richter
10-15	B+	Falco
10-15	B+	Young Link
10-15	B+	Roy
10-15	B+	Chrom
10-15	B+	Wolf
10-15	B+	Mega Man
16	B	Ridley
17-18	B	Bowser
17-18	B	Bayonetta
19	B	Incineroar
20-21	B	Sheik
20-21	B	Diddy Kong
22	B	Snake
23-24	B	Zero Suit Samus
23-24	B	King K. Rool
25-26	B-	Lucario

25-26	B-	Cloud
27	B-	Meta Knight
28-33	B-	Ganondorf
28-33	B-	Ike
28-33	B-	Sonic
28-33	B-	Bowser Jr.
28-33	B-	Duck Hunt
28-33	B-	Corrin
34	C	Donkey Kong
35	C	Wario
36-39	C	Link
36-39	C	R.O.B.
36-39	C	Ryu
36-39	C	Ken
40-43	C	Marth
40-43	C	Lucina
40-43	C	Shulk
40-43	C	Inkling
44-47	C	Pikachu
44-47	C	Mewtwo
44-47	C	Palutena
44-47	C	Mii Swordfighter
48	C	Pokémon Trainer - Charizard
49-51	C-	Mario
49-51	C-	Dr. Mario
49-51	C-	Robin
52-53	C-	Pit
52-53	C-	Dark Pit
54	C-	Mii Gunner
55-56	D	Pokémon Trainer - Ivysaur
55-56	D	Toon Link
57	D	Lucas
58-61	D	Zelda
58-61	D	Pokémon Trainer - Squirtle
58-61	D	Olimar
58-61	D	PAC-MAN

62-63	D	Samus
62-63	D	Dark Samus
64-65	D	Luigi
64-65	D	Villager
66	D	Ness
67-69	D	Ice Climbers
67-69	D	Wii Fit Trainer
67-69	D	Isabelle
70	D	Yoshi
71	D-	Mr. Game & Watch
72	D-	Kirby
73	F	Rosalina & Luma
74-75	F	Peach
74-75	F	Daisy
76	F-	Jigglypuff



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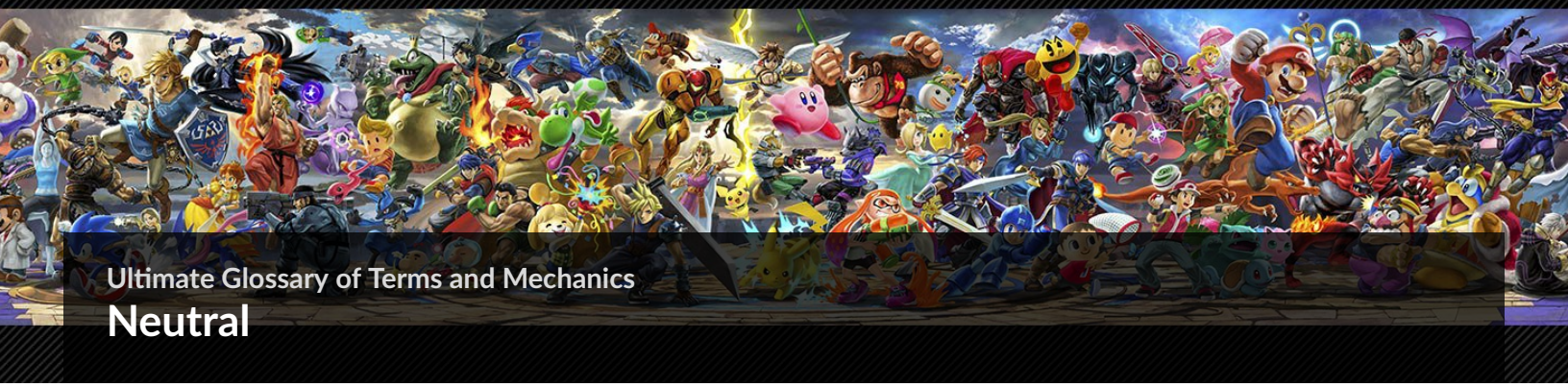
Nair

Community and commentator jargon for neutral air attack.



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Neutral

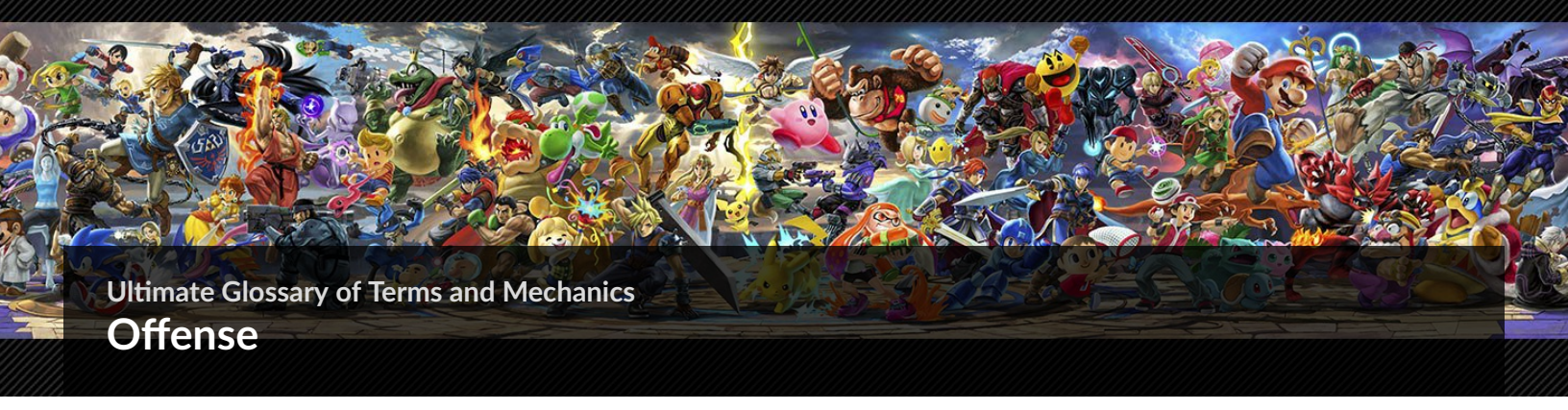
Neutral has several different meanings in fighting games at large and Smash specifically.

A **neutral input** means the control stick is centered, with no directional press registering. This is important all over the place. Neutral specials, neutral attacks on the ground, and neutral air attacks when jumping all require the control stick be centered during the Attack/Special button input. Returning the control stick to neutral during a dash or run allows for non-dash attacks out of the aggressive forward movement (which is a huge change for Super Smash Bros. combat compared to past editions).

The **neutral game** is the state where all combatants are relatively evenly matched, with no one having a gross frame or position advantage. This is where feinting and poking takes place, attempting to fish for clean hits or bait out overcommitments that can be punished. When opponents joust and spar, but neither is actively being forced to deal with the consequences of a previous exchange, that's the neutral game.

The neutral game favors quick, low-commitment fishing attacks, like shooting projectiles, tossing items, poking with the tips of neutral attacks and quicker tilt attacks, attempting grabs and dashing grabs and dash attacks that cross up against shielding enemies, and jumping/short-hopping airs with long active periods (fast-falling to return to earth quickly and cover more airspace, naturally).

Laggy, high-commitment moves are risky in the neutral game. This includes more ambitious special moves, most smash attacks, and dash attacks that can't push through defenders on block. Unless you're making a **hard read** based on opponents' habits, save these attacks for situations where you have a heavy advantage over someone, so it's less likely they can see it coming and jump, block, or dodge. Examples of situations with a heavy advantage, where you can leverage higher-risk, higher-reward attacks (like charged smashes or laggy specials), include when you've just thrown or launched someone, so they have to tumble and perhaps tech on the ground, or when you punt someone clear off the stage, forcing them to focus on recovery instead of combat.



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Offense

There are several layers of offensive moves, which all fill different roles at times.

NEUTRAL ATTACK

Neutral attacks are like jabs, usually the quickest, lowest-commitment options available to a fighter (though not always—some oddballs have ponderously slow neutral attacks and should look elsewhere for short-notice pokes). Almost all fighters have several stages of a neutral attack combo, which you can speed through either by tapping the Attack button repeatedly, or simply holding it down (fighter-dependent).

Up close, neutral attack combos are quick out-of-shield retaliations and whiff punishers, good when you're not sure whether you can score something juicier (like an up tilt launcher). Performing just one or two neutral attacks (stopping short of the final neutral attack in a sequence, always the most punishable) can be good for setting up an immediate grab attempt or mix-up. See **jab-canceling** for execution tips on using interrupted neutral attack combos.

DASH ATTACKS

Dash attacks are done by pressing the Attack button while holding the control stick to dash or run. Execution-wise, remember that you have to keep holding left or right during the dash/run as you press Attack for a dash attack. Also, producing dash attacks on short notice without room to run is possible using normal inputs, but difficult. You have to register that you've snapped the control stick to the side and held it, but you can't press the Attack button so soon that you trigger a smash attack first.

There's a trick for an alternate method: if you snap the control stick sideways and hold it, then immediately flick the C-stick sideways too, you get an "instant" dash attack every time. Keep this in mind for situations where a quick dash attack would be great but can be hard to execute normally. This includes situations like throwing someone forward or down, then chasing their bodies with an immediate dash attack, or jumping in on grounded foes with a successful air attack that pops them off their feet, then dash-attacking right away on landing to launch them.

Facing off against attentive foes on their feet, dashing in with a dash attack is usually fairly unsafe, since they might block or dodge and punish you. (Some dash attacks can at least push beyond someone who shields, making them a little safer.) It's usually better to play more measured and close in with forward movement, lower-commitment ground moves, and short-hopping pokes.

However, when foes are inattentive or off-balance, like if they're fighting someone else or tumbling from being launched or thrown, about to hit the ground, it's a great time to rush in and pressure with dash attacks. Tumbling foes who tech poorly can get relaunched by the dash attack, and opportunistic hits against distracted brawlers is kind of the name of the game in free-for-all modes.

TILT ATTACKS

If neutral attacks are like light moves, and smash attacks are heavy, tilt attacks can be thought of as medium. Each fighter has a side, up, and down tilt attack. Tilts can be performed either by gently nudging the control stick and pressing the Attack button, or by holding a direction for longer than the smash attack flick window, then pressing the Attack button.

Most up tilt attacks are used as anti-airs and for juggling. Some fighters can use up tilt repeatedly in combos, carrying enemies upward bit by bit, eventually in position for you to jump and chase them with air hits. This is especially true of sweeping up tilts with a broad arc overhead. Side tilt attacks usually consist of midrange pokes, effective for stopping aggressive grounded opponents. Side tilts can often themselves be tilted a bit, by angling the sideways input slightly up or down to alter the side tilt's trajectory. This is most useful for aiming some side tilts slightly downward while **edge-guarding**, knocking off ledge-hanging foes. Down tilt attacks are commonly quick pokes, which can sometimes trip, knock down, or pop victims up for a close juggle.

Tilt attacks can be difficult to execute on demand in high-pressure situations due to the hectic and fast-paced nature of the game. Inadvertent smash attacks can result from trying to register tilts on the analog control stick. To alleviate this, you can alter your smash attack flick sensitivity in controller settings. Alternatively, the C-stick can be set to tilt attacks, allowing you to perform them without worrying about fine control stick operations. For example, to dash into a down tilt, you can simply dash and release the control stick, then flick down on the C-stick. If you do this manually, it's easy to accidentally perform a dash into down smash attack because of the quick control stick movements involved.

SMASH ATTACKS

Smash attacks are ground-based powerhouse moves used to finish off opponents. Smash attacks are performed by flicking the control stick all the way to the side and hitting the Attack button at the same time. All smash attacks can be charged by holding the Attack button upon execution. Charging a smash attack almost always increases the attack's damage and launching power.

Most smash attacks are punishable when shielded (and even more so when whiffed), making them high-risk, high-reward attacks. However, they can be essential tools in your arsenal, allowing you to threaten KOs at early damage percentages. Notable up smash attacks include those that have broad hitbox coverage and/or low start-up times, making them effective for launching aggressive foes into the upper **blast zone**.

Side smash attacks are generally solid **edge-guarding** attacks. If you can create enough time and room to charge up a smash attack while your opponent is offstage, you can time your release for a potential KO. In the neutral game, they can be heavily punished if you whiff them.

Down smash attacks are usually double-sided clear-out attacks. They're great for getting rid of enemies surrounding you in hectic situations, but can leave you extremely vulnerable if you miss or have them shielded. Some down smash attacks are good for edge-guarding, either for **two-frame punishes** against **ledge-hanging**, or for punishing ledge-recovery rolls.

GRABS

An unshieldable attack initiated by pressing the Attack+Shield buttons together. There's also a Grab button assigned by default, which you can relocate if you like.

After grabbing someone, a grappler can opt to pound them with **grab attacks**, before hurling them with a **throw**. Victims can struggle with inputs while stuck in a grab, shaking out if the aggressor doesn't throw quickly enough.

A fighter's grab is usually one of the fastest moves they have (though never the fastest), key in scaring opponents away from shielding all incoming offense. When dropping shield, grabbing is always the fastest possible retort a defender can muster. When you're shielding an incoming move and want to hit back, you have to release the Shield button and buffer/tap the input for your out-of-shield attack of choice. But to shield-grab while blocking, since you're already holding the Shield button, all you have to do is hold down the Attack button too. If foes are close enough to grab after blocking, a shield grab is always your surest option. This is why it's smart to poke from the max range of good attacks, or to aim jump-in air moves to cross over and land at defenders' backs, negating the threat of retaliatory shield grabs.

Grab range is usually pretty short, equivalent to a fighter's neutral attack or slightly worse. Naturally, grabbing during a dash adds some extra reach by virtue of the dash's forward inertia. But a fighter's dashing grab **hitbox** is often larger than when merely standing still. This is especially true when grabbing right after starting a **pivot**; most fighters have extra-large grabbing hitboxes when pivoting, the better to pull in someone running overeagerly at their heels. However, note that grabbing out of a dash or pivot universally adds three extra **frames** to a grab's normal **start-uplag**.

THROWS

After grabbing an enemy, you can opt to throw them with one of four throws: front, back, up, or down. Each fighter's four throws have distinct uses and properties. Some throws deal more damage than others, while some are designed to set up juggling opportunities, **tech** traps, or guaranteed follow-up attacks. Choosing which throw to use is generally intuitive. If close to a ledge, you want to throw your ensnared opponents off the stage. To rack up more damage, you can go for an up or down throw, setting up a combo or mix-up opportunity (this is fighter-dependent).

Since grabs are a core component of your arsenal, learning which throws lead to more potential damage is vital for optimizing a fighter's damage output.

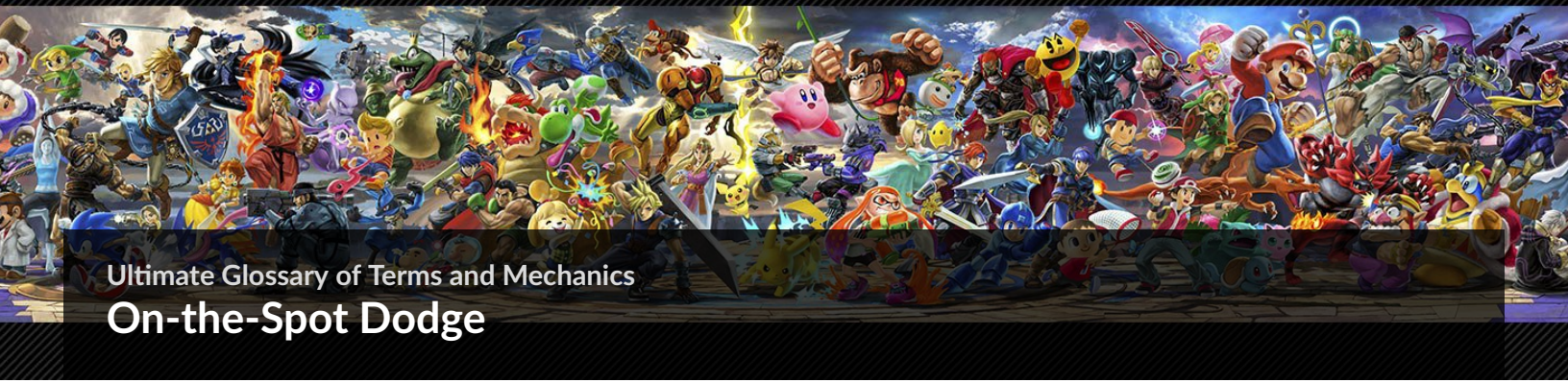
AIR ATTACKS

Air attacks are executed while airborne, whether popped up tumbling by enemies or jumping and hopping under your own agency. Since the best movement in Smash usually occurs while airborne, air moves are extremely important.

Neutral air attack is usually the quickest air move, just like neutral attack on the ground. It often has a decent active period, even hitting on both sides like an aerial clear-out option. Forward air attack is usually a more directed poke, aimed at a specific forward angle. Back air is usually a variation on forward air attack, with some twists—like higher damage, but more starting and ending lag, or a shorter active period. It's not uncommon for back airs to be a fighter's best general air-to-air and air-to-ground poke, forcing the use of conscious **reverse rush** movement to keep your back to foes. Depending on the fighter, this logic for neutral, front, and back air might be all scrambled, so it's ultimately case by case.

Up air attack and down air attack are a little more universal. Up air is virtually always an upward swiping move, great for chasing tumbling enemies and jumpers above. Down air attack is usually a precise, downward-aimed spike, capable of **meteor smashing** victims if it hits squarely from above.

Whether you set the C-stick to produce smash attacks or tilts, it can produce air moves when jumping around. Performing air attacks with the C-stick makes it easier to use the control stick for fast-falling when desired.



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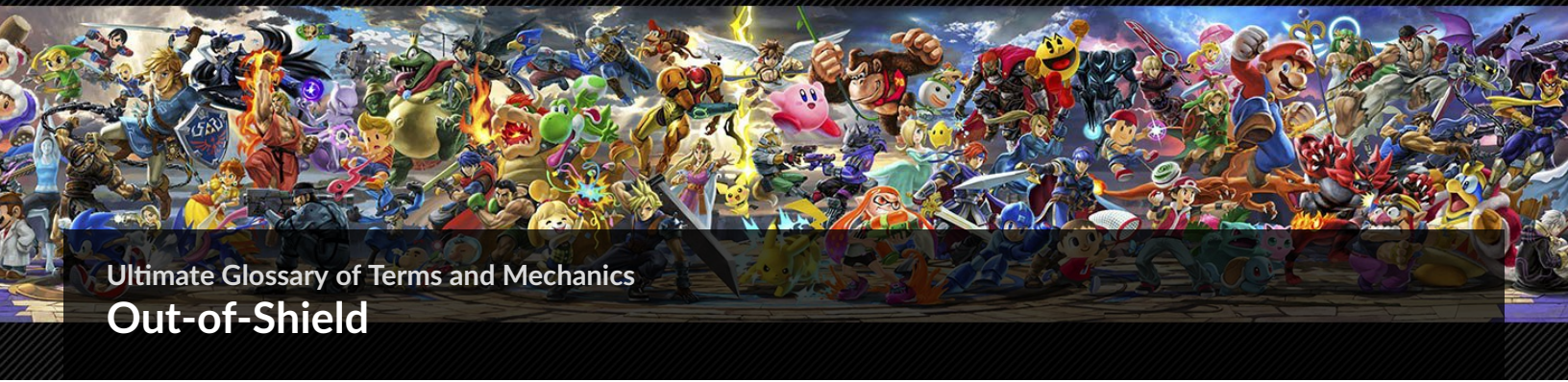
On-the-Spot Dodge

An evasive, **intangible** dodge in place, done by tapping the control stick down while holding the Shield button. Usually called a **spot dodge** or **sidestep**. See **defense**.



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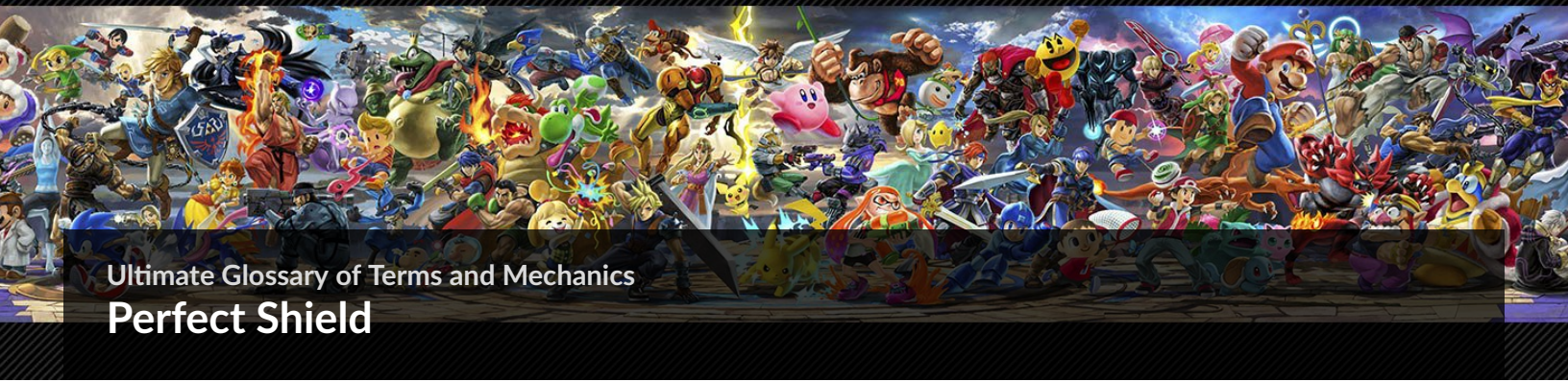
Out-of-Shield

This adjective describes an attack or sequence performed immediately after a player drops their shield.

Not to be confused with a **shield grab**, which is a built-in defense mechanic. An out-of-shield attack is performed by releasing the Shield button first, whereas shield grabs are performed by tapping Attack while continuing to hold the Shield button. After releasing the Shield button, there's an eight-frame interval that must pass before other actions are possible. **Buffer** the desired attack input immediately during this window, for it to execute as soon as possible.

Out-of-shield neutral attacks are usually the fastest and most obvious retaliatory options. Out-of-shield short-hopping air attacks are also common, especially for fighters with fast back air attacks, since it's much more practical to buffer a hop out-of-shield than to turn around in order to perform a frontal attack.



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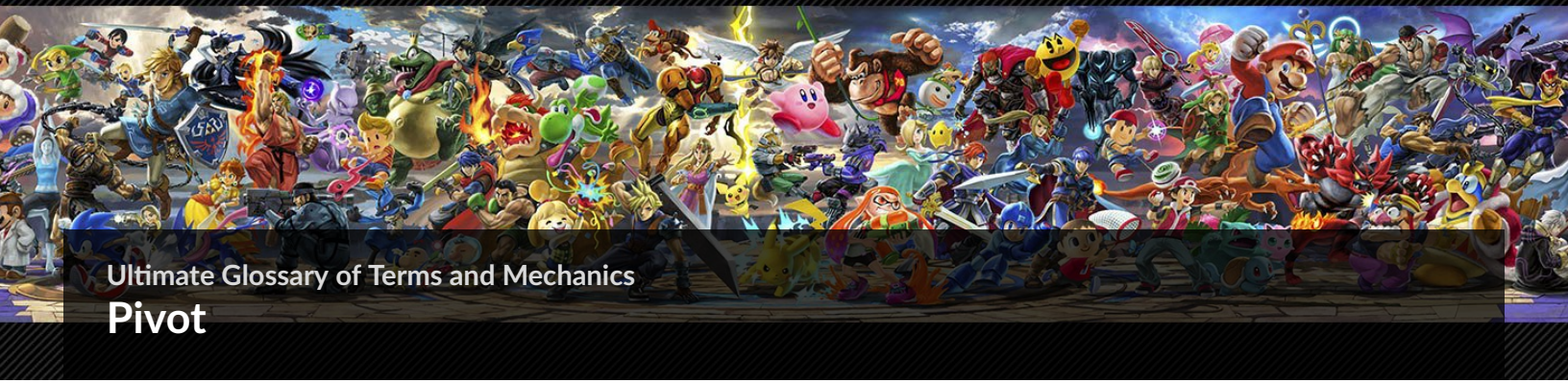
Perfect Shield

Perfect-shielding is a defense mechanic that rewards precise shield-release timing. The moment you release the Shield button, there's a five-**frame** window where your shield is still active. If your fighter blocks an attack during this window, they block the attack while negating all **shield-stun**. This lets them act again after dropping shield much faster than normal, usually early enough to allow guaranteed punishment.

To register a perfect shield parry, a raised shield must be up for at least three frames. This means perfect shield isn't possible after a shield flickers on for only two frames. The fastest possible perfect shield block occurs in four frames, tapping and releasing the Shield button as though for a short hop. If you quickly tap and release the Shield button, the earliest perfect shield block is four frames later (three frames of a normal raised shield, then five frames with a chance to perfect shield).



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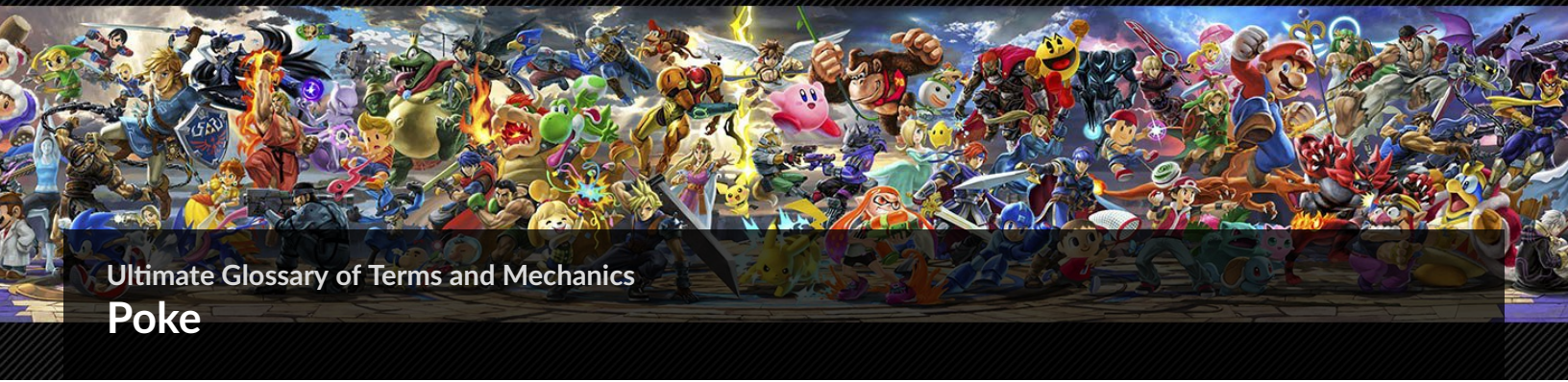
Pivot

Run in one direction, then tap and hold backward to turn sharply, sliding with inertia briefly before reversing course.

Pivoting isn't just cosmetic. During a pivot, a fighter turns around and scampers against their own momentum. This is still moving forward relative to the original running direction, so jumping or attacking backturned from this state can be powerful on purpose. Many fighters have different ground pokes that are useful to aim backward, including many up tilts and down smashes, and this trick allows their aggressive use from a backward slide. Similarly, the reverse air rush technique enables aggressive backturned aerial movement, starting out running at an intended target, pivoting, then hopping at foes with back air.



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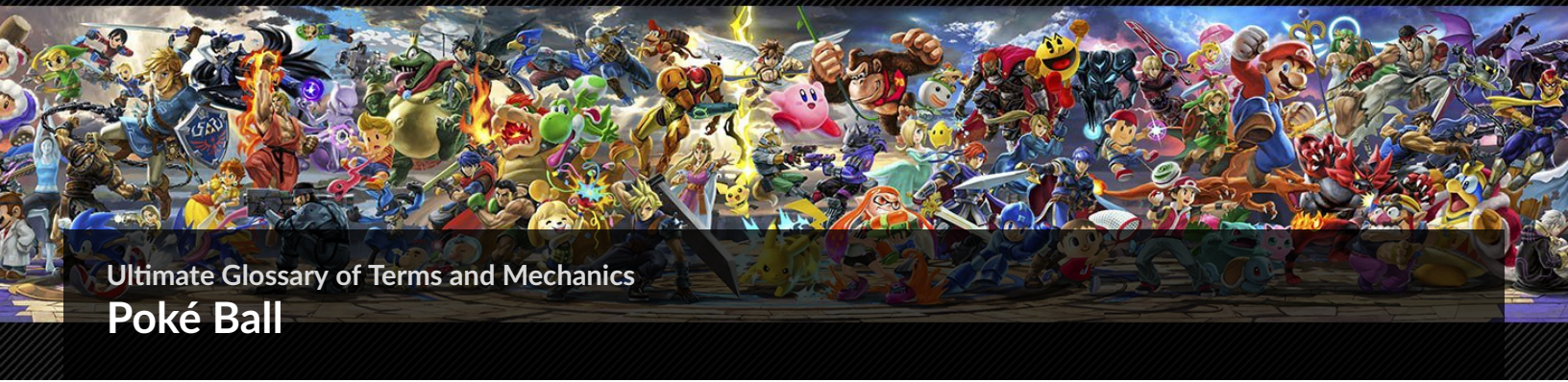
Poke

A poke is a quick, safe, and spaced attack carefully deployed in the **neutral game**, intended either to keep an enemy at bay or to pressure them and put them on the defensive.

Poking is a crucial tactic in both offense and defense. It allows you to keep initiative if you're the one attacking, or to deter aggressors from the edge of your attack range.



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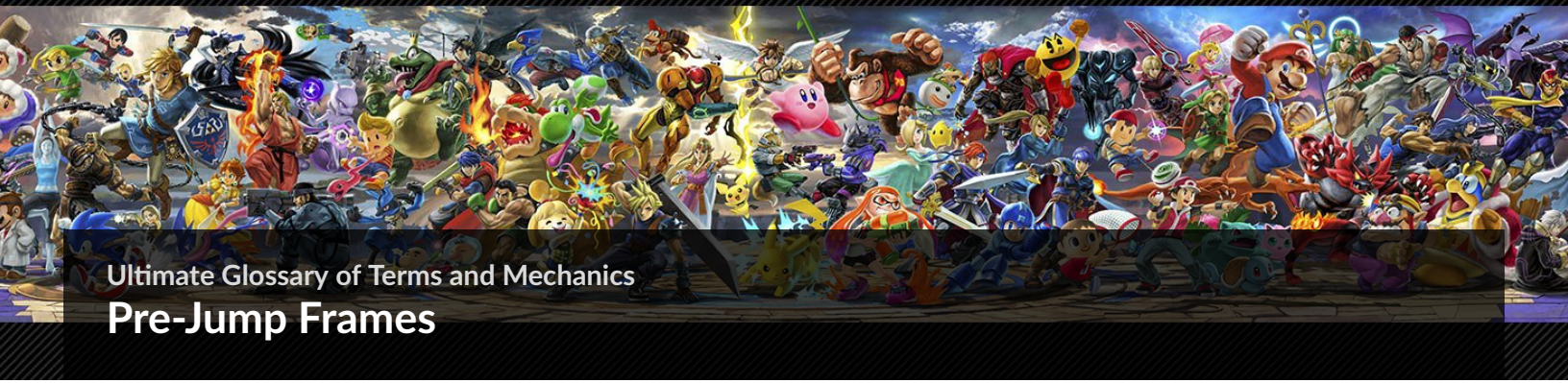
Poké Ball

In the Pokémon universe, Poké Balls are used to catch and store Pokémon.

Poké Balls in Super Smash Bros. Ultimate are special items that, when thrown, release a randomly selected Pokémon. The released Pokémon activates a unique power that affects the battlefield and its combatants. Some Pokémon unleash an area-of-effect attack, some perform attacks against the summoner's opponents, and some Pokémon can produce effects that harm everyone, including its summoner (the player who picks up and uses the Poké Ball).



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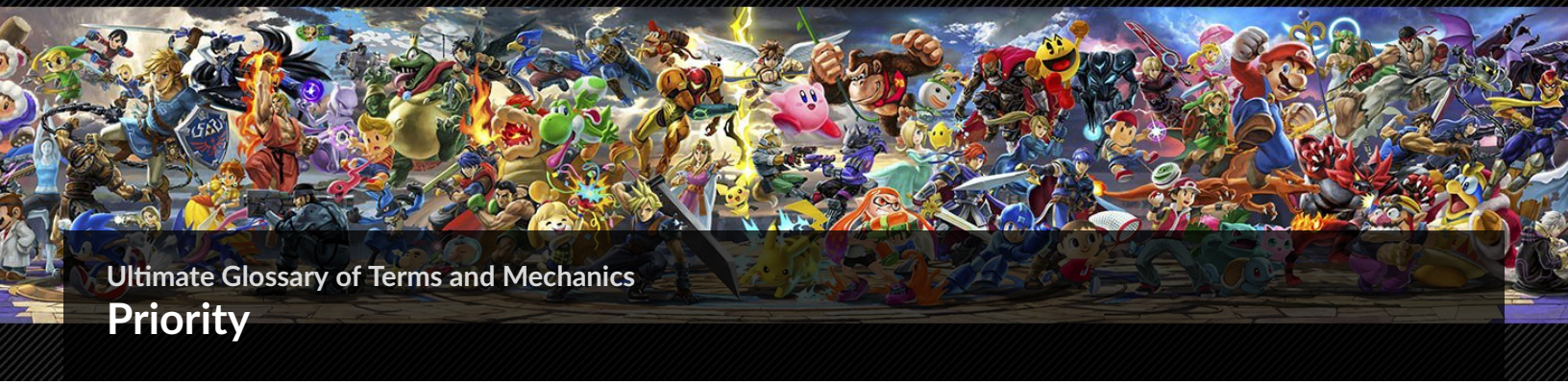
Pre-Jump Frames

Sometimes called takeoff or jumpsquat frames. The tiny period of time in between inputting a jump command and the fighter leaving the ground. See **movement**.



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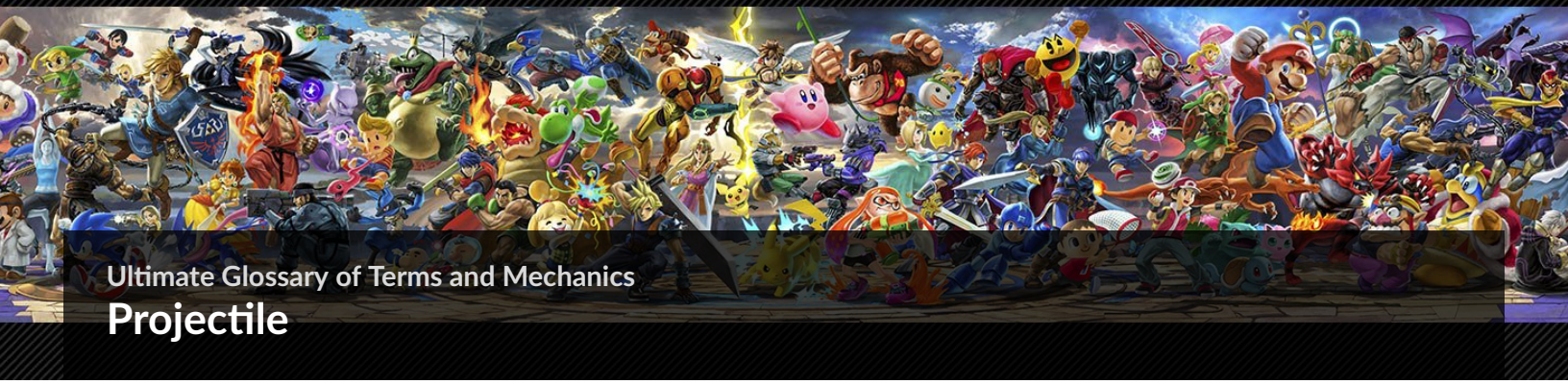
Priority

While an attack is **active**, its priority is determined by a number of things. The positions of an attacker's **hitboxes** and **hurtboxes** are first and foremost. Often, these areas overlap, so a fighter's extended limb is both a weapon and a vulnerable area. If the limb's hurtbox is **intangible** or **invincible**, the fighter's vulnerable area is reduced. This second hypothetical move wins out if it encounters a typical first move, with intangible/invincible limbs overpowering those whose hitboxes and hurtboxes overlap without special properties.

Often, though, a fighter doesn't have any intangible or invincible portions, but has something better: a hitbox that extends well beyond the vulnerable hurtbox. This is sometimes referred to as an attack having a "**disjointed**" hitbox, since the hitbox and hurtbox for the fighter don't match.

This is usually found with fighters and moves that use items and weapons. For example, almost all the Fire Emblem warriors, plus adult Link, Toon Link, and Young Link, plus Cloud of Final Fantasy VII renown, plus Shulk of Xenoblade Chronicles… Look, pretty much anyone with a weapon. But there are plenty of instances of weaponless fighters who have exceptional hitboxes on an attack here or there, enabling them to safely swing beyond their vulnerable reach. This is the primary reason any "**zair**" air grab is useful, used as a low-damage but high-priority disjointed poke.



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Projectile

A projectile is a ranged attack, usually fired from a fighter like a shot. Projectiles are generally used to threaten opponents with long-range damage.

Projectiles vary wildly in properties, such as damage, velocity, acceleration, trajectory, and on-screen duration. For instance, some projectiles can stick to enemies, some can track and pursue foes, and some can detonate into an area-of-effect explosion that damages both friend and foe. Most projectiles have damage drop-off as they fly—the farther they travel, the less damage they deal.

In broad terms, slower projectiles that stay active for a long time are effective for distracting foes, providing the projectile user an opportunity to rush in with an attack. In contrast, shots that launch and fly quickly are effective for dealing damage to enemies since they're more difficult to react to, but they don't create follow-up openings. Tossed **items**, which are in effect projectiles, also work this way. A slower toss can be followed in, allowing you to pressure the foe's attempt to shield or dodge the thrown item. Meanwhile, a **smash throw** deals increased damage and is faster to hit, giving them less time to defend, and you less time to capitalize on the brief on-screen threat.

Projectile hitboxes are treated as a different type of attack in terms of collision interactions. Most projectiles collide and nullify each other, while bigger projectiles such as Samus's fully charged Charge Shot can plow through minor shots unscathed, still decimating opponents in the way.

Most projectiles can be reflected by deflection attacks like Falco's Reflector and Ness's side smash. Reflected projectiles deal higher damage, according to the reflector's properties. Reflected projectiles can be reflected right back; if a shot bounces between reflectors several times in a row, watch out! It's almost become a mini **Final Smash**!

Ultimate Glossary of Terms and Mechanics

Punish

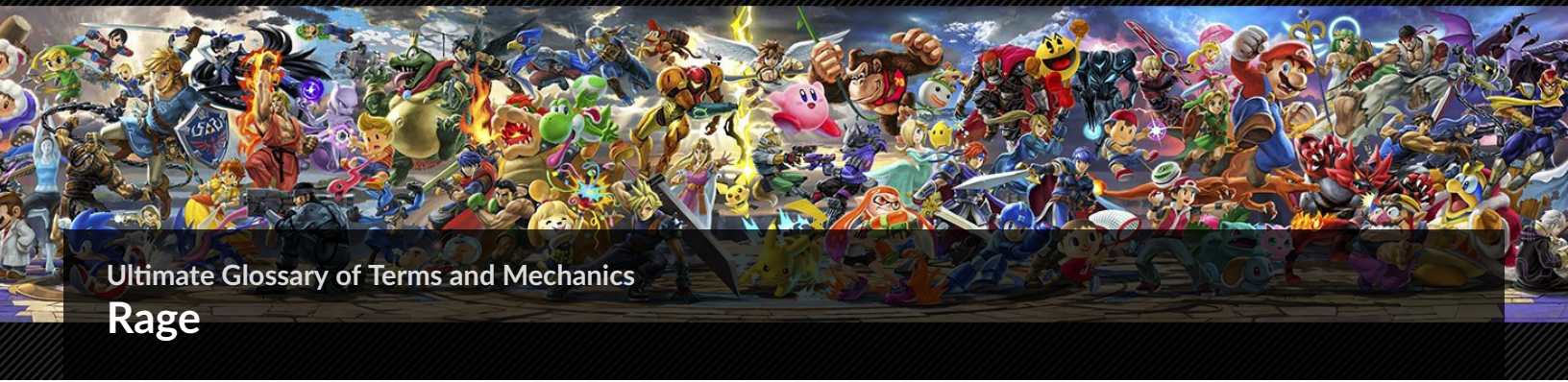
In general terms, a punish is any reaction that penalizes an opponent. However, this term is mostly used to describe a specific transaction: whenever a player extends an attack that leaves them vulnerable, going through end lag, and their opponent responds with a punishing attack, causing unavoidable damage. For instance, when a player's laggy down smash whiffs or gets shielded, they can be punished by most reprisals as they're stuck in the attack's retraction animation.

Punishing is a core concept in fighting games. Almost all attacks are punishable in some form, although some are less practically punishable than others. (Since you can **perfect-shield** and remove all shield lag, you can theoretically punish all jabs with a quick one of your own, though in practice this is really unlikely unless you're a DARPA AI project playing Super Smash Bros. Ultimate competitively.)

In this guide, "punish" usually refers to attacking an enemy who's either whiffed an attack, or whose laggy attack you've just shielded. Whether an attack is punishable is determined by how much **shield-stun** it inflicts and how much end lag it has before the attacker can raise their own shield or dodge. Range is also super important: the farther away an attack is used, the less likely opponents can close the gap in time. If the only things they can punish you with quickly enough are a short-range neutral attack and shield grab, and you poke from outside that range, then you're safe even if the **frame** situation technically says otherwise.

In Super Smash Bros. Ultimate, most blocked close-range melee attacks are vulnerable to quicker shield grabs (think Mario speed, not heavyweight speed) if the attacker is within range. Against an immediate shield grab, attackers can't jump away or dodge in time even if they **buffer** those actions. However, retaliating after blocking isn't so simple since there are many variables to consider, including whether the enemy will end up too far away, or even behind you, after the attack. High-level players will seek to end up at max range or at your back on purpose, negating the counterattack speed of shield grabs.

Some attacks are good for punishing foes in these positioning scenarios. For instance, Cloud's up tilt can hit enemies behind him quickly, so it makes for a powerful anti-cross-up punish attack. Many fighters' side tilts and down tilts are also effective retorts against foes just outside of jab. Many side and down tilts start relatively fast, usually with good horizontal reach. Of course, this becomes matchup-specific, so learning the ins and outs of your fighter's moves (and the major places where common opposing fighters are vulnerable) is vital to your punish game.

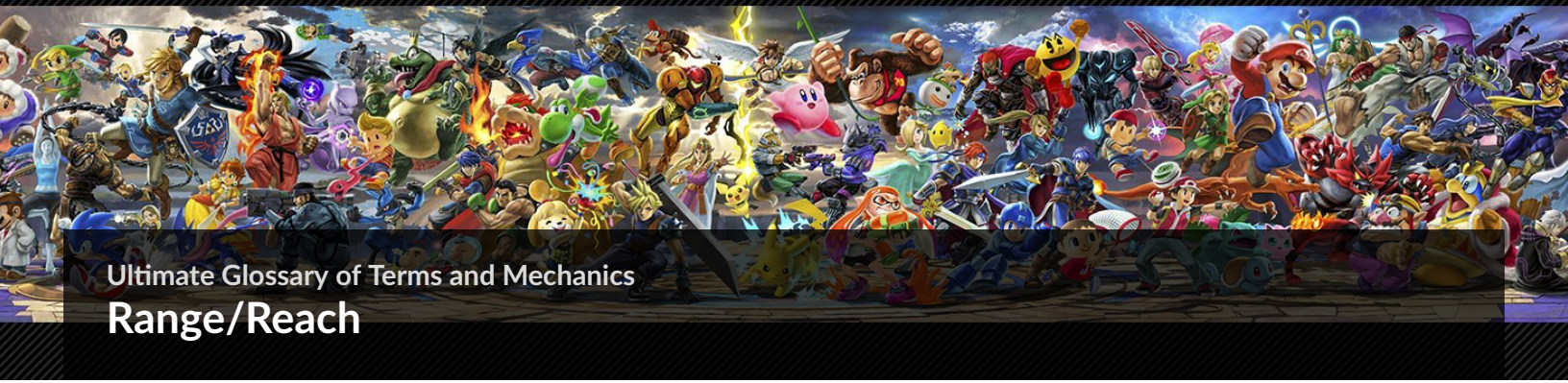


Ultimate Glossary of Terms and Mechanics

Rage

Rage is an informal term used to describe the passive power-up gained by fighters with very high damage built up. When a fighter with a dangerous damage total (edging into red) starts smoking (especially noteworthy on their portrait), their attacks dish out extra damage and knockback! This gives fighters at extreme risk of knockout a bit of a comeback mechanic. High rage makes a wounded fighter that much deadlier, and should give their pursuers a pause, since being overzealous chasing a knockout can easily backfire. In the Rule Settings, Rage is known as Underdog Boost and can be toggled On or Off (the default).

Learning how to play around your opponent's rage, as well as using your own when you're beat up, is crucial. Some players may flirt with hovering in high damage on purpose, counting on brinkmanship as a winning strategy. With good avoidance, **directional influence** if you get launched, and well-aimed high-damage hits on foes chasing you, exploiting rage on purpose can get surprising mileage.

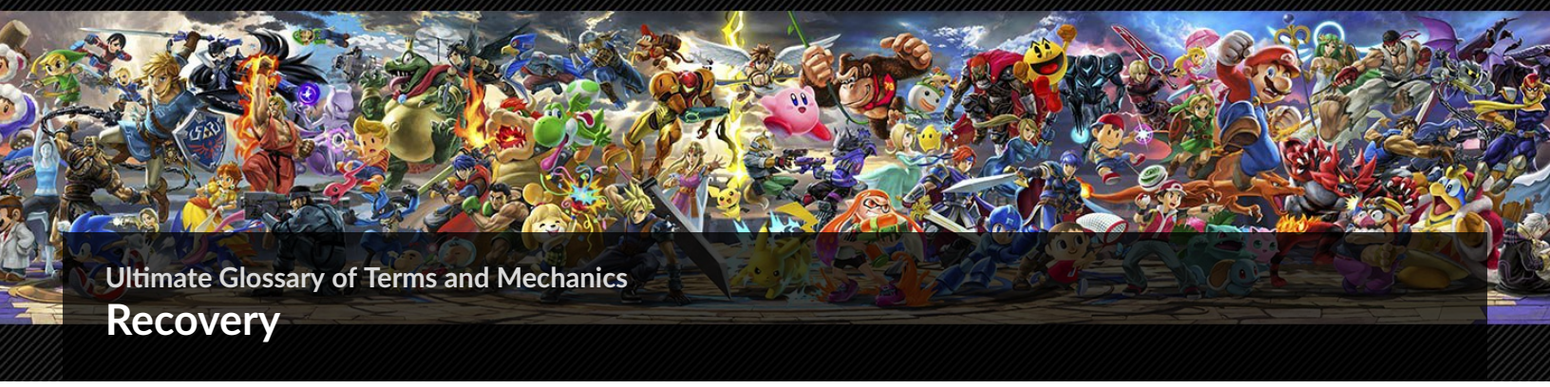


Ultimate Glossary of Terms and Mechanics

Range/Reach

Range and reach are used interchangeably to describe the distance covered by an attack. It's frequently preceded by an attack-as-adjective, such as "jab range" (a fighter's reach with their neutral attack).

Fighters who wield weapons (like swords) usually have terrific reach on their tilt and smash attacks. Long-reaching attacks are doubly good because they're usually disjointed—they don't extend vulnerable hurtboxes alongside—making them basically invincible if well-spaced.



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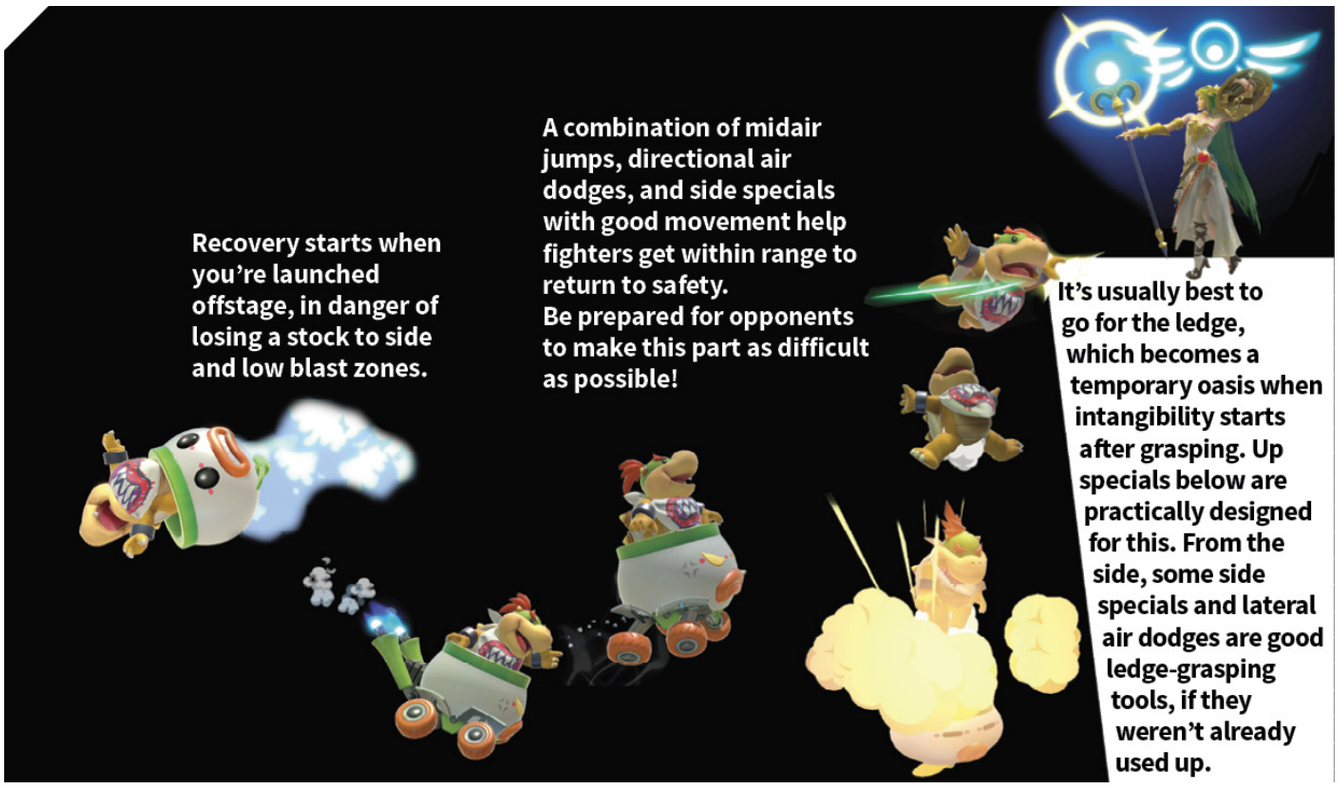
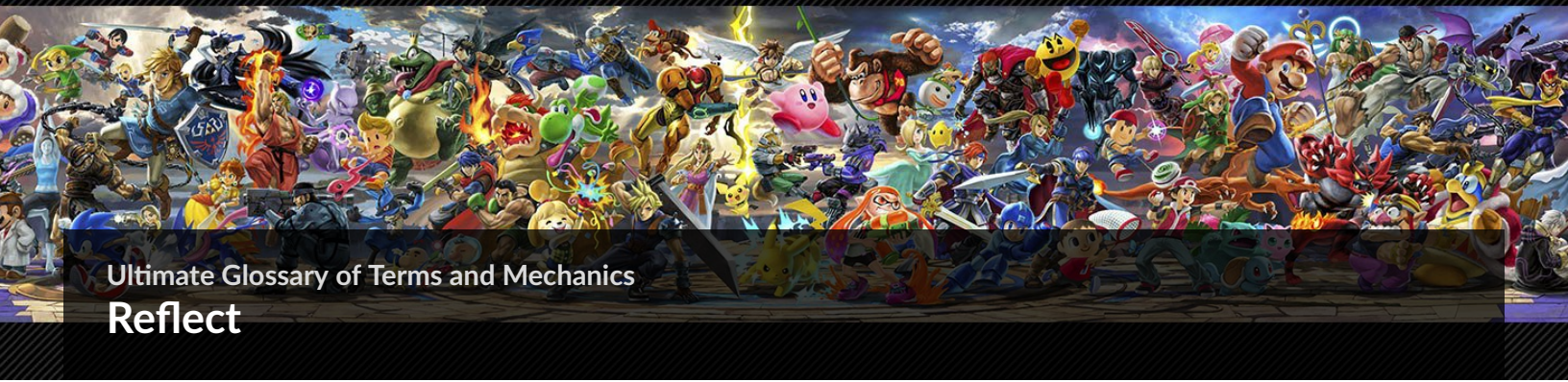
Recovery



In other fighting games (only rarely in Super Smash Bros. discussions), the term "recovery" refers to the end lag of an attack, in essence winding-down animations. In this guide (and in almost all Smash community discussions) this term is used to refer to a particular phase of a match: when a player is thrown offstage and is trying to drift back to either grab on to a ledge or land on solid ground (either of which restores aerial-mobility options, while grabbing a ledge the first time also grants temporarily **intangibility**). In the recovery phase, the player protecting the ledge, trying to prevent recovery, is **edge-guarding**. While defending a ledge, this aggressor has a big position advantage. The recovering player is at risk of being knocked out, since they're closer to a side **blast zone** and hovering above a sheer drop, all but forced to use predictable moves (usually midair jumps, side specials, up specials, and directional air dodges) to return to solid ground.

Recovery is an essential concept since most knockouts scored revolve around the game of recovery versus edge-guarding. All fighters have at least one special that helps them reach for a ledge—often there are two—and some fighters have more midair jumps available than usual, or special moves that can pass as extra midair jumps. Some fighters are more effective at recovering, and some fighters can be very predictable. Some fighters are kind of bad at fighting but are so good at recovering that they still make worthwhile fighters. But whether a fighter has above-average recovery tools or not, everyone is forced to play the recovery game, so it's important to approach every time you're forced to recover as a learning opportunity, and a chance for tiny victories (snagging the ledge and going intangible with well-aimed up special or directional air dodge, for example; or beating out your attacker air-to-air when they chase you over the drop, then making it back to the stage to boot).

See also **defense**, **edge-guarding**, **ledge-hanging**, and **movement**.



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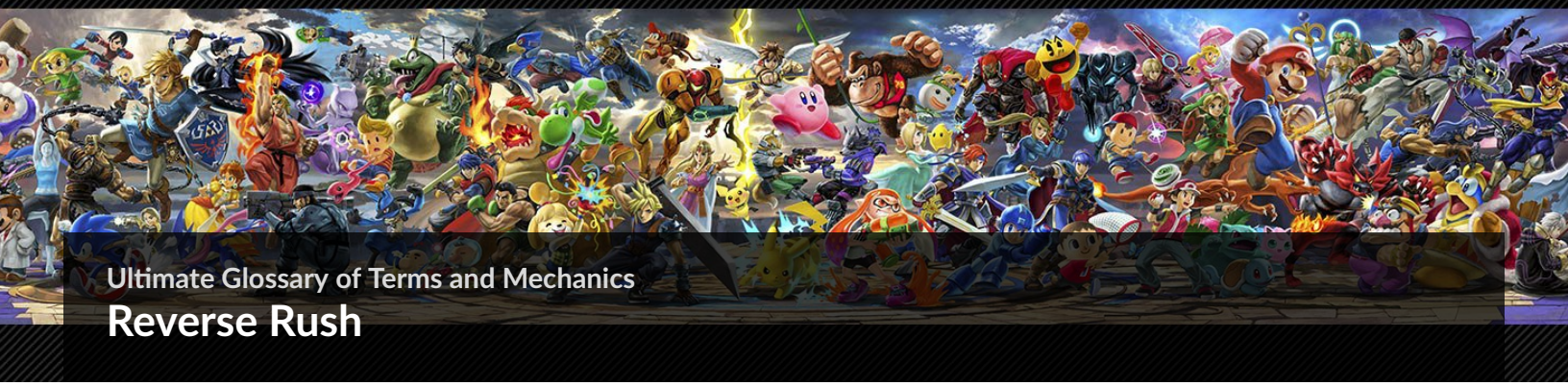
Reflect

Certain special moves, like Pit's Guardian Orbitars and Mario's Cape, can reflect projectiles, sending them back to the original shooter. Usually, reflecting a shot also buffs its damage. Reflect moves used well go a long way toward negating zoning and camping tactics, since challengers who think they can win by sitting back and firing projectiles can find their own hailstorms turned against them. See fighter chapters for specific details.



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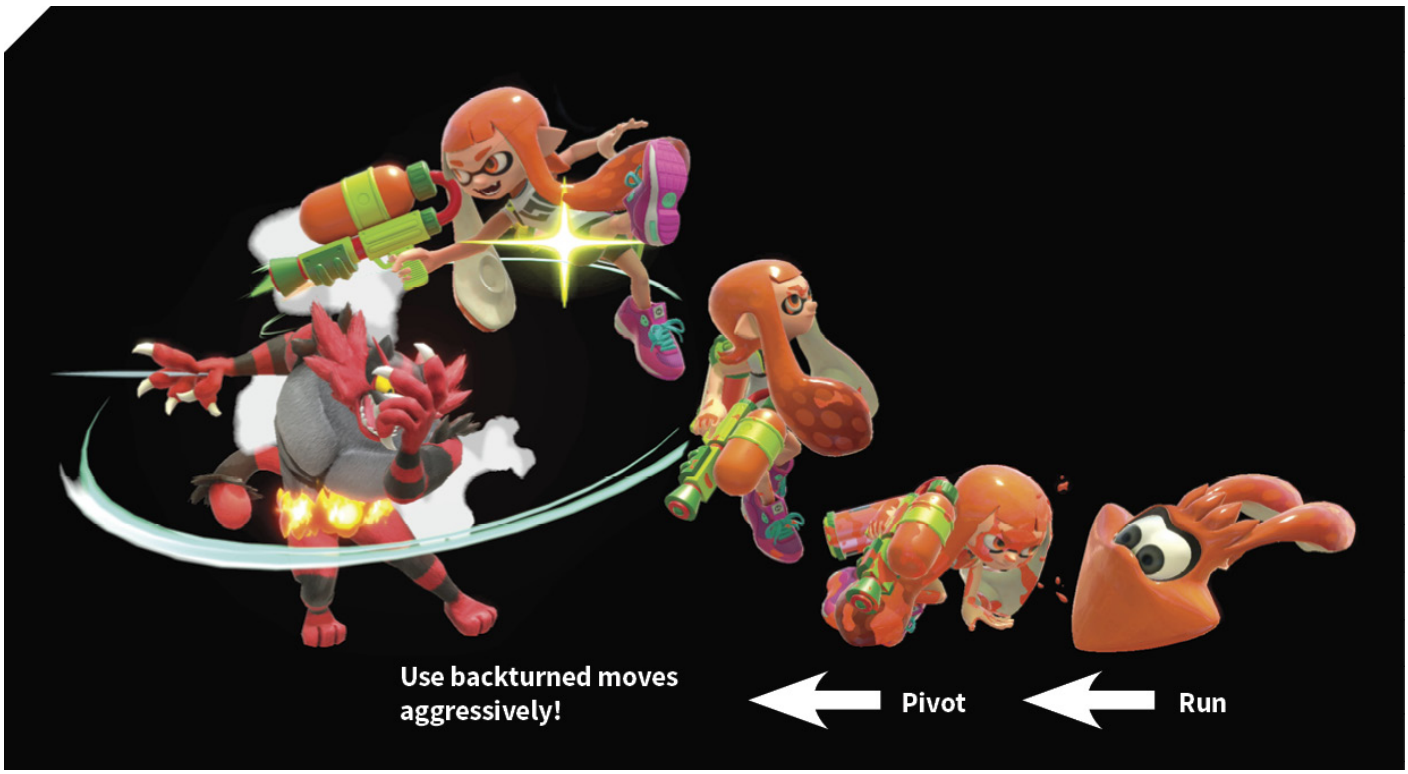
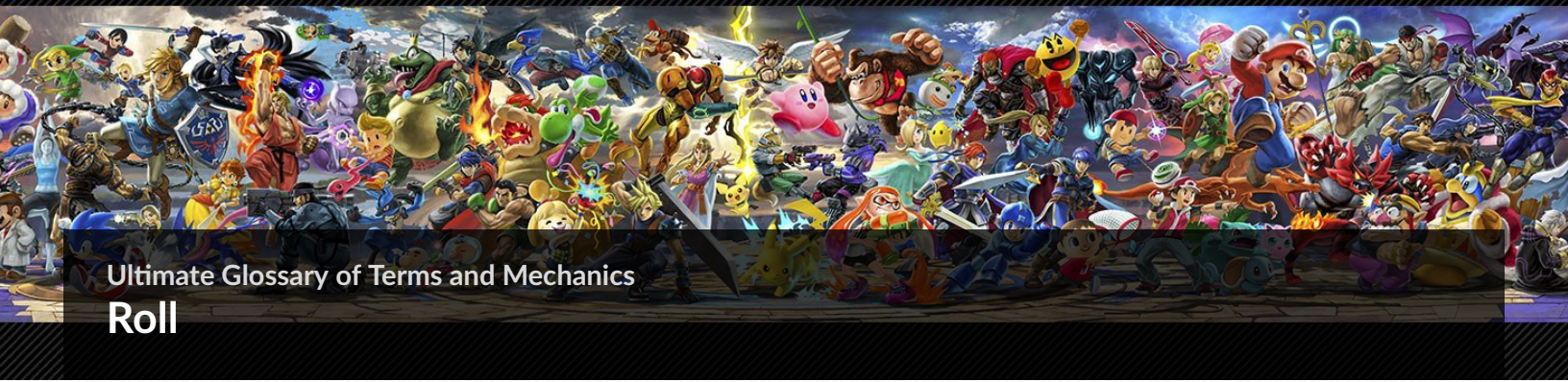
Reverse Rush



An execution technique that allows sliding backturned attacks, given a little starting runway. Start by tapping the control stick and holding it to dash and then run. Anytime after the run begins, tap the control stick in the other direction to pivot and slide. Immediately during the slide, input the ground move of choice, or tap the Jump button to hop. Either way, you're using initial forward momentum of the starting run to create an aggressive backturned attack.

This is much more important in older Smash games, where actions while running are very restrictive. Basically, you could only dash-attack. To do anything else, you had to pivot, starting a slide and turning around. From here, a few extra actions were possible; the primary use was to run, pivot, hop backturned, then poke with low-altitude back air aimed in the original running direction.

One of the biggest mechanical updates in Super Smash Bros. Ultimate is that you can now cancel a dash/run with just about anything (except raising your shield). So this isn't as important as it once was. But it's still useful, especially if your favorite fighters have great back airs for aggressive rushdown use, and ground pokes with exceptional backward-aimed hitboxes. It's not that unusual for a fighter's back air to seem like a better quick poke than other air options when facing forward, and for moves like a double-sided down smash or arcing up tilt to have safe lag when aimed backward.



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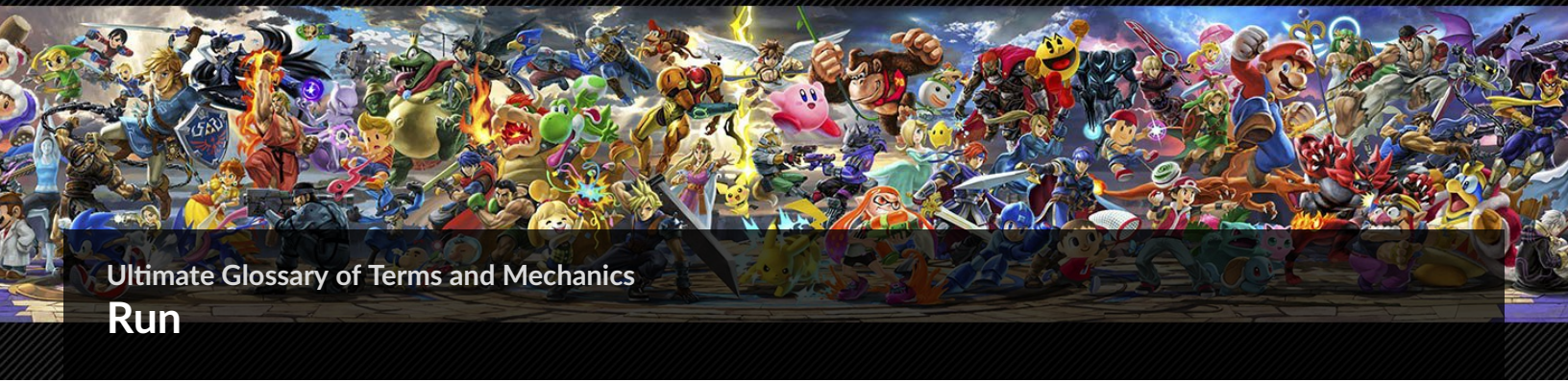
Roll

Defensive maneuver accomplished by tapping the control stick left or right while holding the Shield button. Rolling fighters are **intangible**, with some vulnerable lag at the end after the motion ends. This is the grounded equivalent to **directional air dodges**, with more end lag than **sidestepping** but a better ability to dodge stuff. See **defense**.



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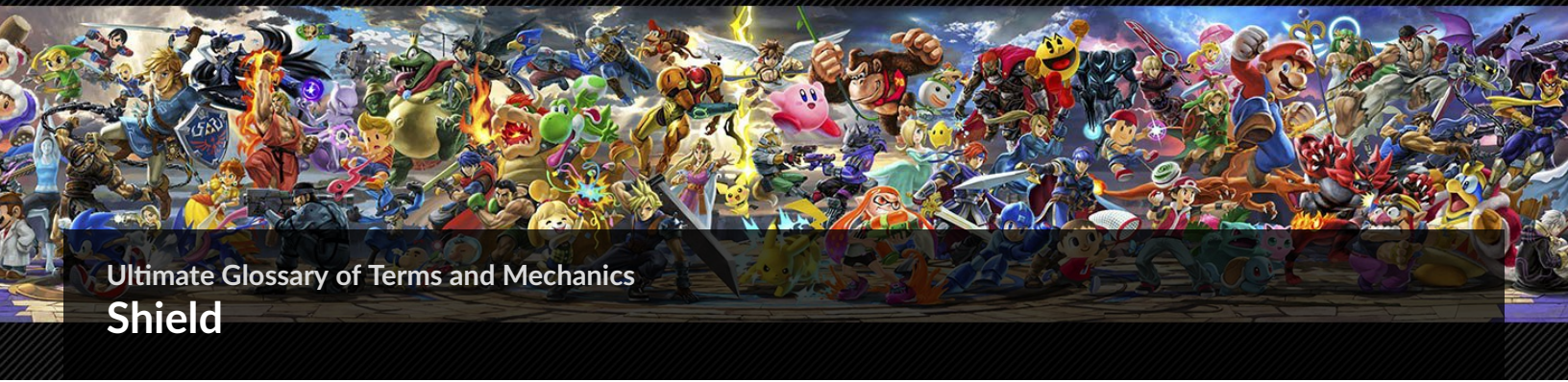
Run

An extended sprint that begins after dashing and holding the control stick direction. Attacking while holding the stick during a dash or run causes a dash attack. Canceling a dash with other actions leads to the other actions happening, but canceling a run adds much more sliding momentum (as explained in **pivot** and **reverse rush**). See **dash** and **movement**.



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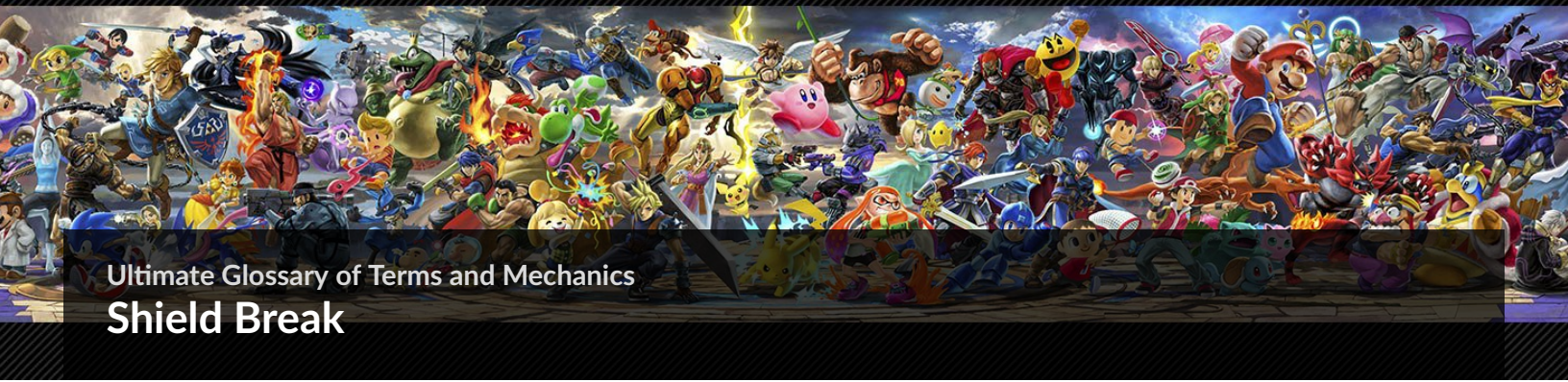
Shield

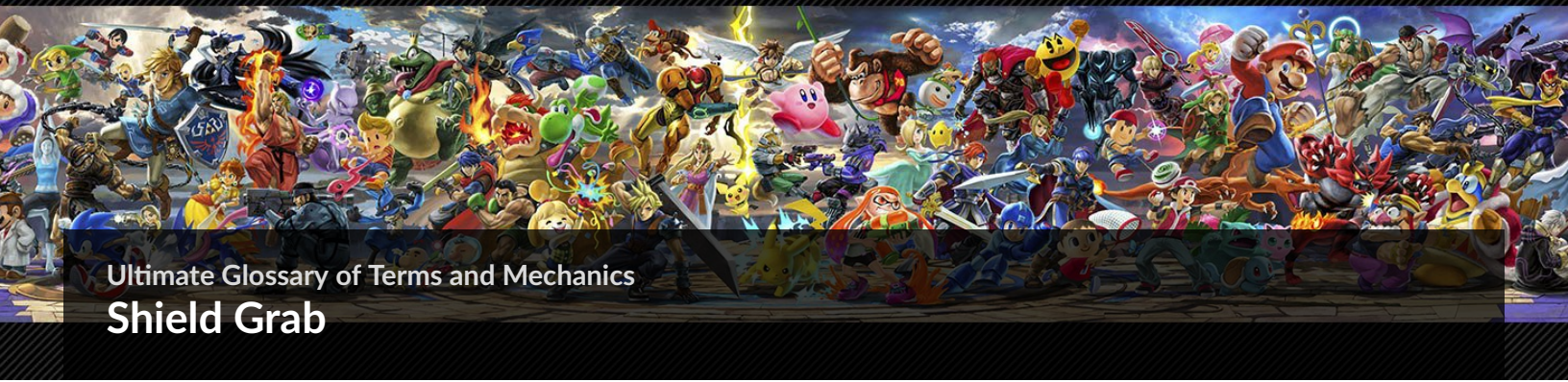
The most basic and important defensive maneuver accomplished by holding down the Shield button. Incoming attacks are blocked, except grabs and (extremely rare) unblockable or shield-shattering moves. Releasing the Shield button just before an attack impacts results in a **perfect shield**, basically a universal parry allowing the defender to counterattack much faster than normal after blocking. See **defense**.



Ultimate Glossary of Terms and Mechanics

Shield Break

A shield break happens to a fighter when their shields are completely depleted and shrunken, either from blocking too long or from shielding too many attacks (or a shield-decimating one, like Ken's Nata Otoshi Geri + Inazuma Kick follow-up).



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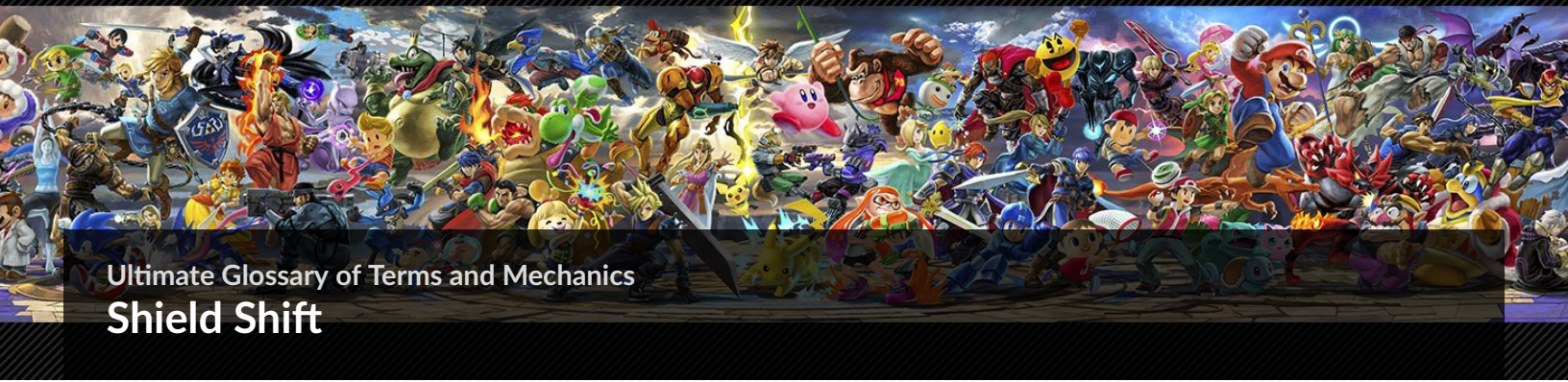
Shield Grab

A raised shield can be immediately canceled into grab at any time. While holding the Shield button, simply press the Attack button too. Shield grabs are primarily used to punish shielded attacks. For many fighters (generally those with close-range grabs), this is their fastest punish. However, most fast close-range grabs suffer from short reach, and there are no grabs in the game that cover behind the grappler, so spacing and position awareness are vital to using shield-grab punishes well.



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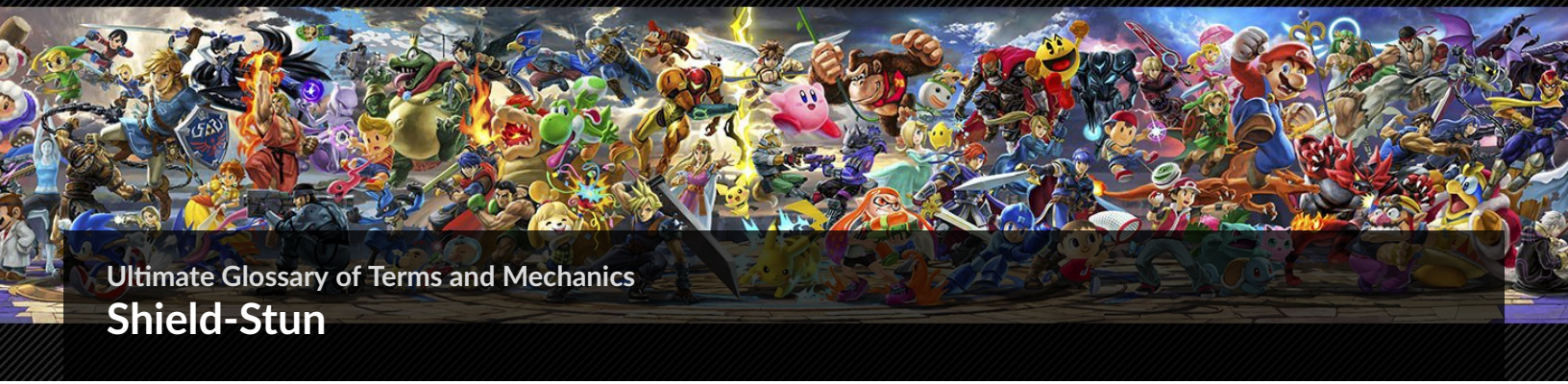
Shield Shift

Shield-shifting is performed by holding the Shield button while gently tilting the control stick in any direction. This nudges the shield's curve accordingly. Pressing too far results in a dodge or roll, which can be avoided by shield-shifting while holding two Shield buttons (ZL+ZR together). This disabled dodge moves and allows maximum shield-shifting.

Shields only cover all of a fighter when they're fresh and haven't been held up too long recently or chipped at. If shield size is depleted at all, your fighter has vulnerable portions sticking out somewhere. Attentive shield-shifting in these scenarios can save you from glancing hits. See **defense**.



Ultimate Glossary of Terms and Mechanics

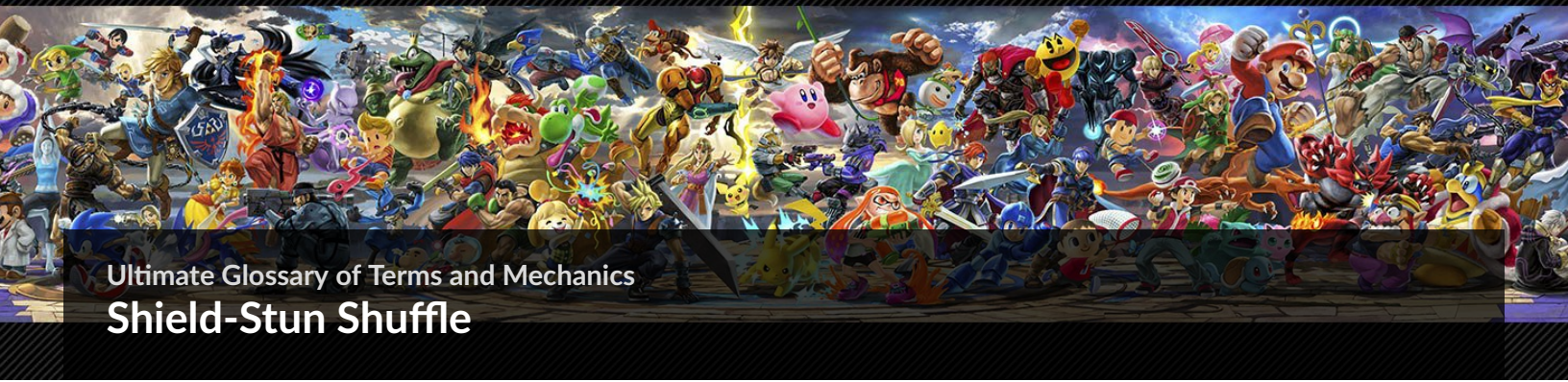
Shield-Stun

Shield-stun is the amount of time a shielding fighter is forced to stay in a blocking animation. This forced state cannot be avoided, even if the defender releases the Shield button.

Attacks inflict varying amounts of shield-stun. Generally, stronger attacks inflict more, although this isn't a universal rule. Certain rapid-fire attacks (like Sheik's neutral attack 3 loop) can keep foes locked in shield-stun until the shield pushback pushes them out of range, since the strikes occur so quickly.

Chainable attack sequences, like Cloud's Cross Slash series, have very low shield-stun, so it's possible for the defender to drop their shield in between hits. Either player can use this to their advantage in these types of situations, depending on timing and **reads**. For instance, if a Cloud player guesses that the opponent will drop their shield immediately and try to counterattack, chaining into the second hit of Cross Slash will pre-empt the enemy. On the other hand, an opponent who correctly reads when Cloud will cease his attack sequence can attack with up tilt out-of-shield, launching Cloud during his end lag if correct.

A fighter's shield-stun can be completely nullified with perfect shield or by shield-grabbing. Shield-grabbing can be a risk, though, especially with fighters who have limited grab range. Whiffed grabs are usually punishable.



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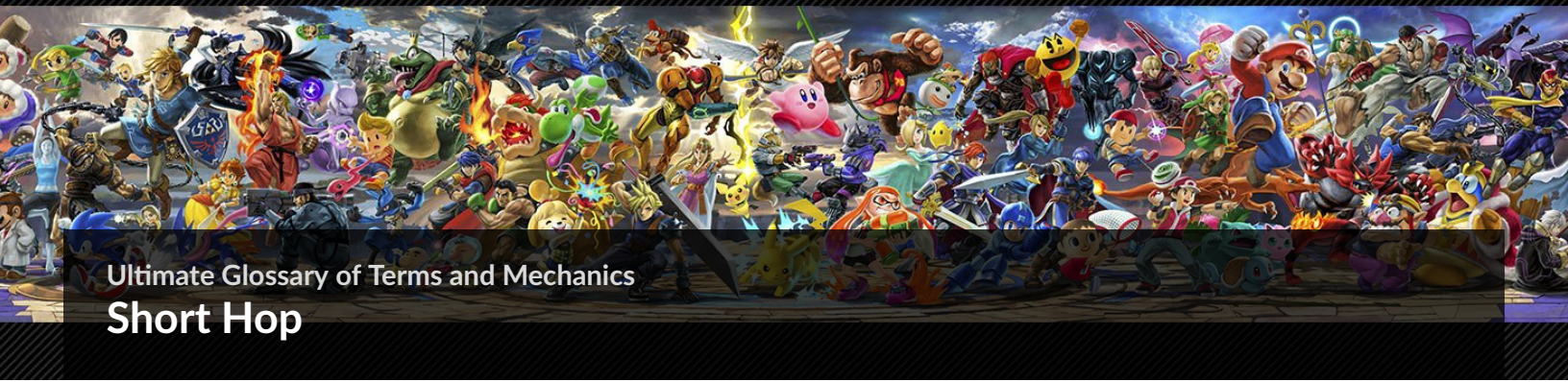
Shield-Stun Shuffle

Shield-stun shuffling is an advanced technique used to manipulate your fighter's body positioning while blocking. As the attack strikes the shield, the precise moment the game's action is minutely frozen in hitstop, flick the control stick in the direction you want to scoot. Your fighter ever so slightly repositions. This technique is difficult to implement, but can be useful in specific situations, allowing you to shuffle out of a multi-hit attack and freeing yourself from shield-stun in order to punish the enemy. Comparable to **hitstun shuffling** while eating hits.



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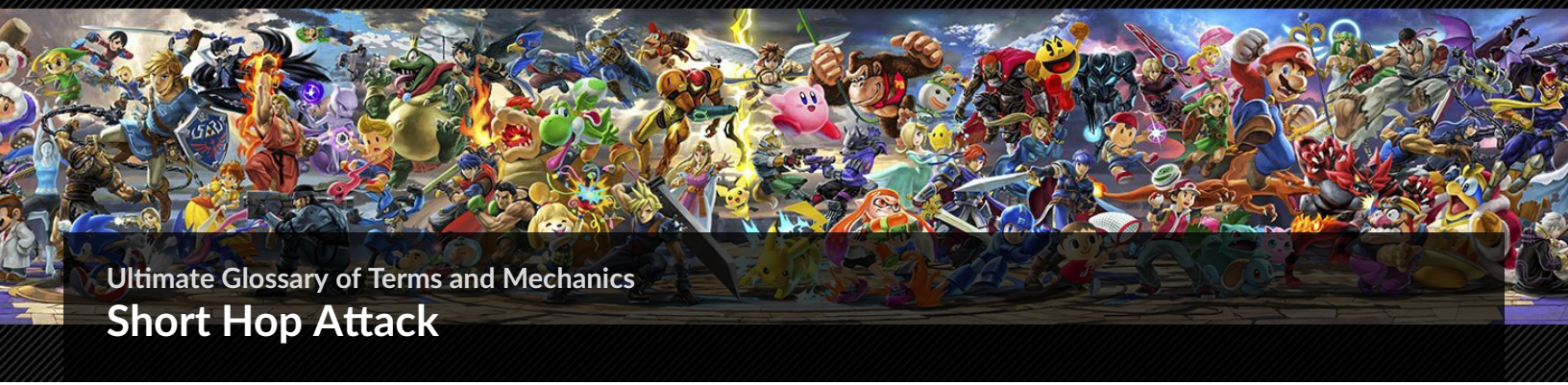
Short Hop

A short hop is what it sounds like: a jump with less altitude. Short hops are performed by quickly tapping the Jump button (releasing it before the takeoff frames end) and are a crucial gameplay element. Short-hopping allows you to throw out aerial attacks without fully committing to jumping airspace. Short hops take just as long as jumps to leave the ground, and hang in the air the same amount of time. They just don't travel as high vertically, so they allow more aggressive use against opponents on the ground, and other foes in short-hopping airspace. See **movement**.



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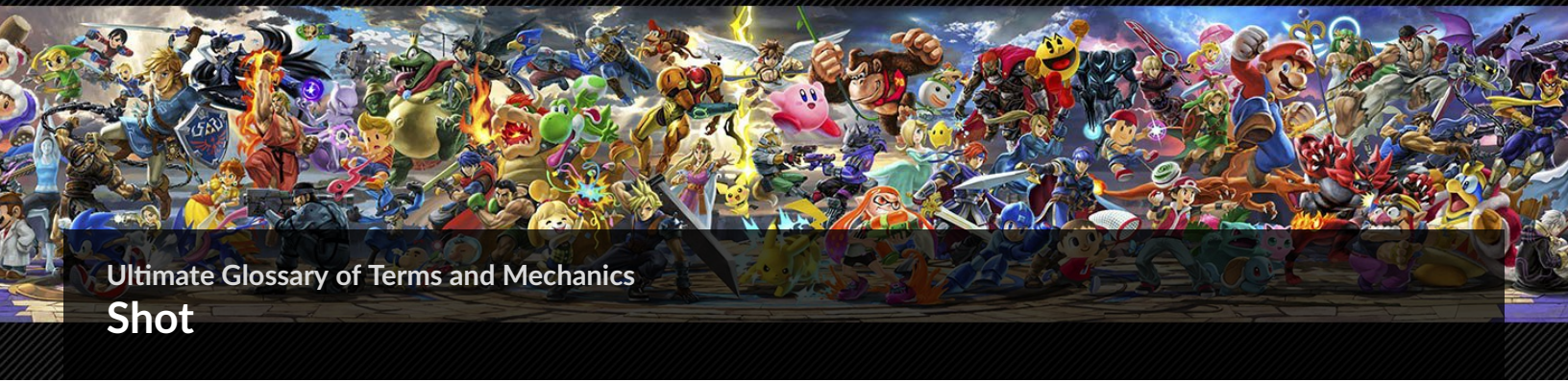
Short Hop Attack

This refers to a built-in shortcut for a short-hopping air move, performed from a standing position by pressing the Attack+Jump buttons together. Hold a direction on the control stick if desired to pick specific airs (for example, hold down while tapping Attack+Jump for a short-hopping down air attack).

It used to be that short-hopping attacks had to be performed with a brief tap of the Jump button, then an Attack button press later, which is a lot harder. You might get a jump instead, pressing Jump too long; or get the wrong air move, juggling the control stick between steering your airborne fighter and choosing the air poke. With this command you always get a short-hopping air move. Short hop attacks do 85% of the damage done by an aerial attack during a full jump.

The only shortcoming is that the timing is immediate, so there will probably be midair end lag and no late coverage. It's frequently better to manually short-hop and delay air moves to hit with the best timings, usually while descending, but this trick is great to remember when an instant short-hopping poke suffices, attacking while rising.



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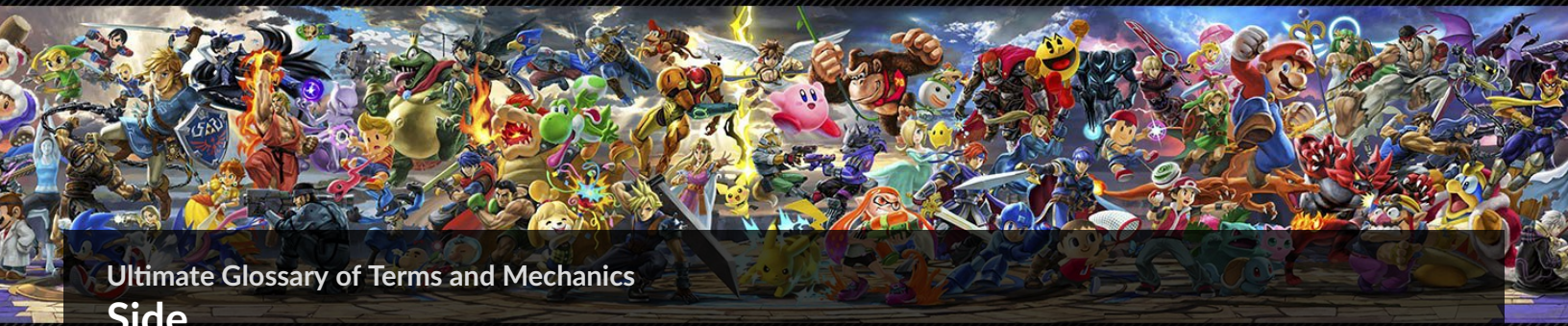
Shot

Synonym for **projectile**.



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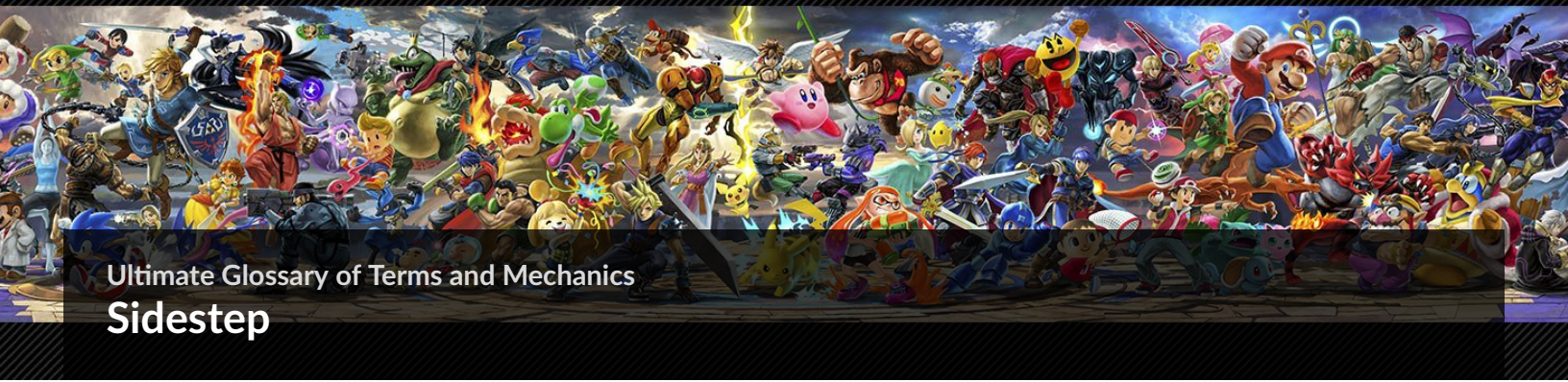
Side

“Side” can reference areas in relation to the direction a fighter is facing (front, behind), or the fighter’s position relative to an opponent’s (left side or right side of an opponent). It can also refer to moves requiring left and right inputs, like side tilts, side smashes, side specials, and rolls. **Side rolls** are basically just rolls, so see **rolls** and **defense** for those.



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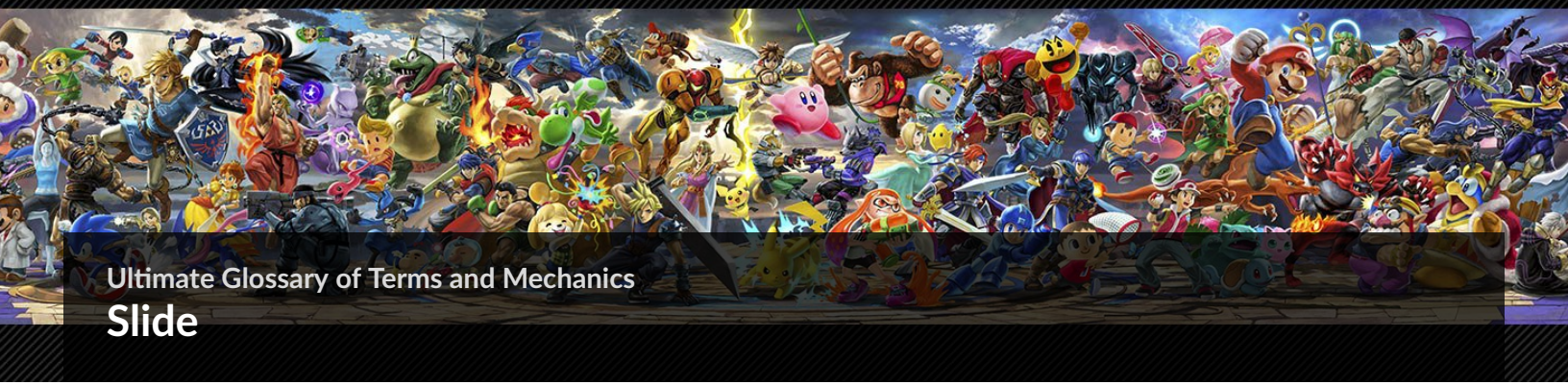
Sidestep

A sidestep is commonly called a **spot dodge** or **on-the-spotdodge**, with the former being more commonplace. It's an evasive move without movement, accomplished by tapping down+Shield button. See **defense**.



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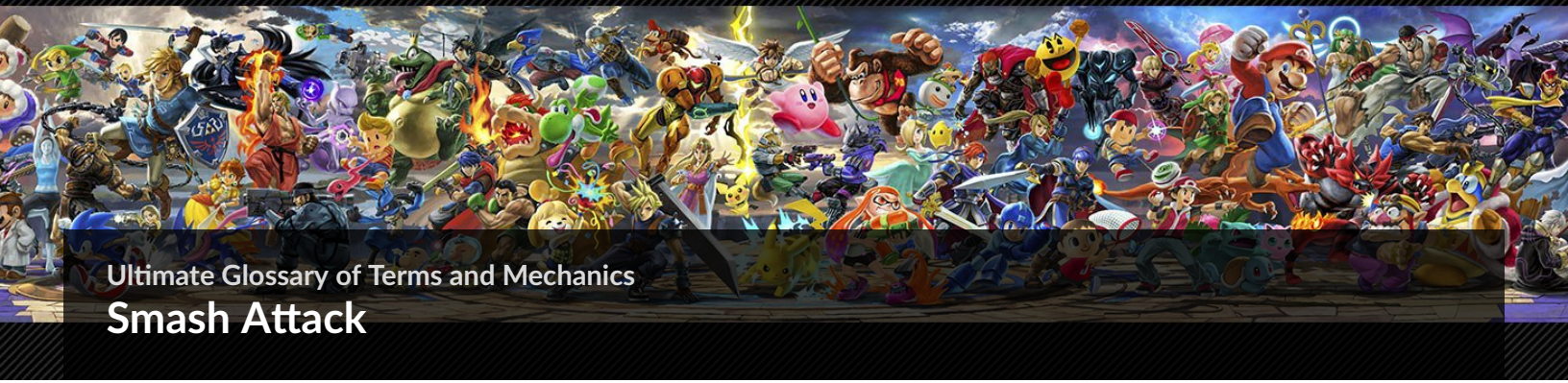
Slide

Sliding can refer to low-profile forward-moving attacks. Slides are powerful because of their gap-closing potential and lengthy **active** windows. Not only do they advance a fighter forward, but they also prevent enemies from approaching at the same time.

Long, far-moving active periods on slides have interesting applications in terms of frame advantage and potential combos. Advantage is dependent on when the slide hits; hitting with the tail end of a slide results in way more advantage than hitting earlier. Some fighters can take advantage of this with a guaranteed follow-up combo, particularly if the slide has a launching effect.

Sliding also refers to momentum that carries a fighter across a stage briefly, perhaps in a state where they shouldn't usually be moving. The biggest example is **reverse-rushing**—running, then pivoting to slide backturned. In older Smash titles, sliding right after air-dodging into the ground enables some movement tricks, but the potential for post-air dodge sliding is greatly diminished here.



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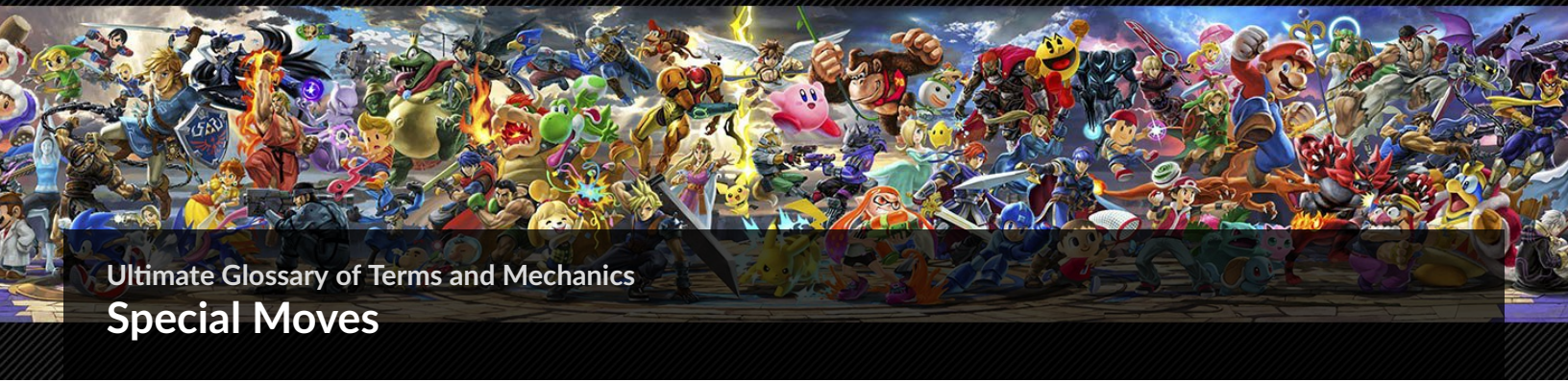
Smash Attack

The strongest and slowest class of grounded attacks, after neutral attacks and tilt attacks. See **offense**.



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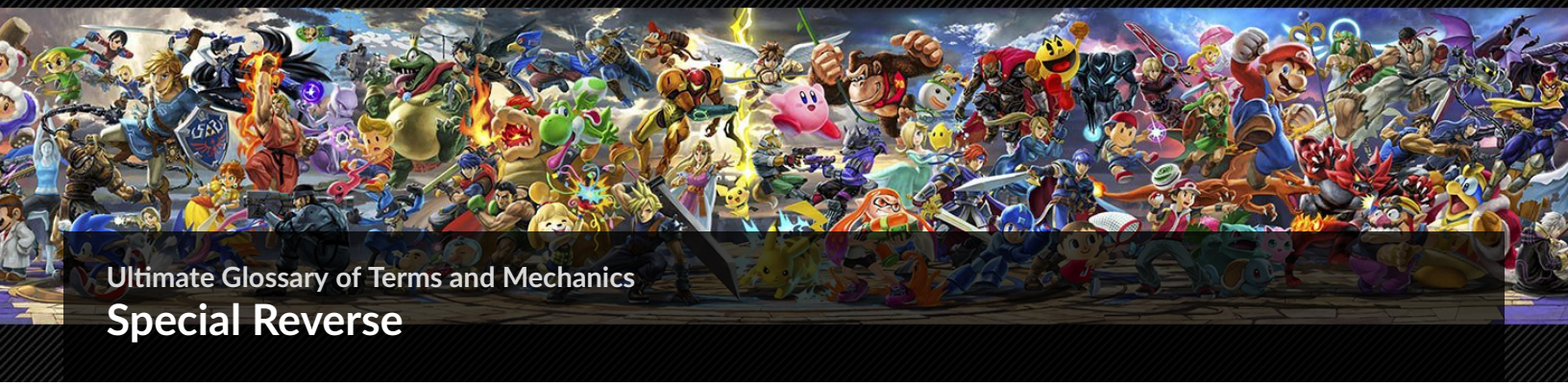
Special Moves

Special moves refer to the unique abilities each fighter possesses, performed with different control stick inputs and the Special button. A special-move toolkit usually has some mix of a projectile or two, a couple of recovery tools (mobility specials that boost horizontal and vertical movement), a defensive ability (projectile reflection or parrying attack), and/or a mega-powerful (sometimes chargeable) attack.

Special moves can all be performed midair, with some special moves having an alternate aerial version with different properties. Specials are vital to both offense and defense, usually define a fighter's playstyle in large part, and are explored in depth in fighter chapters.



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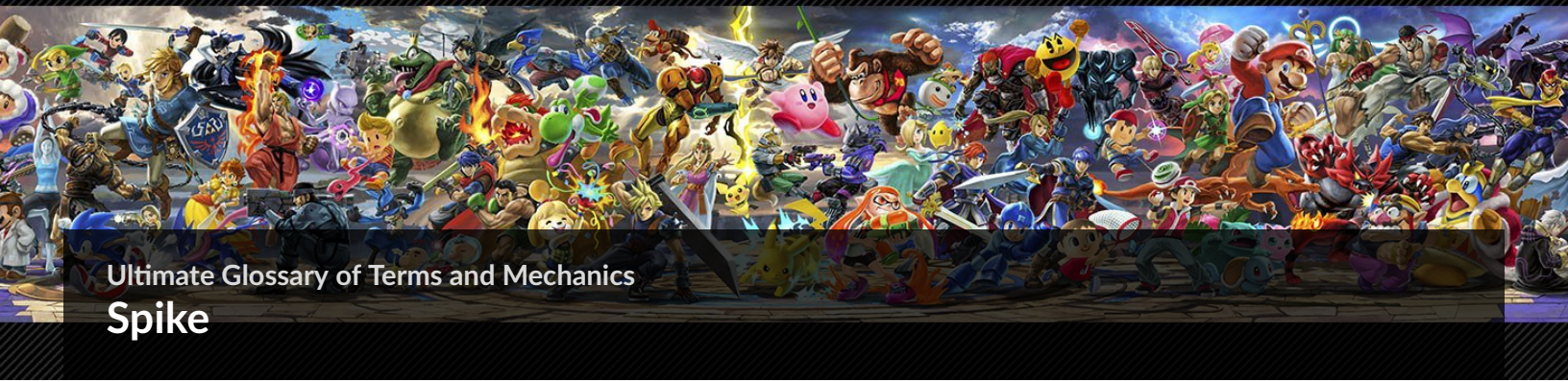
Special Reverse

This is commonly referred to as a “b-reverse” in Super Smash Bros. discussions. This is a technique that allows special-move direction to be reversed right after input, but before action begins. This is especially relevant when it comes to neutral specials. You might not be able to turn around at all in midair, and turning around on the ground might involve turning or pivoting time you don’t have. It’s invaluable being able to start a neutral special facing the wrong way, then snap it to the other direction. Almost all special moves can be special-reversed, but there are some exceptions (important to note to avoid disaster, if you try special-reversing something that can’t).

To perform a special reverse, input the special move and immediately follow with a control stick input toward your fighter’s back. The reversed-direction input must be extremely fast, like releasing Jump before takeoff to trigger a hop instead of a jump. Special-reversing is especially important in midair, where you might need to reorient a neutral special as mentioned, but where you also might have to start an up special aimed the wrong way, immediately correcting direction after input. This technique takes practice (slowing speed in Training Mode once again shows a place it’s useful for learning), and it’s important to learn which of a fighter’s special moves can be special-reversed, and where this might be valuable.



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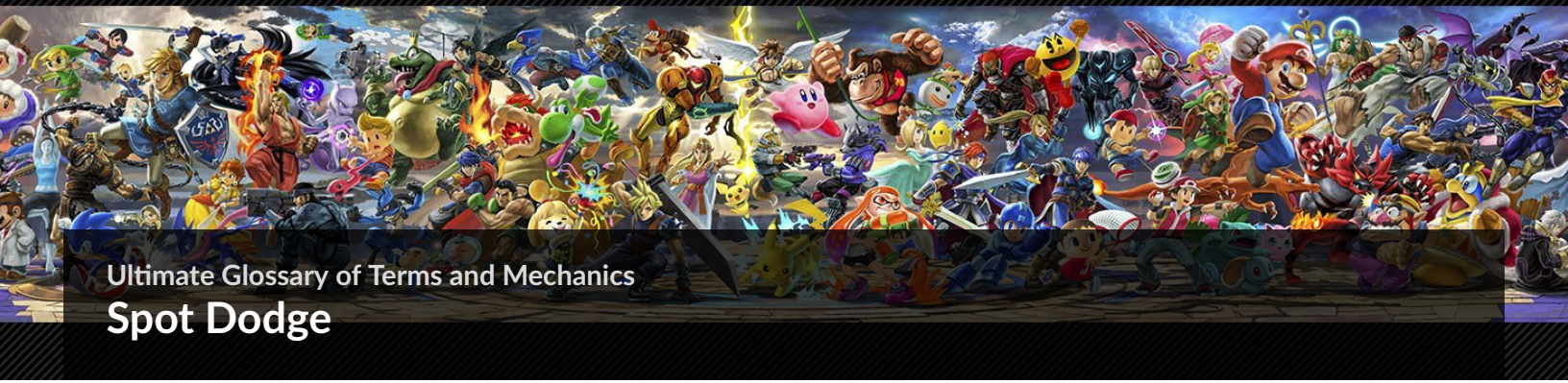
Spike

An attack effect that sends the victim falling straight down quickly. See **meteor smash**.



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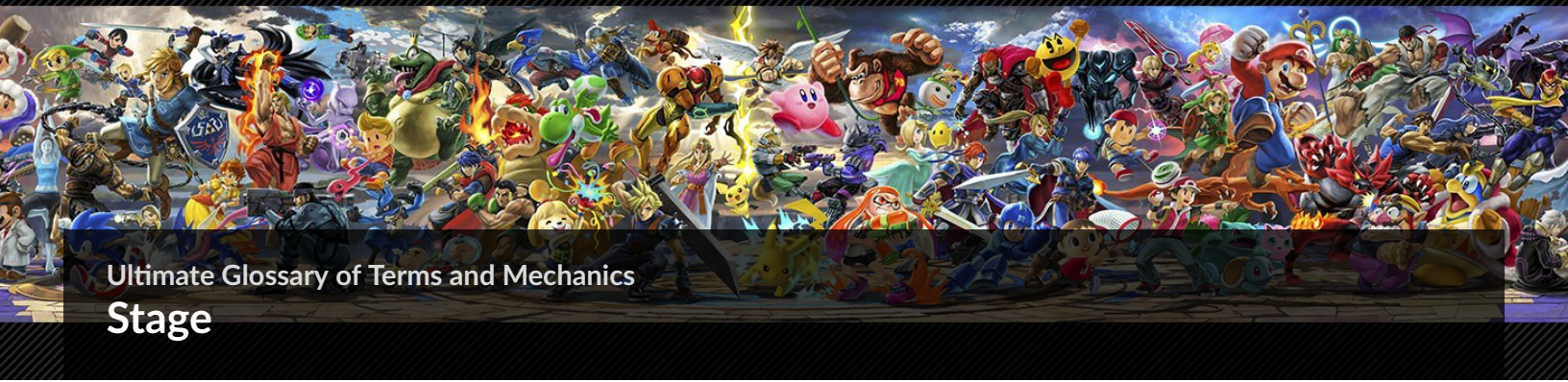
Spot Dodge

A grounded evasive move in place, done by pressing down on the control stick along with the Shield button. Also called a **sidestep** or **on-the-spotdodge**. See **defense**.

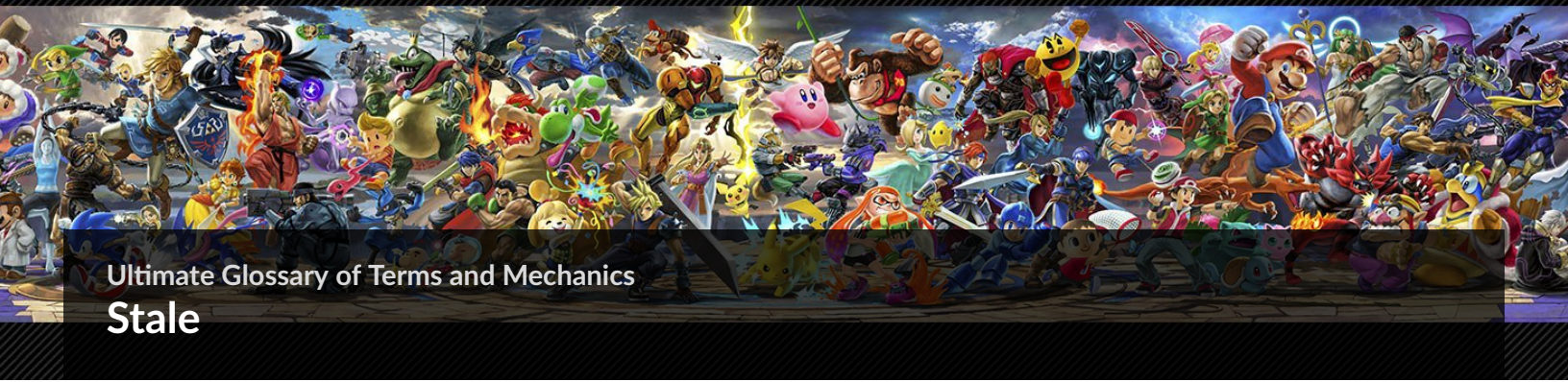


Ultimate Glossary of Terms and Mechanics

Stage

Stage refers to the battlefield (or map, level, etc.) that combatants fight on (e.g., Battlefield, Corneria, Final Destination). Stages vary vastly in properties, including size, hazards, transitions, and platform placements. Check out the Stages chapter for a full list of battlegrounds!

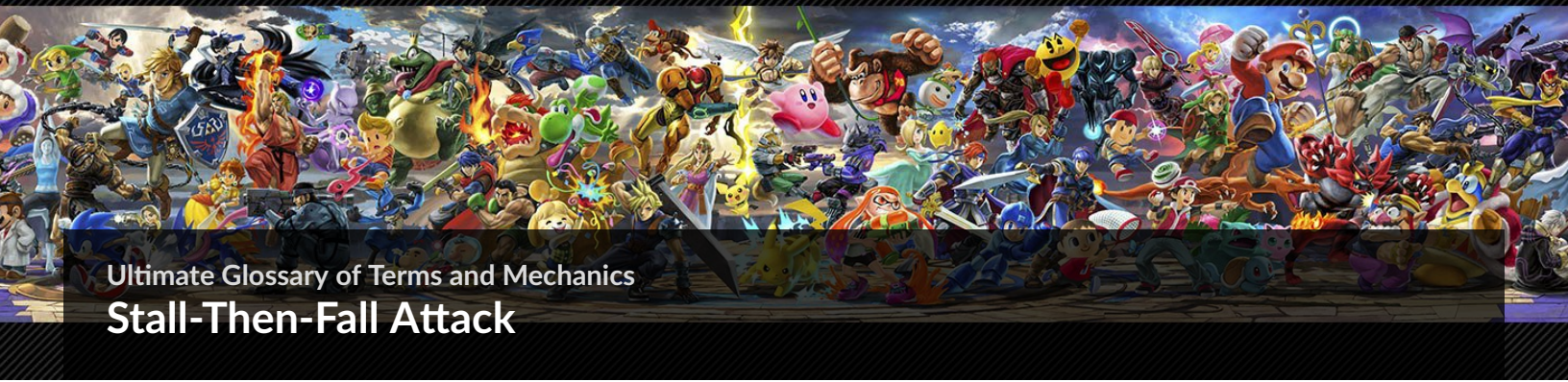
In most tournament competitions, matches are played on Battlefield or Omega, standardizing much of the playing field. For serious competitors, learning every minute detail of these stages is crucial. Skilled players often implement advanced platform techniques, such as platform-jump-canceling and ledge-canceling, using the teetering animations at the edges of platform skip ending lag. Some combos can be extended on Battlefield by using the middle and side platforms as "jump cancels," like with Captain Falcon launching a victim above a platform with his up air attack while landing on it, then immediately doing another up air attack since he can act way faster than normal, thanks to landing early.



Ultimate Glossary of Terms and Mechanics

Stale

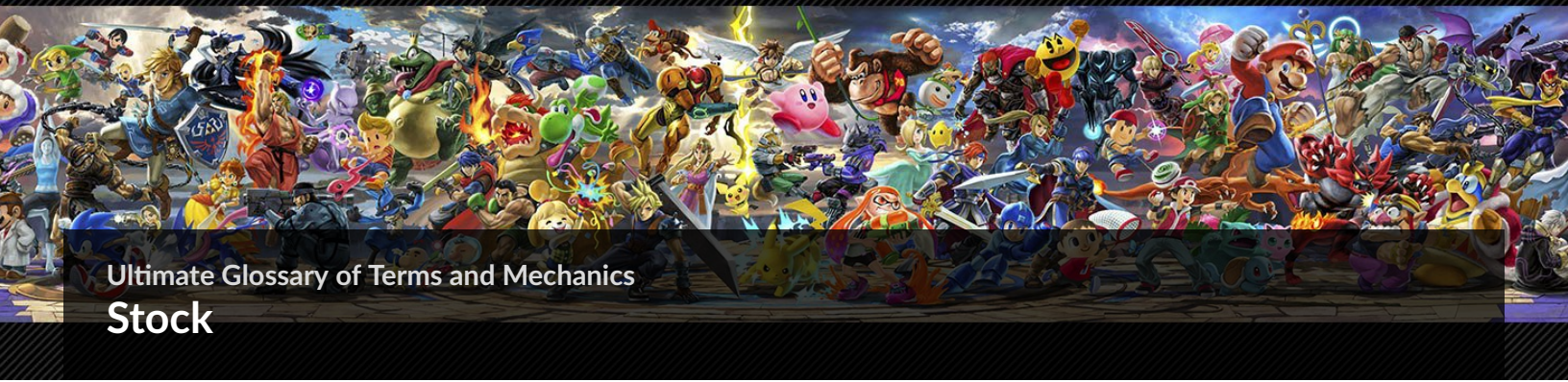
Attacks in Super Smash Bros. Ultimate go “stale” with repeat use, dealing less damage and knockback. Whiffed attacks don’t go stale, but those that connect with any kind of object or fighter do. Having attacks go stale is designed to discourage players from continually using the same maneuvers. However, in most situations, if an attack is working, it’s best to keep using it. In rare situations, you may want to keep a move “fresh” in your back pocket, saving it as a powerful KO move, since staleness diminishes knockout potential.



Ultimate Glossary of Terms and Mechanics

Stall-Then-Fall Attack

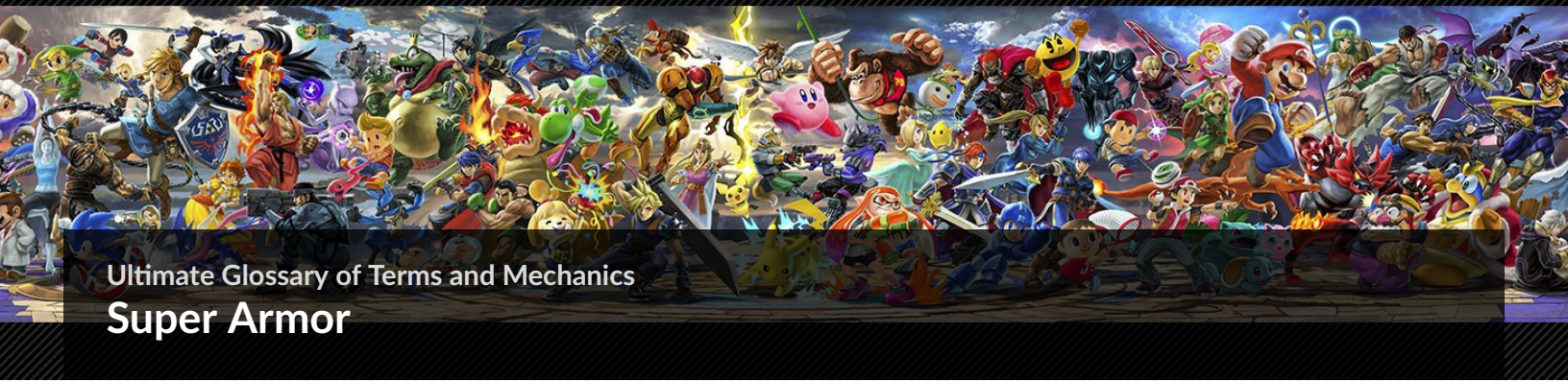
Air attacks that pause briefly, hovering in place, before plunging down to the ground. May descend at either a diagonal or straight-downward trajectory. Also often referred to as dive kicks. The persistent falling hitbox until landing is great, but most of these attacks have considerable landing lag.



Ultimate Glossary of Terms and Mechanics

Stock

A stock is one player's "life" in certain game modes. In tournament settings, stock settings can vary between two and four, with the game ending once a player loses all of their stocks. Stocks are lost by being launched beyond a **blast zone**. Fighters respawning after losing a stock are briefly **invincible**. Losing a stock resets damage to 0%.

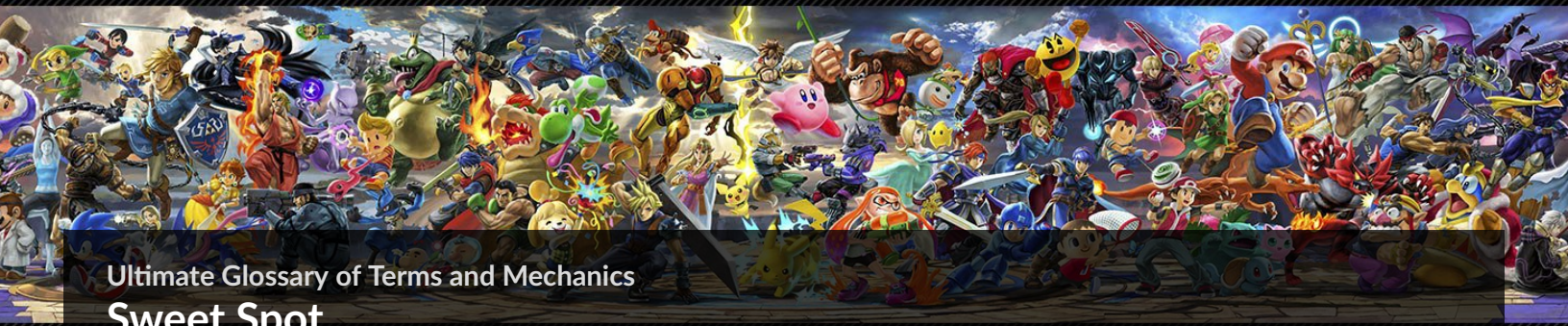


Ultimate Glossary of Terms and Mechanics

Super Armor

A rare but powerful property of certain moves, usually confined to a specific period of the move. When a fighter has super armor, they don't **flinch** when struck, allowing them to blow through incoming attacks. Super armor absorption power varies. Some special moves, like Little Mac's Straight Lunge, have super armor throughout. Others are specific, like Captain Falcon's Raptor Boost, which has a brief super armor window that only stops relatively weak attacks.

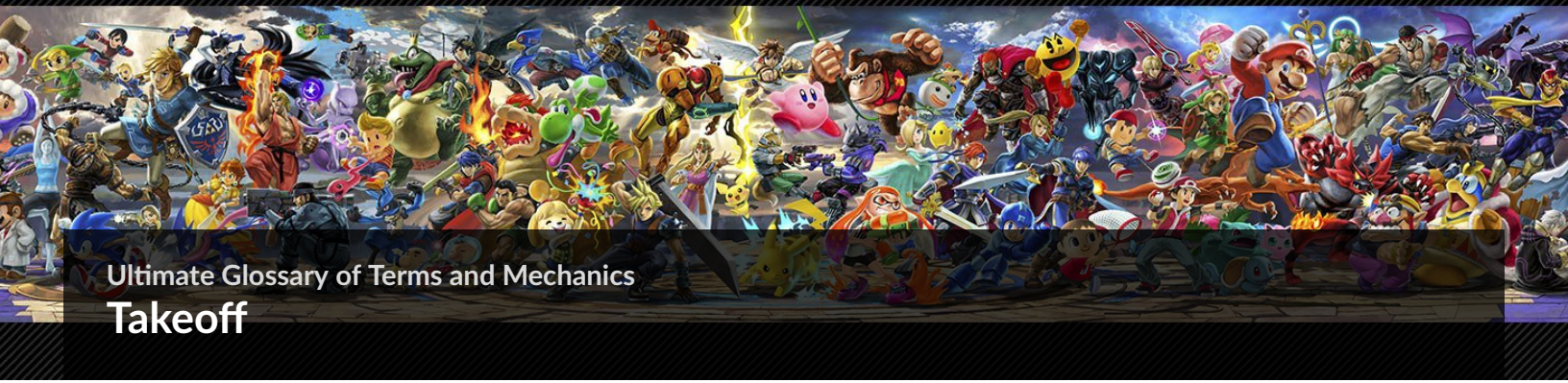
While fighters with super armor special moves have a distinct advantage in overpowering opposing attacks, super armor active frames are usually incredibly short, making them difficult to implement. Moves like Little Mac's Straight Lunge and side smash are exceptions, since they have extremely long super armor windows.



Ultimate Glossary of Terms and Mechanics

Sweet Spot

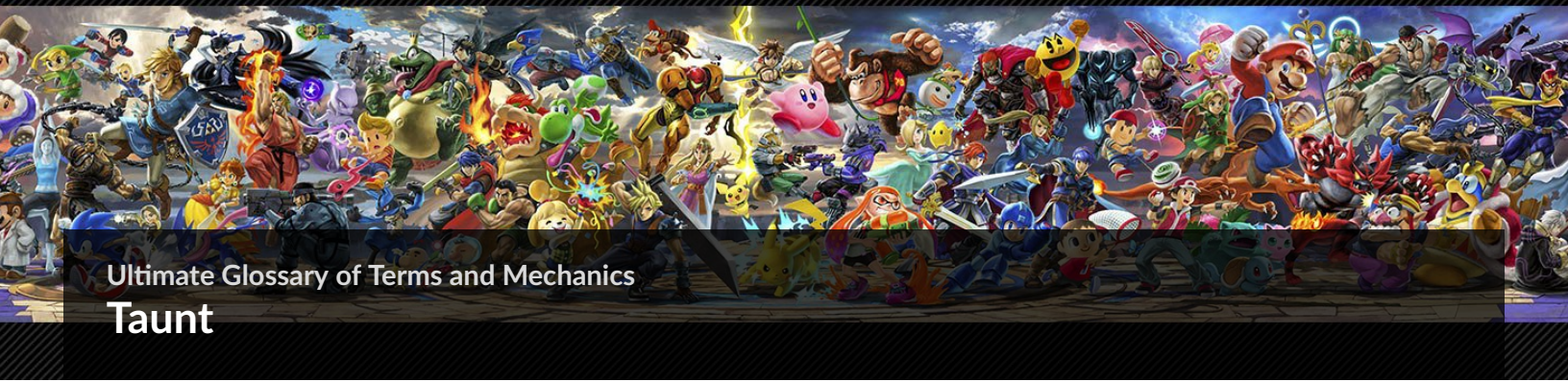
Certain attacks can deal significantly more damage when hit at specific frames of the move's **active** period, and/or specific areas of the **hitbox**. This is usually easy to specify: the move's peak damage is early during active or late; the best place to hit is either at the tip of the range or up close. Most examples are like this. Moves with sweet spots are occasionally called "tipper" attacks, particularly when referring to sword-wielding fighters. But sweet-spot locations vary, sometimes located within the inner portion of an attack as opposed to the tip. Move damage listed in fighter chapters is based on sweet-spot hits, if applicable, and sweet-spot location or timing is listed in notes.



Ultimate Glossary of Terms and Mechanics

Takeoff

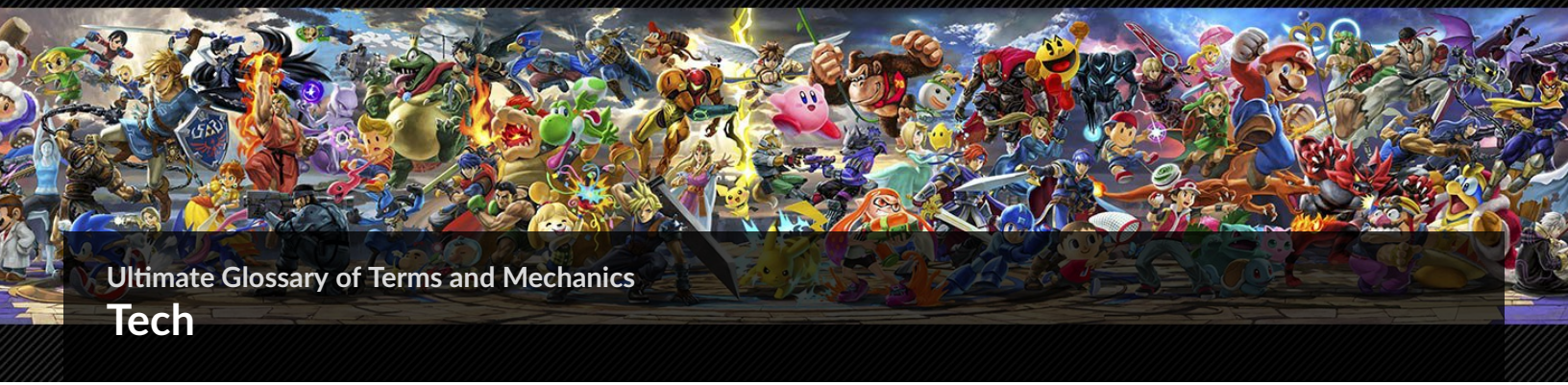
Sometimes used to refer to the brief period while a fighter is prepping to jump or hop but hasn't yet left the ground. Also called jumpsquat or pre-jump frames. See **movement**.



Ultimate Glossary of Terms and Mechanics

Taunt

Taunts are rude or celebratory gestures each fighter can perform: dances, provocations, or good old showboating. Most fighters have three distinct taunts, executed with the side, up, and down input directions on the D-pad. A few fighters have four taunts, with different ones for front and back directions. Most taunts don't affect combat, but a few have small hitboxes or other quirks worth checking out. For example, Kirby's taunt notably causes him to drop any ability copied from Inhale, Greninja's down taunt deals minor damage, and Luigi's down taunt can cause a meteor smash effect.



Ultimate Glossary of Terms and Mechanics

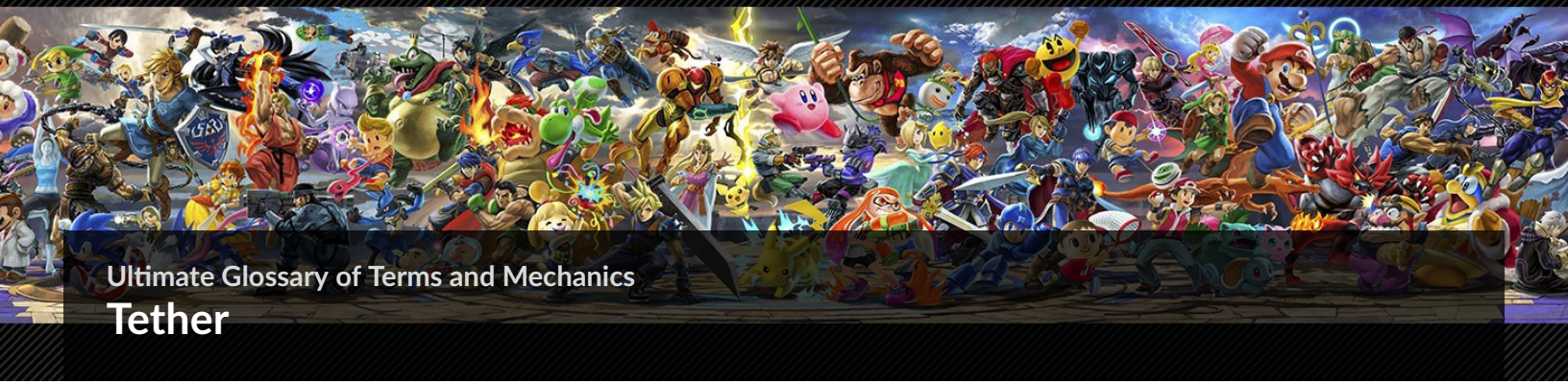
Tech

A tech, or break fall, is a defensive maneuver that prevents fighters from being knocked down or bounced off walls. Techs are performed by accurately hitting the Shield button right before your tumbling fighter hits a surface of the stage. You can opt to tech in place, or with a side roll. If successful, you're granted a slight **intangibility** period, followed by a brief window of vulnerable lag.

Techs are used to prevent aggressors from scoring free off-the-ground hits after knockdowns, and to avoid being bounced off the side of a stage from wall-splatting attacks. While teching is important, it has its drawbacks. After the brief intangibility window, your fighter becomes vulnerable temporarily as they get up from the ground, similar to a sidestep or roll.

When you're on the offensive and you knock down an enemy, you can take advantage of techs by setting up tech traps. If you make a good read on the opponent's teching habit, you can time a follow-up attack so that it connects during their vulnerability window. Fighters with knockdown down tilt attacks, knockdown throws, and fast dashes are exceptionally strong "tech chasers." They can frequently force 50/50 situations against their foes, where foes aren't sure if they should try to tech or rise from a knockdown normally.

Learning when (i.e., at what damage percentages and at what level of rage) your attacks cause knockdowns you can follow up on is essential to mounting an effective tech-hunting game.



Ultimate Glossary of Terms and Mechanics

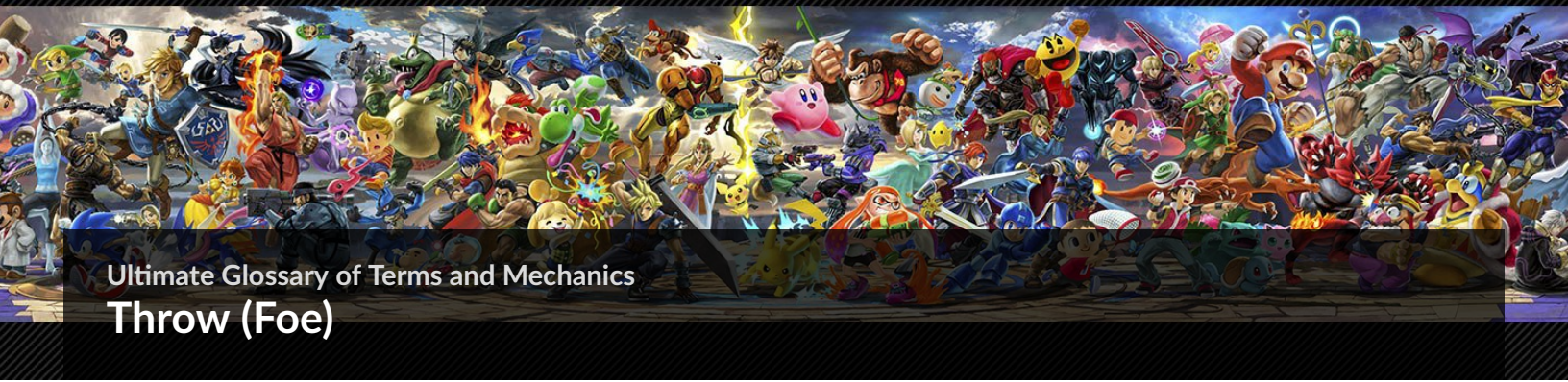
Tether

A tether is a far-reaching grab that can be performed both in the air and on the ground. Air tether attacks are versatile, extending a far-reaching, **disjointed**, persistent **hitbox**. They're commonly used to zone out foes past neutral attack range, usually extended during a short hop's descent to prevent enemies from closing in.

Fighters with tethers have an extra recovery tool, too. They can use their tether moves to latch on to nearby ledges. Fighters like Ivysaur, and the vampire-hunting Belmonts have other means to tether ledges besides zairs. If the tether succeeds, the fighter can reel themselves into the ledge and grab it, starting the typical ledge-hanging intangibility period.

During one airborne period without standing firmly on a floor, there are limitations to how many times a tether can latch on to a ledge. This prevents infinite ledge-stalling tactics. After you tether a ledge three times without your feet touching solid ground, your fourth tether attempt simply bounces off the ledge, usually resulting in a loss of a stock as you plummet to the bottom blast zone!

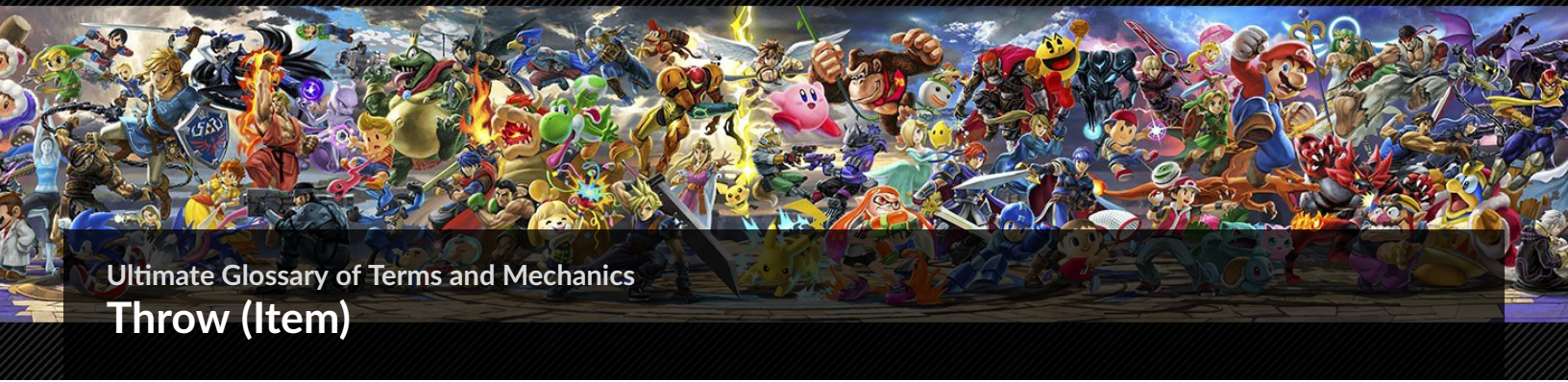
Fighters with Tethers: Dark Samus, Isabelle, Lucas, Pokémon Trainer: Ivysaur, Richter, Samus, Simon, Toon Link, Young Link, Zero Suit Samus



Ultimate Glossary of Terms and Mechanics

Throw (Foe)

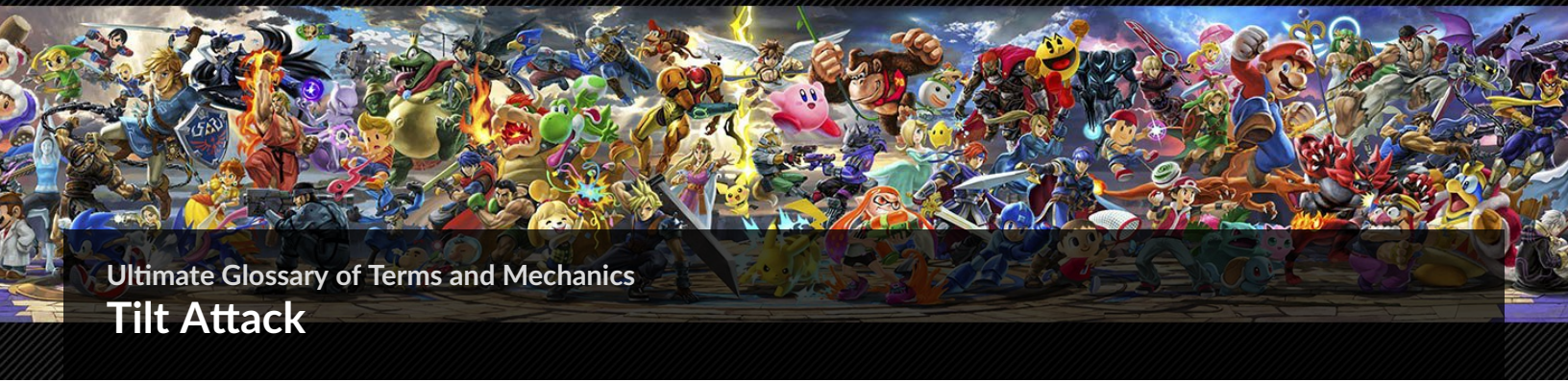
A follow-up action after grabbing an opponent. Hurls them in the chosen direction. Squeeze in a few grab attacks for extra damage before the throw, and be sure to follow up for possible **combos** or **tech** pressure after. See **offense**.



Ultimate Glossary of Terms and Mechanics

Throw (Item)

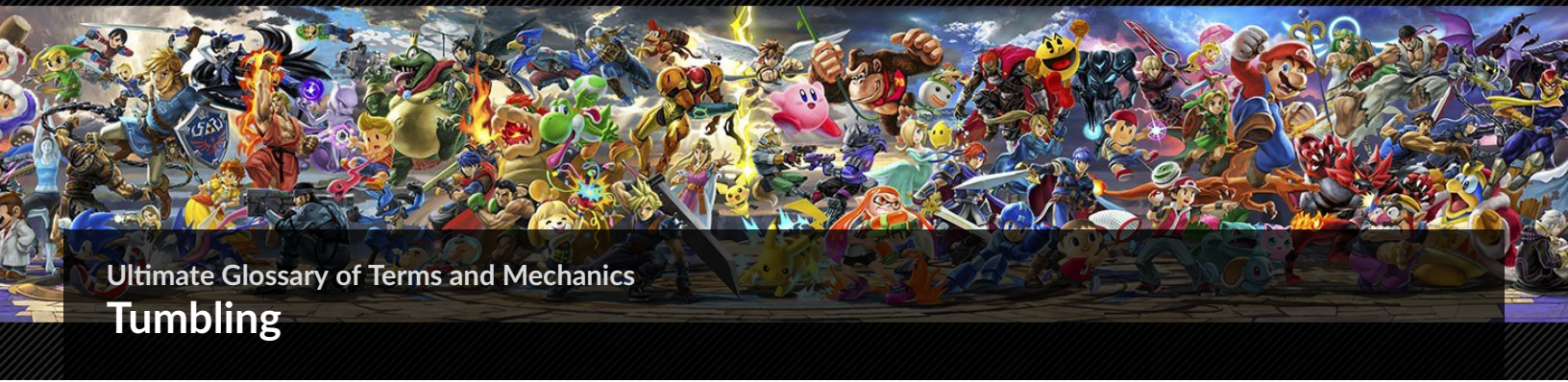
You can throw items after picking them up by pressing the Attack button (or the Grab button or Grab command). Items can be thrown forward, back, up, or down. Extra power can be added to the throw by flicking the stick like a smash attack, resulting in a faster, harder-hitting smash throw. You can also throw items forward while dashing, allowing you to set up a follow-up attack as the enemy is forced to shield your thrown item. See **item** and **catch**.



Ultimate Glossary of Terms and Mechanics

Tilt Attack

A class of grounded attack in between neutral attacks and smash attacks in terms of strength and speed. Executed by either gently nudging the control stick before Attack button input, or holding it all the way to the gate beforehand (which is kind of like pre-loading tilts). In terms of control stick input, going for a tilt instead of a smash is like walking instead of dashing. The C-stick can also be assigned to perform tilt attacks, which can greatly help consistency. See **offense**.

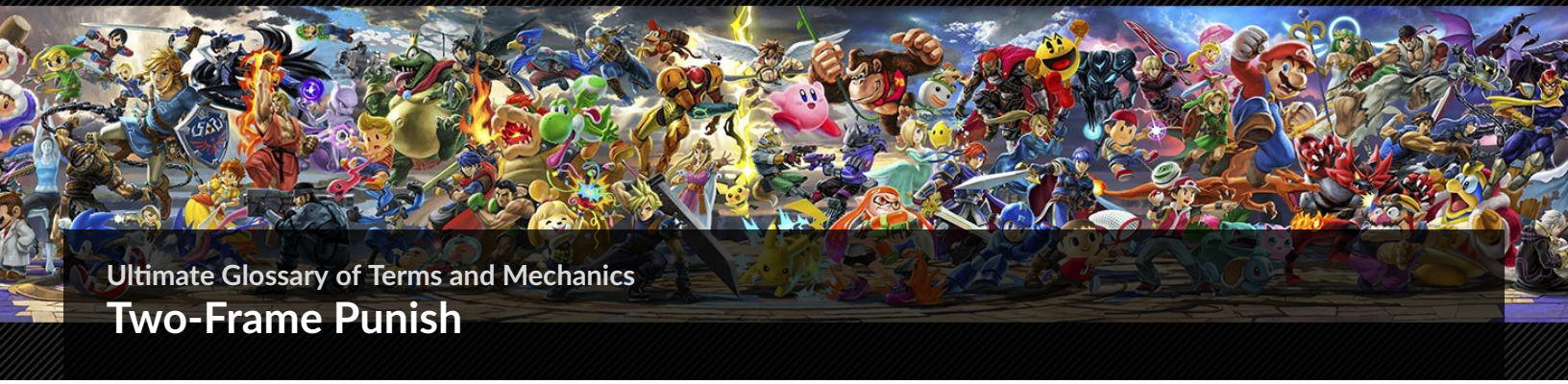


Ultimate Glossary of Terms and Mechanics

Tumbling

Tumbling usually occurs right after the hitstun of a launching attack. Tumbling fighters are noted by their rotating animation. Hence, tumbling. Tumbling is notable in that while it looks like you're in a combo-ready hitstun state, it's more like a kind of limited defensive drifting posture.

While tumbling, you can adjust your fighter's aerial trajectory, perform any aerial action to cancel the tumble, tech (if close to a surface), and grab nearby ledges. If you hit the floor while tumbling, you transition into a knockdown state, allowing the enemy an opportunity to hit you with an off-the-ground attack.



Ultimate Glossary of Terms and Mechanics

Two-Frame Punish

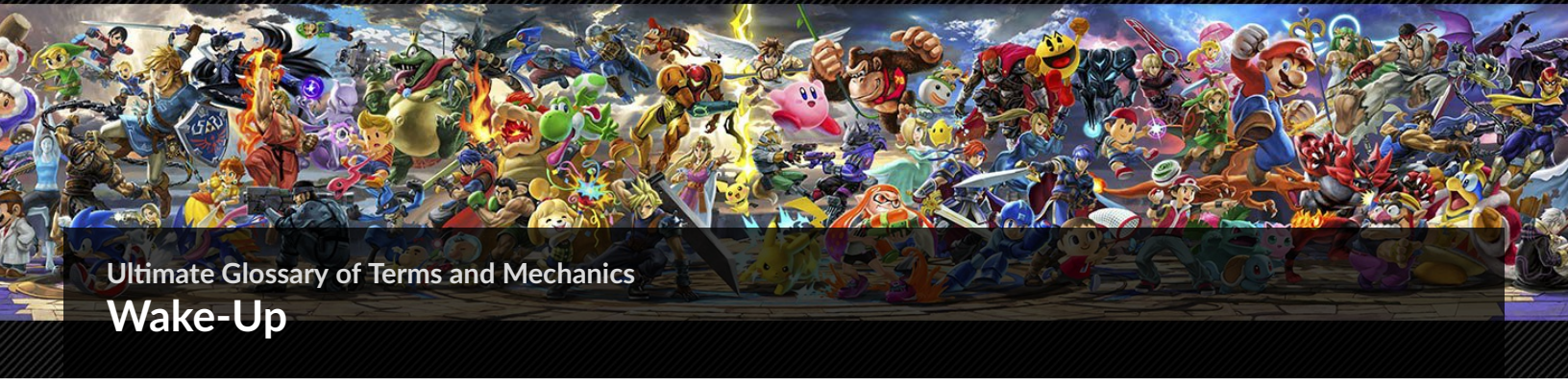
This refers to the ever-so-slight vulnerability window the first time a player grabs a ledge during a given airborne period. Although the first ledge hang of a jump is **intangible**, the first two **frames** of hanging are vulnerable to punishment.

This tiny window is there to give **edge-guarders** a chance against savvy recovering fighters who zero in on a ledge handhold, seeking out the intangibility (and the restocking of their midair options after touching the ledge).

The best kinds of attacks to aim at the ledge right when recovering fighters surge toward it: projectiles dropped/fired around the ledge, melee swings with long active periods and hitboxes that stretch under the floor, and low-altitude downward-aimed aerial attacks. Two-frame punishing requires a lot of experience and is prediction-heavy, since it's hard not only to react to an opponent going for a ledge hang, but also to recognize which move they're using, altering their timing.

Strong two-frame punish-attack examples include lengthy active attacks like Bowser's Fire Breath, PAC-MAN's Fire Hydrant, Rosalina's down air attack, and "z-dropped" items. Fighters without these types of attacks can use low-hitting smash attacks, such as Samus's down smash and Mario's down-angled side smash.

This mechanic is occasionally referred to with a verb. For example, "two-framing" someone means hitting their ledge-recovery window. See **recovery** and **edge-guarding**.



Ultimate Glossary of Terms and Mechanics

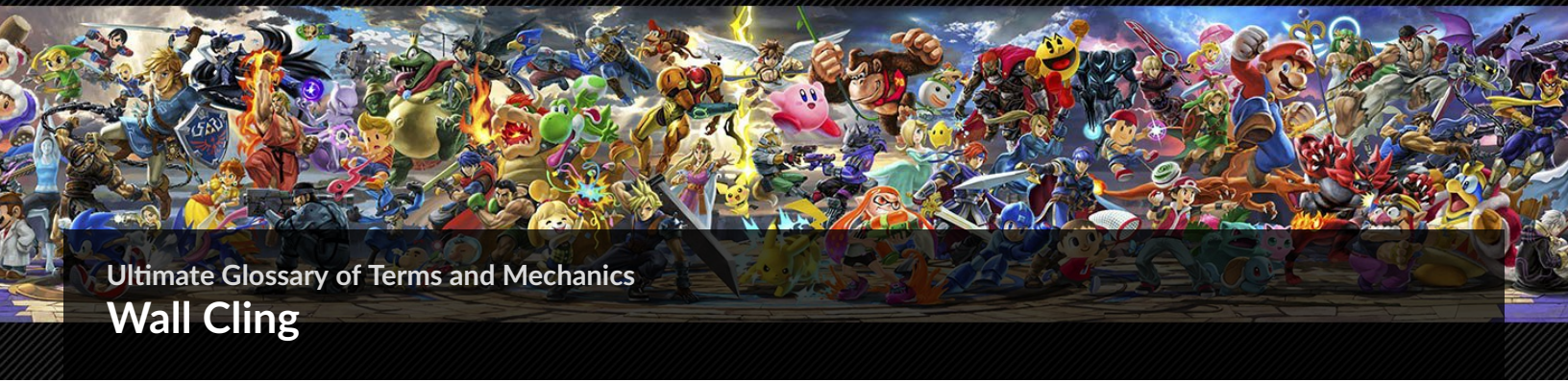
Wake-Up

After being knocked down, fighters have several options available to prevent further damage. Pressing up on the control stick causes you to rise normally. This also occurs if the knocked-down fighter lies for a certain amount of time. The getup animation includes a brief **intangibility** period, followed by a vulnerability window. Getting up in this manner is effective against an attacker waiting to punish your clear-out **wake-up attack**.

WAKE-UP ATTACK

While knocked down, all fighters have some form of unique double-sided wake-up attack, performed by pressing Attack while laid out. The knocked-down fighter becomes intangible while getting up, then delivers a clear-out attack, hitting both sides. Some wake-up attacks hit both sides at once, but most of them swing first to one side, then turn and swing at the other, knocking away nearby enemies. Some fighters have different wake-up attacks depending on whether they're lying prone faceup or facedown.

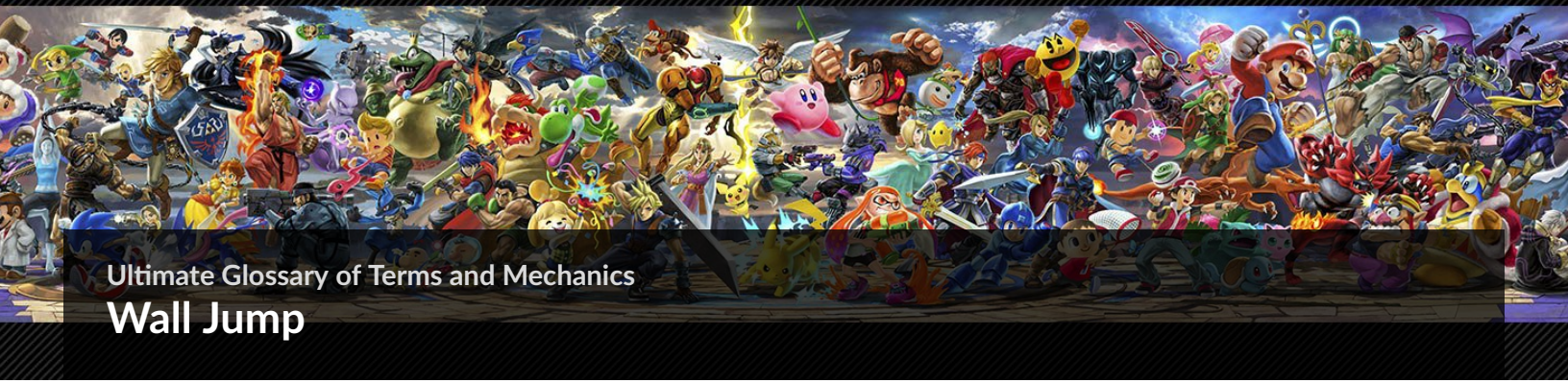
Like with ledge attacks, the game here is straightforward. If opponents try to do anything while you're getting up with a wake-up attack, you'll win and bat them away. But if they bait you into using a wake-up attack, then they block it or sidestep, they can score guaranteed punishment afterward.



Ultimate Glossary of Terms and Mechanics

Wall Cling

Fighters who can wall-cling can stick to vertical surfaces for a bit before wall-jumping away. This adds an extra stalling, anti-**edge-guarding** option. See **movement**.



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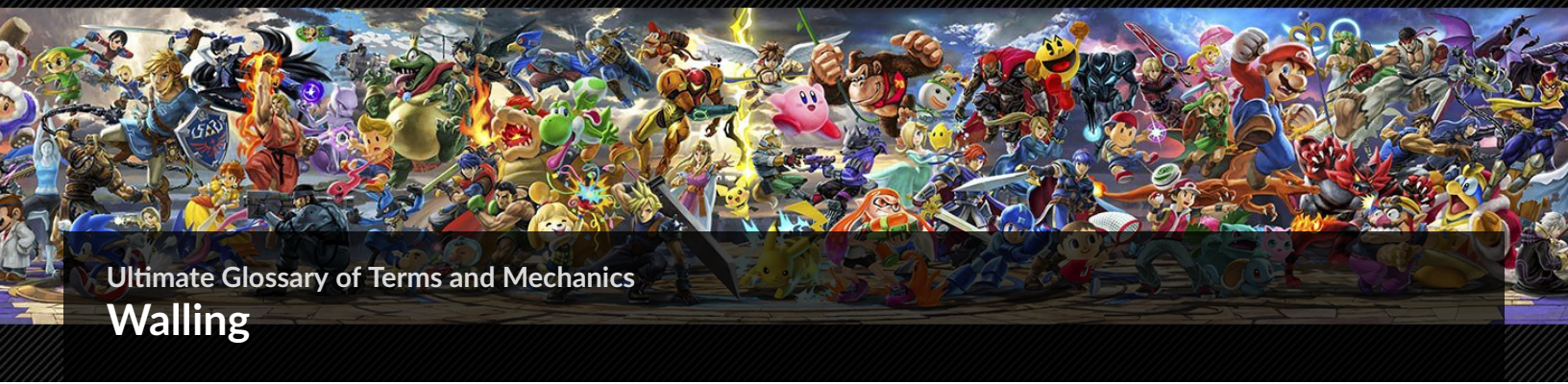
Wall Jump

Springing off a vertical surface, an extra form of midair jump some fighters can perform. See **movement**.



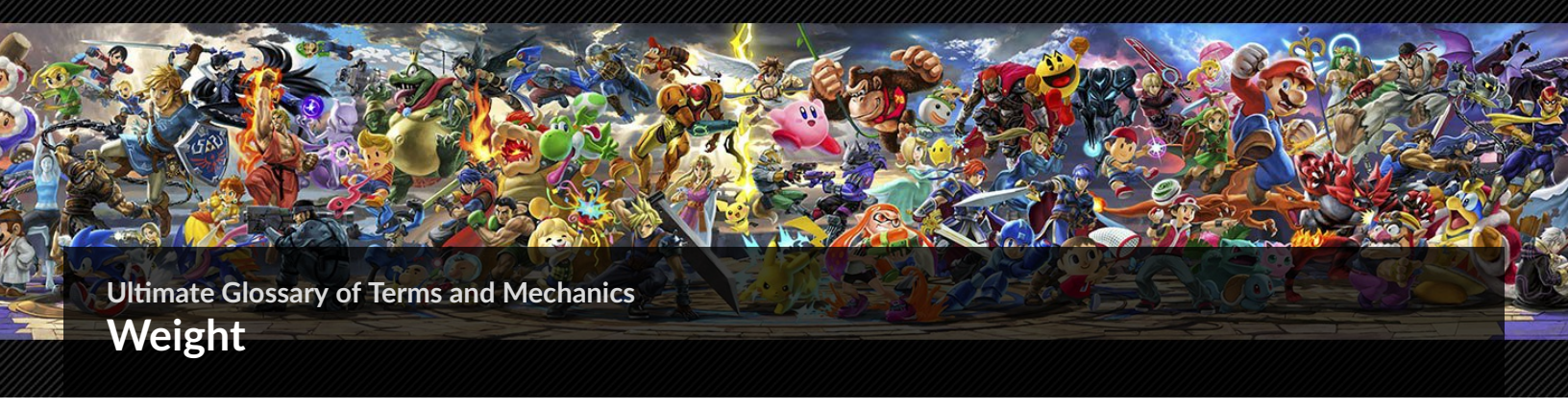
Ultimate Glossary of Terms and Mechanics

Walling

This is a colloquial term for using defensive attack sequences to ward off and hit enemies attempting to advance into range. For example, the neutral air attacks of Mario, Dr. Mario, and Luigi are excellent walling attacks if you jump, stick them out, then fast-fall down. The lengthy **active** period of the kicks covers the whole fast fall duration. Another example of this kind of tactic involves jumping and double-jumping while sticking out a quick high-priority air move over and over, like Mario jumping with his back to foes and repeatedly poking with back air.

While it isn't easy, these kinds of tactics can be punished by fighters with fast movement, usually by rushing in rapidly, shielding the air attack, then shield-grabbing as the stalling fighter lands.

Occasionally, walling is also used to describe repeatedly throwing out a fast ground-based attack to act as a checkpoint against overly aggressive opponents.



Ultimate Glossary of Terms and Mechanics

Weight

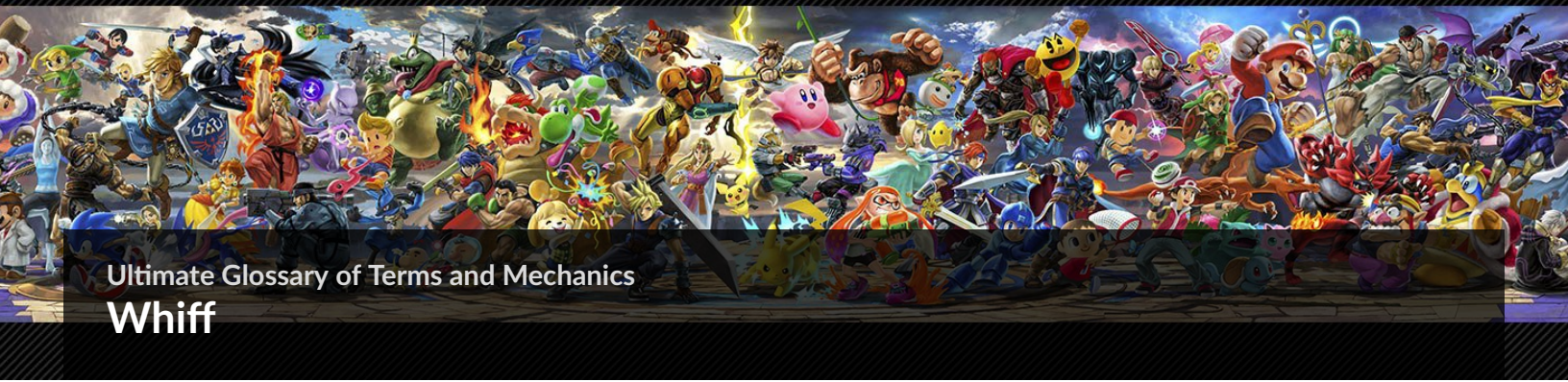
Fighter sizes and weights are all over the place, ranging from hulking, ultra-heavyweight Bowser to featherweights like Jigglypuff and Pichu, who might as well be couch cushions. Weight determines how far they'll be launched and thrown. Lightweights move a lot more while flinching, basically, while sturdier heavyweights are harder to knock around. Heavier fighters are also slower in general than more pixie-like fighters (though there are exceptions for certain traits here and there, like Charizard's excellent ground speed and Wario's top-notch air mobility; see **movement** for relative comparisons).

But while it's easier to hurl featherweights toward blast zones, their faster, longer travel speed makes them less susceptible to damage-racking combos. Meanwhile, heavier fighters are usually have faster fall speeds too, making them extra-susceptible to juggle hits. The most basic example is that tons of fighters can simply up tilt over and over against heavy, fast-falling fighters.

It tends to be easier to launch lighter fighters long distances, but combo opportunities shrink; heftier fighters won't fly as far, but it's easier to dance around them, and to rack up damage quickly on big openings.

WEIGHT

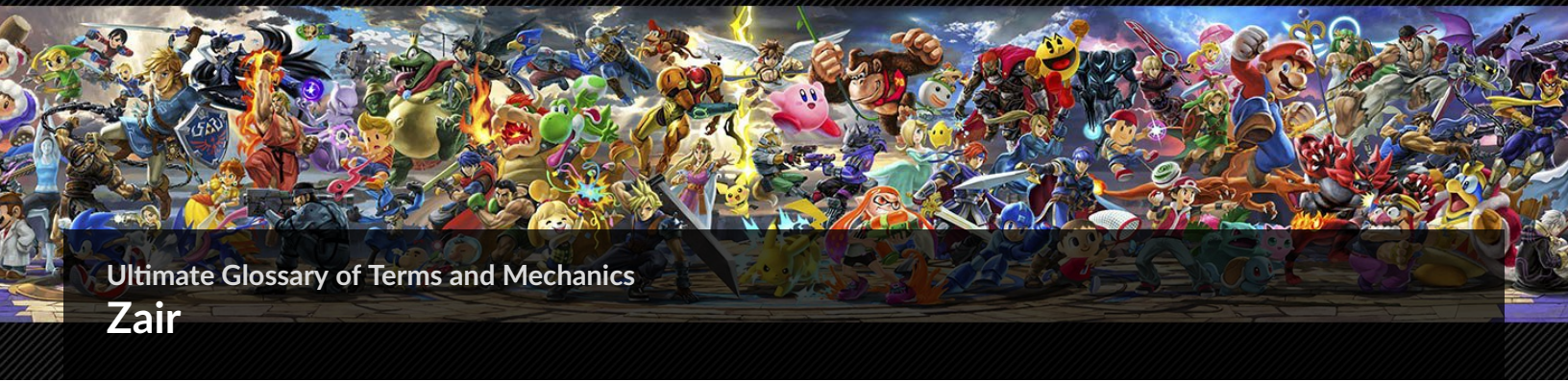
WEIGHT RANK	WEIGHT GRADE	NAME
1	A+	Bowser
2	A	King K. Rool
3-4	A	Donkey Kong
3-4	A	King Dedede
5	A-	Ganondorf
6-7	A-	Incineroar
6-7	A-	Pokémon Trainer - Charizard
8-10	B+	Samus
8-10	B+	Dark Samus
8-10	B+	Bowser Jr.
11-15	B+	Simon
11-15	B+	Wario
11-15	B+	Ike
11-15	B+	Richter
11-15	B+	Ridley
16-17	B	R.O.B.
16-17	B	Snake
18-21	B	Mii Gunner
18-21	B	Yoshi
18-21	B	Link
18-21	B	Captain Falcon
22-23	B	Ken
22-23	B	Ryu
24	B	Mega Man
25-26	B-	Cloud
25-26	B-	Mii Swordfighter
27-29	B-	Mario
27-29	B-	Dr. Mario
27-29	B-	Corrin
30-31	B-	Shulk
30-31	B-	Luigi
32-35	C+	Pokémon Trainer - Ivysaur
32-35	C+	Wii Fit Trainer
32-35	C+	Pit
32-35	C+	Dark Pit
36-39	C+	Chrom
36-39	C+	PAC-MAN
36-39	C+	Robin
36-39	C+	Roy
40-43	C	Inkling
40-43	C	Lucas
40-43	C	Ness
40-43	C	Mii Brawler
44-47	C	Lucario
44-47	C	Wolf
44-47	C	Ice Climbers
44-47	C	Villager
48-49	C-	Palutena
48-49	C-	Toon Link
50-52	D+	Lucina
50-52	D+	Marth
50-52	D+	Diddy Kong
53-54	D	Daisy
53-54	D	Peach
55-57	D	Isabelle
55-57	D	Young Link
55-57	D	Greninja
58	D	Little Mac
59-60	D	Sonic
59-60	D	Duck Hunt
61	D	Zelda
62-63	D	Falco
62-63	D	Rosalina & Luma
64	D-	Bayonetta
65-66	D-	Meta Knight
65-66	D-	Zero Suit Samus
67-69	F+	Kirby
67-69	F+	Olimar
67-69	F+	Pikachu
70	F	Sheik
71-72	F	Mewtwo
71-72	F	Fox
73-74	F-	Pokémon Trainer - Squirtle
73-74	F-	Mr. Game & Watch
75	F-	Jigglypuff
76	F-	Pichu



Ultimate Glossary of Terms and Mechanics

Whiff

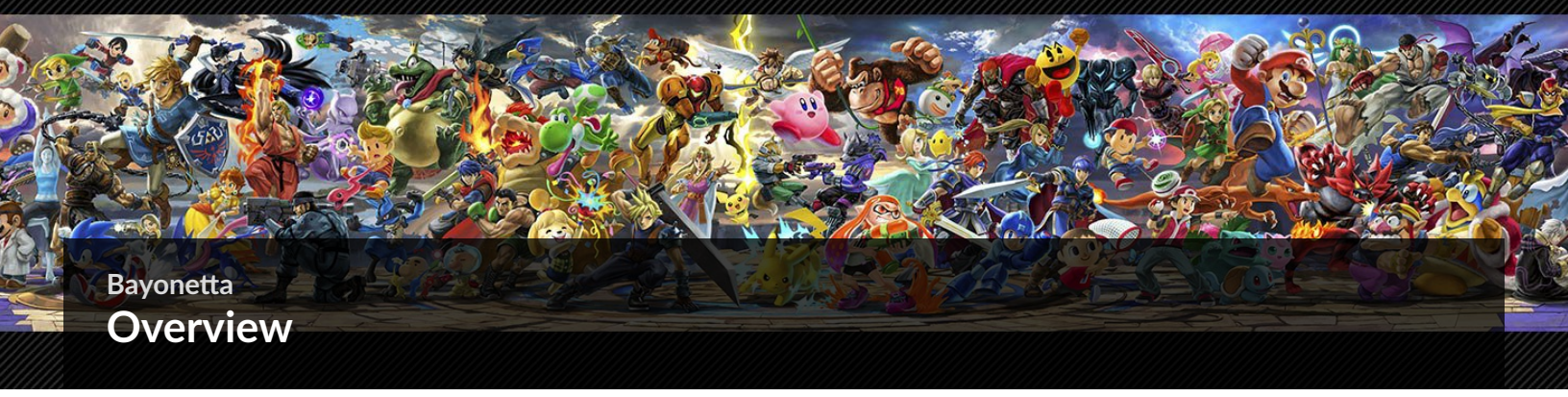
What it sounds like—a missed attack. This might not be a big deal, like whiffing most initial neutral attacks, or whiffing your best air move while short hopping then fast falling, or a dash-in grab attempt. But whiffing telegraphed, laggy moves is a bad habit. It might be tempting to go for the strongest smash moves all the time, but it'll quickly get chewed up by evasive opponents.



Ultimate Glossary of Terms and Mechanics

Zair

Community and commentator jargon for using the Air Tether offensively as a lasting hit box.



Bayonetta

Overview

True to her form and the games she hails from, Bayonetta is unique among Super Smash Bros. brawlers. Her air-to-air pressure, combos, and flexibility with aerial movement are second to none.

Per jumping period, no one is armed to the teeth quite like Bayonetta: two Witch Twist up specials, a double jump, and up to two uses of After Burner Kick. And that's without mentioning her normal air moves, which are all great. She can wall-jump and wall-cling too.

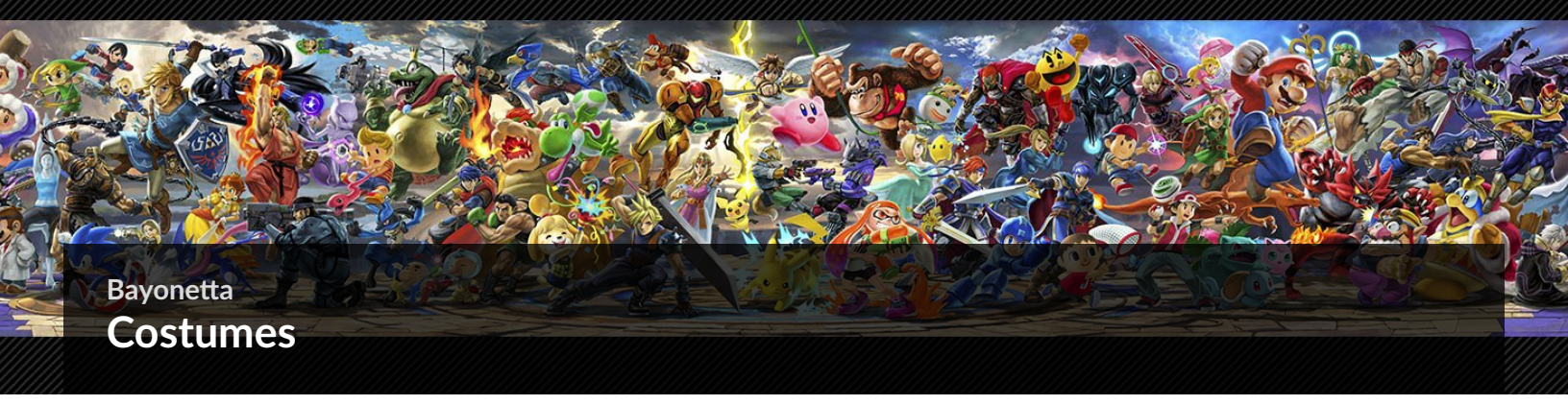
Her combo and movement abilities are so good that they're controversial in some competitive circles. But the witch pays for this unique toolkit quite a bit: she may be lithe, but Bayonetta's moves are quite slow. Most heavyweights have a faster neutral attack jab than she does! She also doesn't have good two-side clear-out moves on the ground; up tilt and up smash pretty much just hit forward and up, with no backward coverage, and down smash brings down a huge Wicked Weave heel in front, leaving Bayonetta wide open behind it. The ground isn't really where she wants to be, anyway. But one option she has to counter offense from behind (or anywhere, really) is the Witch Time counter. "Catch" incoming attacks with this move's intangible period to make a would-be aggressor into a temporary slug, therefore a sitting duck.

If Bayonetta irks you, keep this in mind too: she's slower than she looks in close and she lacks easy clear-out options, so go after her, and make sure you bait and punish Witch Time if she's using it defensively.

BAYONETTA VITALS

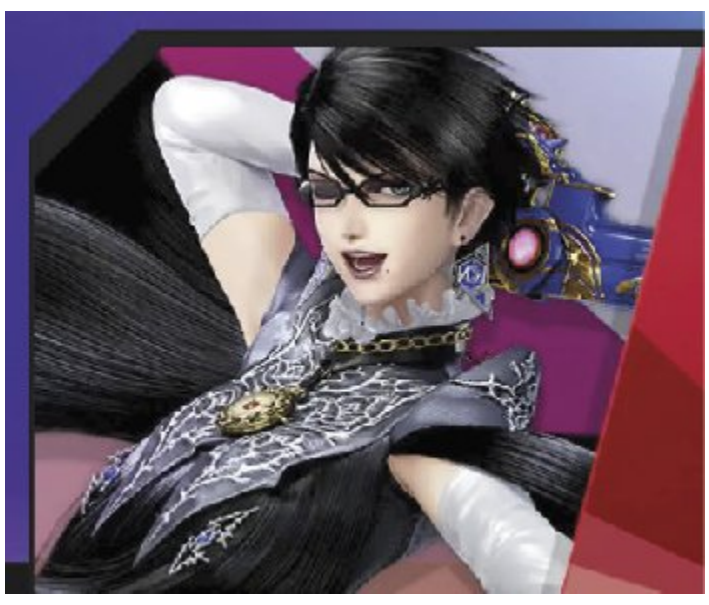
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	Yes
Wall cling:	Yes

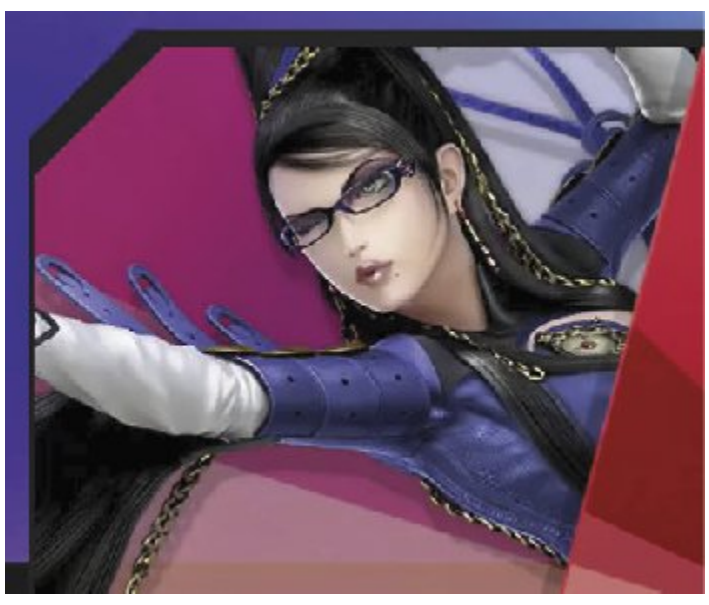
MOVEMENT RANKS	
Ground speed:	C- (31-34)
Air speed:	C (49-51)
Falling speed:	B (17-18)
Weight:	D- (64)

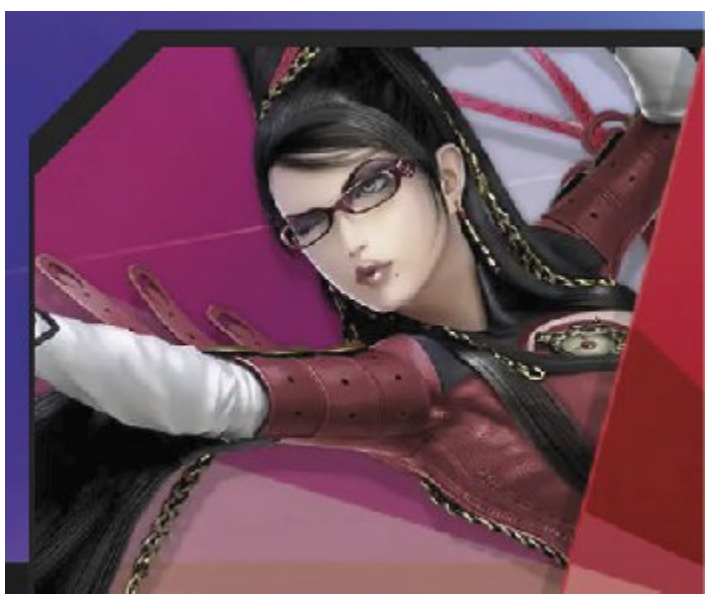


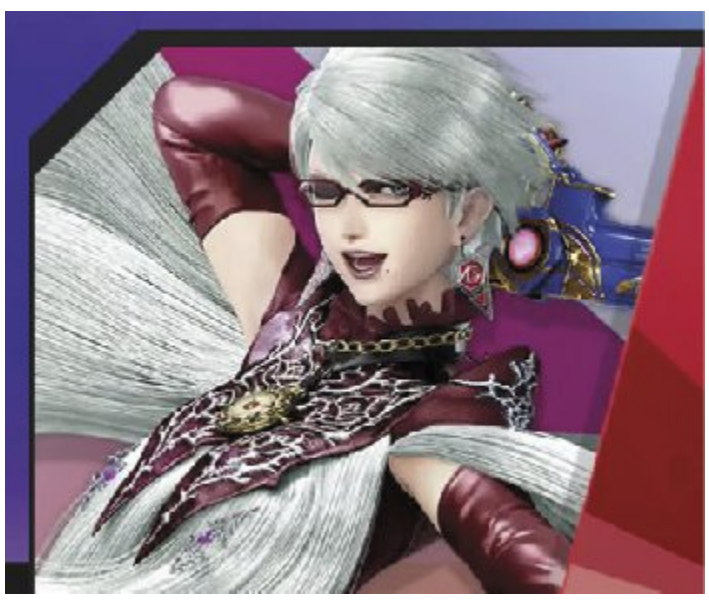
Bayonetta

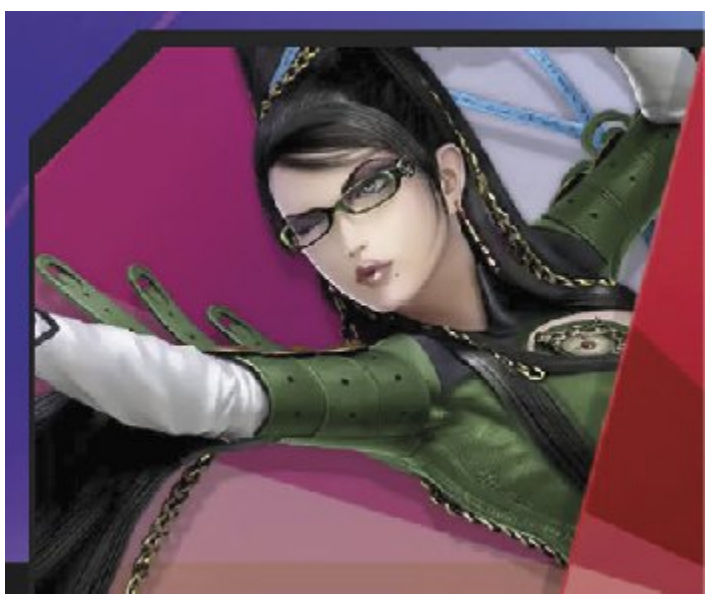
Costumes

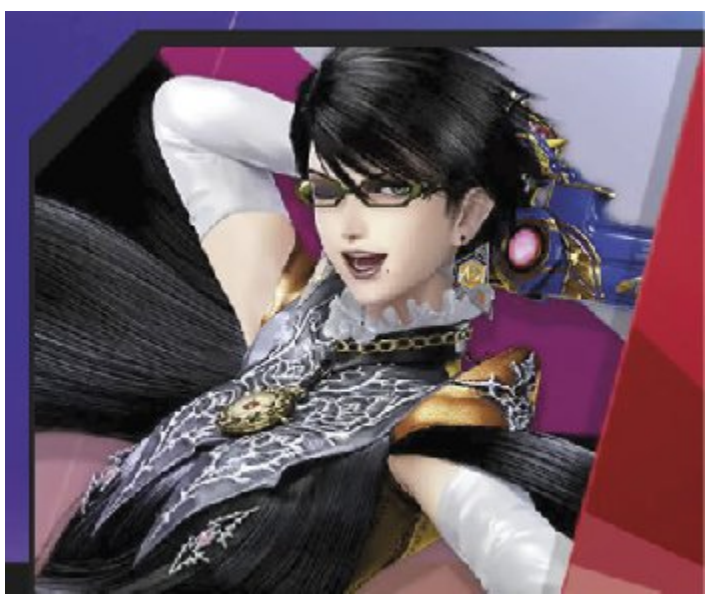


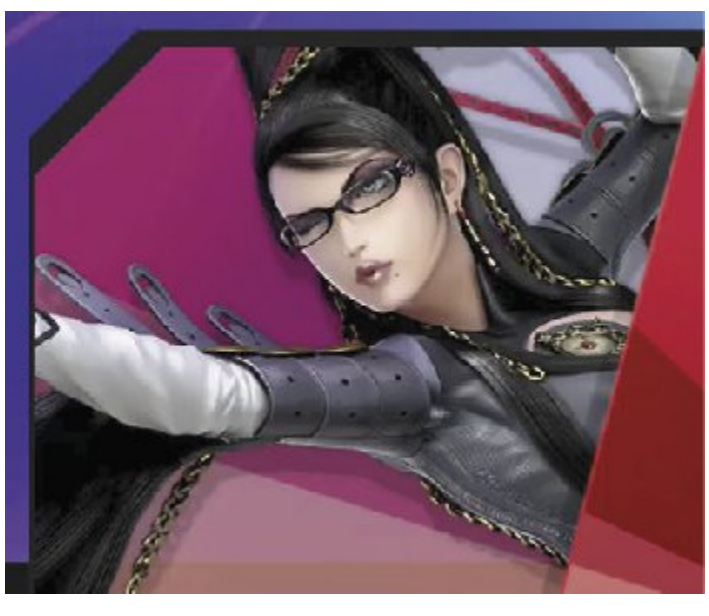


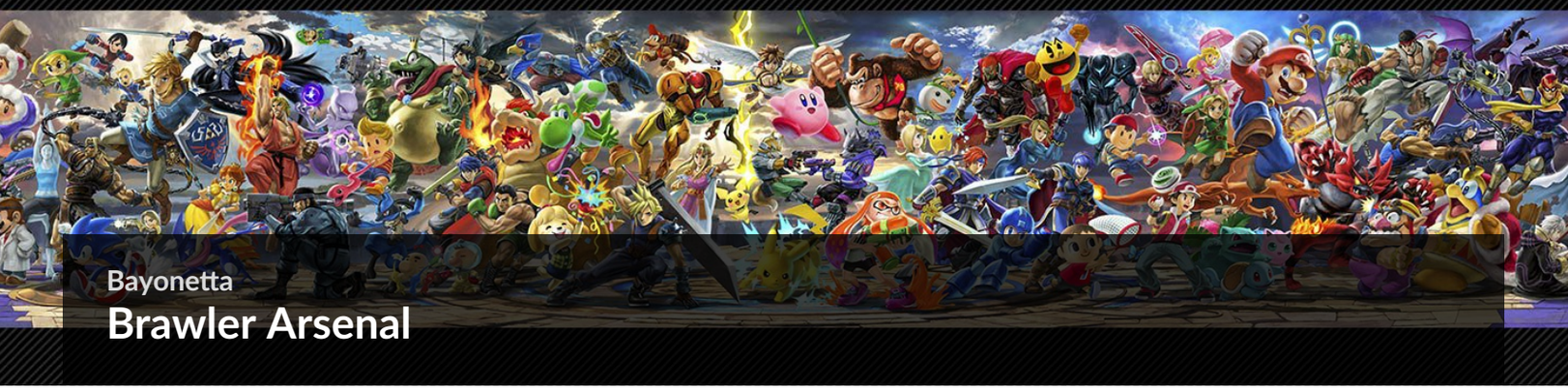












Bayonetta
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	1.4	Hold for gunshots forward.
Neutral attack 2	1.4	Hold for gunshots forward.
Neutral attack 3	2.2	Hold for gunshots forward and up-back. Double-tap Attack to trigger neutral attack 4.
Neutral attack 4	0.2x4+, 0.5, 5	Hold input to increase damage and number of point-blank hits.

With the first three attacks of her neutral attack combo, Bayonetta attacks with pistol-whip punching. She starts with a forward jab, follows with a backhand punch, then ends with an uppercut. This initial three-hit combo doesn't have much knockback, and any of the moves is extremely unsafe from punishment if shielded.

Like with many Bayonetta attacks, holding down the Attack button when performing any of the first three neutral attacks makes Bayonetta end the animation by firing off up to 10 rapid, low-damage shots. These aren't projectiles, as they're considered part of Bayonetta's hitbox, and they therefore can't be absorbed or reflected. They also cut through enemies, hitting anyone in range no matter how many people are in the way. These follow-up gunshots don't dish out any knockback, so they're not a deterrent from reprisal up close, but they're useful for chipping out little bits of damage outside of neutral attack range. Every bit adds up. Plus, you can continue through the neutral attack combo and gunshots even on whiff, so if no one stops you, you can stand fairly far away and do neutral attack 1, hold for far-reaching gunshots, chain late into neutral attack 2, hold for more far-reaching gunshots, etc.

Although follow-up gunshots don't make enemies flinch, and neutral attack 1, 2, and 3 are easy to punish on block, you can still use the neutral attack combo to frame-trap enemies, with a bit of natural risk. If any stage of neutral attacks is blocked, your opponent might react quickly out-of-shield with retaliation, but you can thwart their attempts by varying your timing between neutral attacks, sometimes canceling one neutral attack to the next immediately, sometimes waiting to cancel one into the next late, and sometimes holding a given neutral attack for a moment for a few minor gunshots before chaining to the next stage. Mixing up the timing makes enemies unsure whether they can strike back, keeping them from using anything beefy to punish you. At the most, they'll be conditioned to rely on their own neutral attack combo to strike back out-of-shield, which reduces how much punishment Bayonetta takes for a failed combo attempt.

During the third neutral attack, the uppercut, you can double-tap the Attack button quickly to produce a unique fourth neutral attack. Bayonetta unleashes a flurry of rapid attacks up close, before finishing with a launching hit that knocks foes up and away. Hold the button during this attack for extra hits to add up, increasing damage (holding the attack also increases the damage of up-close blows from 0.2 to 0.5). If you pull off the entire neutral attack combo, finishing with the fourth attack, the damage and pushback are great. Bayonetta is occupied for a while, though, piling up the hits, so you'll be vulnerable to other roaming foes in party battle modes.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	10	Hold for gunshots forward.

Bayonetta emerges from a dash with a forward-rushing gun punch, knocking back anyone in the way. Damage is highest striking as the attack starts, and she slides forward a bit during the attack. It's just a bit slow to start up, hitting out of dash about the same speed as your typical side smash. Bayonetta's end lag on the move is sizable, so foes who shield the dash attack may retaliate. But Bayonetta passes through blocking enemies on the ground if this hits deep enough, perhaps passing through to their backside, which can mess up their counterattack plans if they aren't prepared with something like an up tilt or up smash that hits to their backs.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt 1	3	Pops foe off feet. Hold for gunshots slightly up-forward.
Side tilt 2	3	Pops foe off feet. Hold for gunshots at 30-degree angle up-forward.
Side tilt 3	7	Launches foes into potential juggle position. Hold for gunshots at 60-degree angle up-forward.
Up tilt	1.5, 6	Launches foe into potential juggle position. Hold for gunshots upward.
Down tilt	6	Hold for gunshots to both sides at toe level.

SIDE TILT

Side tilt leads into combo follow-ups like with neutral attacks. Bayonetta begins with a side kick forward. While that's in progress, another input leads to a follow-up high kick. Another attack input during the high kick leads to the final kick, a powerful launcher that ejects victims upward into perfect juggle position. Most simply, you can usually jump forward and catch the tumbling target with a forward air combo.

Hold the button during any side tilt move for a stream of weak shots afterward. Side tilt kick gunshots aim upward at an increasingly steep angle.

The initial side kick is sluggish for such an agile fighter, hitting with heavyweight fighter speed. Each stage of the side tilt combo is also horribly vulnerable if shielded, just like neutral attacks. Though the launching side tilt combo is very powerful and tempting to abuse, you can't be predictable with it or it'll get you into trouble. When swinging, use this primarily to punish the opponent's laggier moves, and to catch people emerging from dodge rolls and other transition states. If side tilt is blocked, you can instill some doubt in the opponent by varying whether you speed through all three side tilt kicks, and how quickly. If you're unpredictable, they may drop shield after one kick and begin a retaliation attempt only to be hit by the next kick. Hitting someone with this kind of thing a few times makes it much safer to use initial neutral attack and side tilt kicks as pokes, since they'll be hesitant to fight back after blocking unless they have very fast attacks.

UP TILT

Bayonetta whips a pistol upward, passing through the space directly in front of her before aiming upward. The strong, upward-aimed hit is at the very end of the attack's active period; the attack's early period is a low-damage hit rising in front of Bayonetta, which carries close-range victims into the anti-air part, serving as a potential juggle-starter. When using up tilt against someone who's already airborne, keep this in mind, as you'll need to allow for extra lead time.

Opponents popped up by up tilt are susceptible to immediate follow-up combos. At low to medium percentages, an immediate Witch Twist carries them upward, after which you can double-jump and catch them with a front tilt air combo. Alternatively, you can Witch Twist upward, then After Burner Kick back and forth across them twice in midair, possibly still leaving you close enough after to tack on up air attack or back air attack.

Holding the button after up tilt results in gunshots straight up, which can be useful to chip at pesky foes like Kirby or Villager, who might be spending a lot of time lofting above the stage without engaging directly.

DOWN TILT

Bayonetta lies low and lashes out with a sweep kick just ahead. The range is decent and it's faster to hit than any other grounded Bayonetta move, so this is more reliable when you're afraid of using moves with more starting lag. It's still unsafe from counterattacks if foes attack immediately after blocking, but the frame disadvantage isn't quite as bad as during blocked portions of neutral attack or side tilt combos.

At low percentages, you can knock someone off their feet with down tilt, then immediately juggle them at low altitude with the full side tilt combo, launching them. From here, with them tumbling right above Bayonetta, chase them with air attacks or Witch Twist into After Burner Kick options. At medium percentages or higher, take to the air with immediate forward air combos to catch them.

Damage is highest at the tip of Bayonetta's leg, but juggle follow-ups work best if down tilt hits closer in, with slightly less damage.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	16-19.2	Knocks foe away far and low. Release smash and hold for gunshots forward.
Up smash	17-20.4	Release smash and hold for gunshots forward and upward.
Down smash	5, 16-6, 19.2	Bounces enemies into potential juggle position. Release smash and hold for gunshots that ricochet upward and up-back.

SIDE SMASH

With the windup signaled by the purple glyph that appears around her, the Umbra Witch swings with one hell of a haymaker punch. Like other smash attacks, this gigantic fist is made of Bayonetta's Wicked Weave, stripping away some of her "costume" as she attacks. For hitting speed, side smash is a bit below average for an attack of its kind, but it makes up for this with size. The fist's hitbox isn't a part of Bayonetta and can't be hit, basically a huge intangible limb. The fist extends far forward of Bayonetta while the ghostly forearm covers directly above her for slightly less damage.

On hit, side smash's power is good and its knockback hurls victims low and far, setting up a powerful edge-guarding situation if you punch them off the stage. With its range and coverage, side smash also works well retreating from aggressors: dash away, then side smash back in their direction out of the dash!

If shielded, side smash chips away a fair bit at their shields, but the extreme ending lag means sharp foes can retaliate right away. Aim with the tip of the fist to mitigate this problem.

If you want a slew of minor gunshots immediately after the fist strikes, input side smash and release it (avoiding a side smash charge), then start holding the Attack button again right away. Follow-up gunshots after all smash attacks work like this.

UP SMASH

Bayonetta sends Wicked Weave underground to erupt in front of her as a raised fist. In action and hitting area, this is like an enhanced (or perhaps tousled) version of Isabelle's up smash. The hit area is just around the fist, rising in a column from the ground. There's no coverage right above Bayonetta, or to her back; up smash is strictly a frontal attack. Like side smash, the biggest weaknesses are starting and ending lag. It's slow to hit on the ground, and even slower to rise to cover heights above Bayonetta's head. Lots of notice is necessary to use this against jumping or tumbling enemies.

At medium to high percentages, it launches foes up where they can be hit more. The long lag after up smash hits means it can be hard to capitalize until percentages are fairly high. Bayonetta can fire minor gunshots both forward and upward as the fist unravels.

DOWN SMASH

Bayonetta struts and spikes one foot down, summoning Wicked Weave to duplicate this with a colossal stiletto stomp. Like other smashes, this enormous limb of tightly woven hair is impervious to enemy attacks. This is even slower than other smash moves, taking a third of a second to hit uncharged. It starts with Bayonetta's human foot stomping, and quickly follows with the Wicked Weave's mega-sized version stomping from the sky. Even between Bayonetta's foot and the gigantic one made of hair, this attack is active briefly, so it requires precision with the hit timing. On impact at medium percentages and higher, victims are bounced off the ground, vulnerable to more attacks.

The downward-crunching mega-heel is capable of meteor smashing. This is relevant when standing on a soft platform, stomping as enemies underneath try to jump through. It also works, with exact timing, to stomp enemy fingers at stage edges when they try to grasp the ledge. Down smash can launch them straight down off the side just when they think they've found safety.

If blocked, down smash knocks a good chunk off enemy shield strength with its two hits, but also leaves Bayonetta badly lagging, open to counterattack. If you release the smash, then hold Attack, her shoes fire gunshots into the floor after, ricocheting straight up and up-back.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	0.6, 0.7	—
Front throw	10	Forward throw.
Back throw	3, 6	Backward throw.
Up throw	3, 4.5	Launches foe into potential juggle position.
Down throw	3, 5	Bounces foe into potential juggle position.

GRABS

Bayonetta's grab is slightly below average in speed, snagging anyone close in front with the same speed as a down tilt sweep. Her range on the grab is short, so dash in first to make sure she's close enough. With enemies so worried about Bayonetta's far-reaching Witch Weave attacks and gunshots and her multistage neutral and side tilt combos, there should be lots of chances to rush in and snatch them up.

During forward throw, Bayonetta pops the victim forward with a body check that hits anyone else nearby in front. Back throw kicks them to Bayonetta's backside, pushing them toward a desired edge. Up throw kicks them up into juggle position in forward airspace, while down throw bounces them right off the ground in front of Bayonetta. In either case, you can pursue immediate juggle combos using forward air attack, Witch Twist, and After Burner Kick.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	8	Hold for longer-lasting spin kick, for gunshots to both sides, and at an alternating 45-degree downward.
Forward air attack 1	4	Gains altitude on successful hit. Hold for gunshots forward.
Forward air attack 2	3.3	Gains altitude on successful hit. Hold for gunshots forward.
Forward air attack 3	7	Hold for gunshots upward, downward, and down-forward.
Back air attack	13	Hold for gunshots slightly up-back.
Up air attack	7.5	Hold for spinning gunshots in all directions.
Down air	9 (5 on ground hit)	Impact hitbox if attack hits ground. Hold for gunshots at toe level.

NEUTRAL AIR ATTACK

This is a dominating and variable air move that almost seems like a version of Ryu's and Ken's Tatsumaki Senpukyaku. Tap the input to trigger a spin kick that hits in front, then behind, then in front again as Bayonetta flies through the air. This initial period deals the most damage on the initial spin, and a bit less for follow-up spins. The active period is generous, lasting a little over a fourth of a second. Whether jumping or short-hopping, if you neutral air attack at the apex, then fast-fall, Bayonetta is covered all the way back to the ground.

Higher in the air, you can continue holding the input to make Bayonetta blanket the airspace around her with gunshots while keeping a lower-damage version of the spin kick going. If you get enough air time to use neutral air attack and hold the input for all 10 follow-up gunshots, spin-kicking the whole way, Bayonetta stays active for over a full second. There's almost no practical altitude from which Bayonetta can't neutral air attack and fast-fall, covered the entire way down.

FORWARD AIR ATTACK

Forward air attack is a multistage attack like neutral attacks and side tilt. The first part is a short-range jab right in front of Bayonetta in midair. This has decent speed, faster than neutral air attack, but it's not in the same class as some lightning-quick aerial attacks like those of Zero Suit Samus or Captain Falcon. While forward air attack is in progress, tap the Attack button up to two more times for a three-swing combo in midair. The second attack is another punch, and the final hit is a downward-slashing axe kick.

When the first or second stage of a forward air combo strikes a victim, Bayonetta gains a little air, the better to help the rest of the aerial combo connect. (You can whiff forward air combos while falling, but Bayonetta doesn't gain any hangtime.) You can hold down the button after any part of the attack for a series of small shots right after. The first and second attacks shoot straight across, decent for adding chip damage when descending at medium range from enemies. You can also use this for short-hopping next to a low platform holding foes, shooting at them with forward air attack bullets from a few dashes' distance. Holding the button during the third attack places weak bullets above, below, and down-forward.

The one-two-three hits of forward air attack are great for going air-to-air with predictable jumpers, and for perpetuating Bayonetta's myriad juggle combos. In lots of situations, you can pick up foes with a full forward air attack right after something else hits. For instance, hit them with up throw or down tilt, then immediately short-hop with forward air attack.

BACK AIR ATTACK

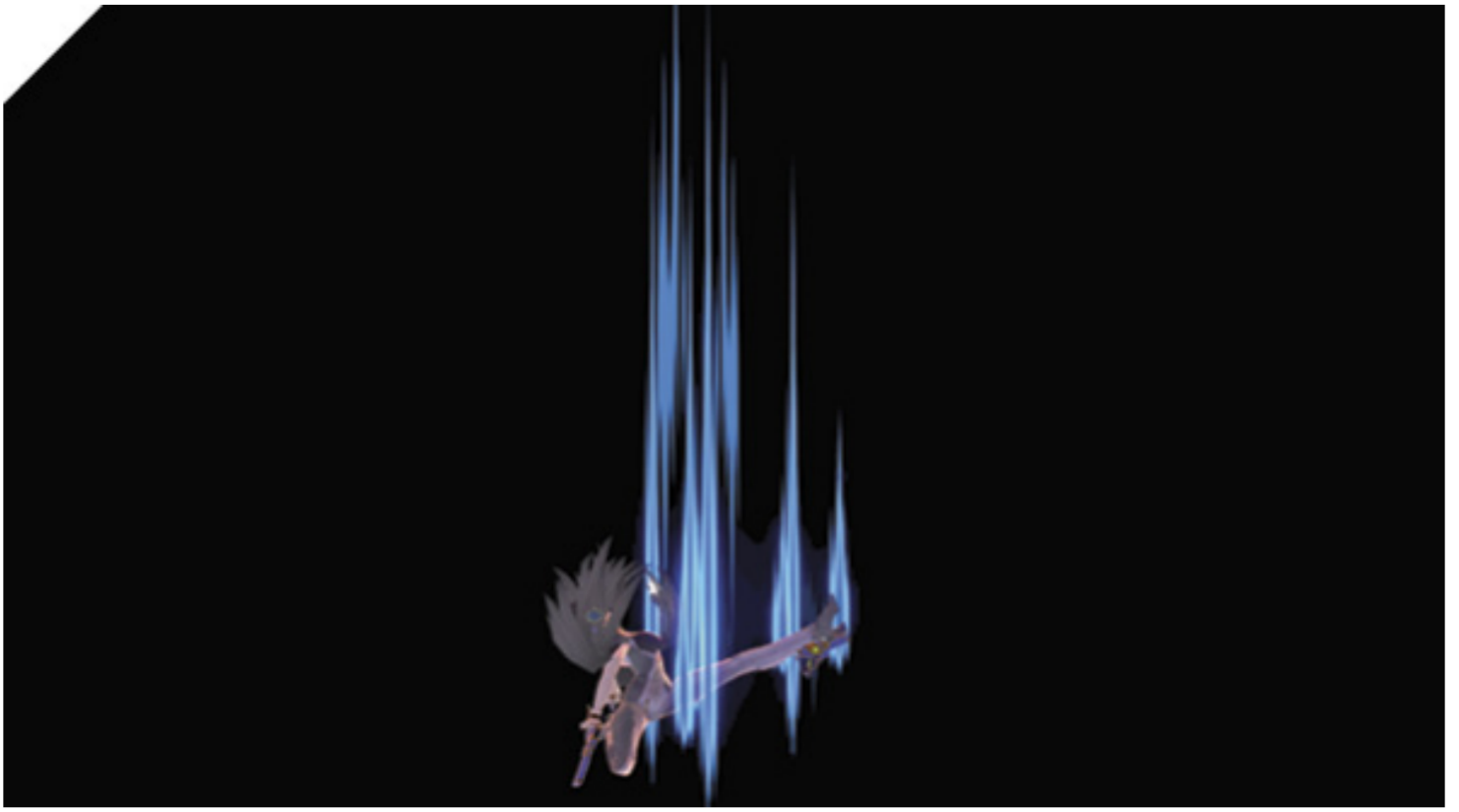
Bayonetta strikes behind her in midair with a stout jump kick. It's a little slower to hit than neutral air attack or forward air attack, but deals its damage in one quick hit, with decent knockback. Especially as damage percentages build up, the payoff for nailing someone with back air attack grows larger. Hold the button down for a flurry of gunshots afterward, aimed up-back.

UP AIR ATTACK

Bayonetta twists in midair to attack with a flipping wheel kick, mostly aimed upward. The kick starts out hitting up-back, behind Bayonetta, before rotating to hit upward and then in front. Most of her moves are kind of aimed linearly, so this is useful as a slashing attack that covers all upward angles. It's good for aiming at people above, and for continuing juggle combos. Her lag afterward is brief too, allowing quick follow-up actions or double jumps while still in midair.

Hold the button down after for a continuous stream of gunshots, spinning in all directions. Although it requires great timing, the latter active frames of the attack, angled forward and slightly down, can be used as a jump-in against standing foes. If it hits them, they're knocked off their feet, and an immediate side tilt combo on landing will catch them and launch for more hits in midair.

DOWN AIR ATTACK



The Umbra Witch plunges straight down with a guillotine kick, dealing the most damage at the foot (and less if enemies are hit farther up, at the knee or thigh). During down air attack, Bayonetta falls downward far enough to cover the distance of jumping and double-jumping, so you can leap up from the ground and smash back down at grounded foes like the move has fast fall built in. Used at double jump height or lower, Bayonetta smashes into the ground with another hitbox on impact. The falling hit and impact tremor can combo together if foes are in the right place. If shielded, though, Bayonetta is in trouble, since down air has by far the most landing lag of any of her air moves.

Hold down the Attack button, and Bayonetta fires off up to 10 rapid gunshots at floor level after slamming down. If performing down air attack from higher than double jump height, the attack ends before the impact, and the touchdown hit and follow-up gunshots don't occur. This is useful on purpose, aiming the down air offstage to spike recovering foes. Double-jump and After Burner Kick/Witch Twist back up to the stage after taking a falling shot at someone trying to save themselves.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE

Neutral special	1.4x4-16	Four shots on initial press. Mash input for up to 16 shots. Charge to increase power of first four shots to 2.7 each.
Side special (ground)	8 (hold to add 0.5x3, 5)	Max damage early in attack. Hold input for altered ending.
Side special (air)	7	On hit, can repeat attack immediately. Hold for gunshots up-forward and down-forward.
Side special (diving)	6.5, 5 on landing	Hold downward direction after inputting air side special. Air hit bounces off. Can side special again once after bounce. Ground hit launches.
Up special	3, 0.2x5, 3	Hold input to add 0.5x6 to blender hits with gunshots. Double-jumping allows one more Witch Time use per airborne period.
Down special	—	—

NEUTRAL SPECIAL: BULLET CLIMAX

For this ranged special attack, Bayonetta alternates between two versions. On first use, she takes four quick standing gunshots, aiming slightly up-forward. Next time, she fires along the same path but from a handstand, using the guns attached to her feet! Regardless of whether she's firing with hands or feet, tapping the Special button repeatedly results in more gunshots, up to 16 at a time total.

The first four shots can be charged up by holding the Special button down. This doesn't take long; the charged shots are ready slightly before the purple flash that indicates a complete charge. Tap forward or backward to dodge-roll out of a charge without firing Bullet Climax at all. This doesn't "store" the charge like with some charged special projectiles, but it gives you an option for cutting the attack short if you recognize a threat incoming from a new angle. (You can't cancel the charge with jump-canceling or sidestepping, though.) If you decide to release the charged purple shots, keep mashing Special to follow up with up to 12 more regular-strength shots, like a regular volley of 16.

The range on the gunshots is good, and they're much more powerful than the follow-up shots possible after most normal moves. Use these to remind your opponents that you have quick ranged options, to make them come to you. They're also great fired offstage at recovering enemies. The only issue with Bullet Climax is that it doesn't hit ground-level enemies straight across from Bayonetta, thanks to the slight upward tilt. This makes it perfect for harassing people on low platforms, at least.

SIDE SPECIAL: HEEL SLIDE / AFTER BURNER KICK

Side special is essentially three different special moves, depending on how and when it's used. On the ground it's Heel Slide, a long-reaching slide kick that launches enemies if it hits early or in the middle (toward the end of the slide, knockback is reduced significantly). Functionally, this is like a dash attack that covers much more ground. It can surprise enemies with the sudden ground movement, but it's wide open to reprisal if the target shields against it or sidesteps.

As Heel Slide slides, hold down the Special input for a special finisher. Bayonetta still slides with a hit that diminishes in damage a bit as it travels, but she adds up to three low-damage foot gunshots toward the end. As the slide and gunshots come to a stop, she performs a launching backflip kick. Heel Slide with the alternate ending can easily lead to juggle-combo chances, but you can't perform the sliding gunshots into launcher if a foe shields the slide kick itself.

In midair, side special is After Burner Kick. This is a blazing air-to-air move with slight upward travel, about like the path of Bullet Climax shots. Bayonetta has almost no lag afterward, so she can act again right away in midair. What's more, when After Burner Kick cuts through someone in midair, this lets Bayonetta use it again! In the neutral game, when poking at other jumping foes air-to-air, After Burner Kick is a solid surprise tool for slashing at them from a range most airborne fighters can't compete with. And anytime you hit someone cleanly with side special in midair, you can immediately side special through them again, crisscrossing their form.

After Burner Kick synergizes perfectly with upward-traveling Witch Twist (not to mention her powerful normal air moves) to give her great combo potential. Almost anytime you carry someone upward with Witch Twist, you can combo them further with After Burner Kick back and forth right afterward.

For recovery, After Burner Kick offers decent horizontal travel, without locking Bayonetta into a helpless falling state right after. If you happen to clip someone with After Burner Kick while trying to make it back to firm ground, you can instantly use another After Burner Kick not for the combo potential, but for twice as much horizontal movement.

For a dive-kicking version of After Burner Kick, input side special in midair, then immediately hold any downward direction. Hold down-forward or straight down for Bayonetta to plunge at a 45-degree angle in the direction she's facing. Hold down-back to dive kick in that direction instead. If diving After Burner Kick hits an opponent squarely, Bayonetta bounces up off them, ready to act again. It's hard to perform, but it's possible to combo another diving After Burner Kick after bouncing off from the first one! This counts as using two After Burner Kicks back-to-back in midair, so another one can't be performed until landing. (If the angle is right to bounce off the target with diving After Burner Kick, then lance them with a normal, sideways-traveling side special, this also counts as two After Burner Kicks together.)

If diving After Burner Kick hits the ground without hitting a foe, there's a secondary impact hitbox as Bayonetta lands. This narrow sliding hit can act as an air-to-ground launcher if you dive kick with side special and land directly in front of someone, but this is hard to aim purposely during the usual pandemonium of a match.

UP SPECIAL: WITCH TWIST

After an initial, quick launching hit up close next to Bayonetta (slightly faster even than down tilt; Witch Twist point-blank is Bayonetta's fastest attack, during the first active frame), the Umbra Witch rockets a short distance upward, carrying victims with her. She hits several times before blasting them a short distance sideways, in perfect position for an immediate After Burner Kick to combo. Witch Twist doesn't have good KO potential, with the small knockback, but it makes an unreal air-mobility, recovery, and combo tool. The ground and air versions are almost identical, except the ground version deals slightly more damage on the initial launching hit.

Hold down the Special button after activation to add extra hits with gunshots as Witch Twist rises. This also fires low-damage gunshots straight down under Witch Twist, though they don't make foes flinch. Unlike with most other attacks that allow a finishing gunshot burst, there's no downside here. It adds damage and doesn't make Witch Twist last any longer than usual.

When Witch Twist ends, Bayonetta can act again in midair, which is really unusual for an up special. If you double-jump after using Witch Twist once, you can then Witch Twist again! There are all kinds of uses for two Witch Twists bracketing a double jump, whether for recovery, combos, upward aggression, or climbing large stages quickly.

SAVING DOUBLE JUMP WHILE DUAL WITCH TWISTING

With a tight execution trick, you can retain the use of a double jump after using Witch Twist twice! Start out by using the first Witch Twist as normal, surging upward. Once Bayonetta can act again, double-jump and immediately perform another Witch Twist. It should look like Bayonetta simply uses Witch Twist again, with her butterfly-wing-flapping double jump animation cut short. The first clue that you might have done it fast enough is that you can't see any double jump before the second up special. The second clue that it worked is that you're able to use a double jump as normal after the second Witch Twist.

This trick increases Bayonetta's air mobility and potential height gain, and opens the door for flashy, difficult combos like a juggle into Witch Twist into crisscrossing After Burner Kick x2 into an instant double-jump-canceled Witch Twist. This sequence ends with the enemy's body still floating in midair near Bayonetta, high above the stage, positioned for even more air hits…all while Bayonetta retains a double jump.

DOWN SPECIAL: WITCH TIME

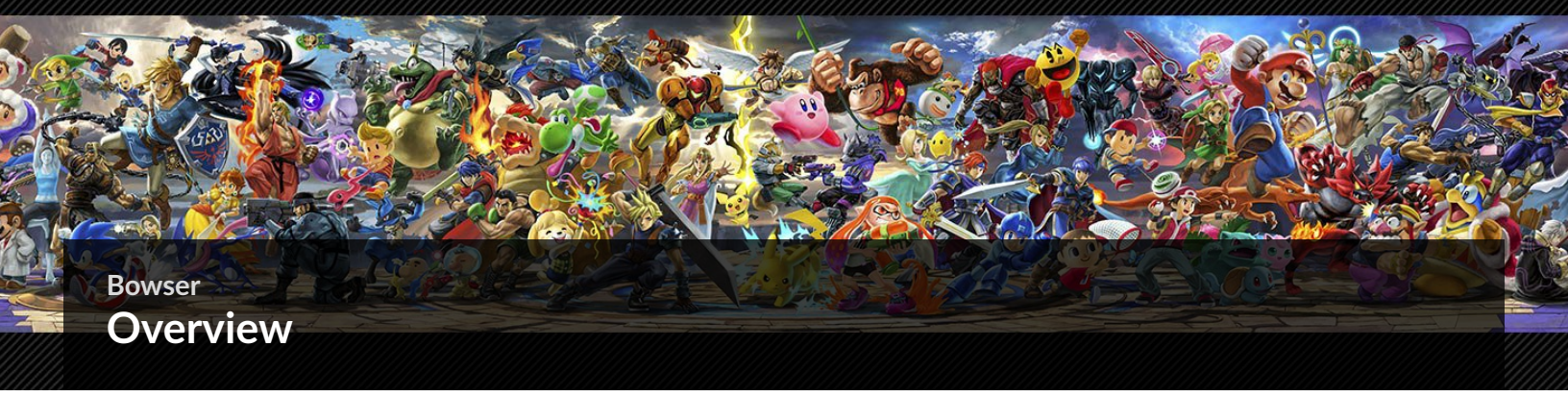
Bayonetta backflips and poses flirtatiously, countering any attacks against her with a powerful curse aimed at nearby challengers. The counter period doesn't start immediately, but after about the same "start-up" as down tilt. At that point Bayonetta is intangible, and incoming attacks trigger the Witch Time counter.

If something hits her, enemies nearby are slowed for a couple of seconds. They don't have to be the fighters who attacked her; they just have to be close enough. Everything they do is like being trapped in molasses—moving, attacking, and flinching in slow motion. This provides a huge opening to cut loose with a combo. Repeat use of Witch Time reduces how long nearby fighters are slowed. And Bayonetta is vulnerable if something doesn't hit her during the brief intangible period. But those are the only catches.

The mere threat of Witch Time can make enemies hesitant to attack. This is good, because savvy opponents who know Bayonetta's moves are on the slow side may try to beat her to the punch. Your willingness to try (hopefully successfully) this countermove gives them something to think about. Since it works in midair, it offers novel edge-guarding potential. You can step off the side and Witch Time falling toward a rising foe, in position to rise back up and hit them on your way back to the stage, if they take the bait.

FINAL SMASH: INFERNAL CLIMAX

With Final Smash energy ready to go, neutral special triggers a special Witch Time state, slowing down everyone except Bayonetta. A clock timer shows up in the center of the screen, indicating how much slo-mo time Bayonetta has to work with. During this time, scoring hits on enemies fills up a secondary gauge within the timer. If you fill this gauge before the timer runs out, Bayonetta triggers the real Final Smash: the onslaught of Gomorrah, an Infernal Demon who's sometimes Bayonetta's ally, sometimes her foe! Mash inputs during the demon's reign on-screen, adding to the damage output on your enemies.



Bowser

Overview

Bowser is a dense, hulking menace, the heaviest fighter in the game. His heavy weight reinforces his attack power and makes him harder to punt huge distances offstage, so he's harder to outright KO. On the other hand, his weight also means he's easier to juggle repeatedly in combos, since he won't be knocked as far away with launchers, keeping him in a hittable position.

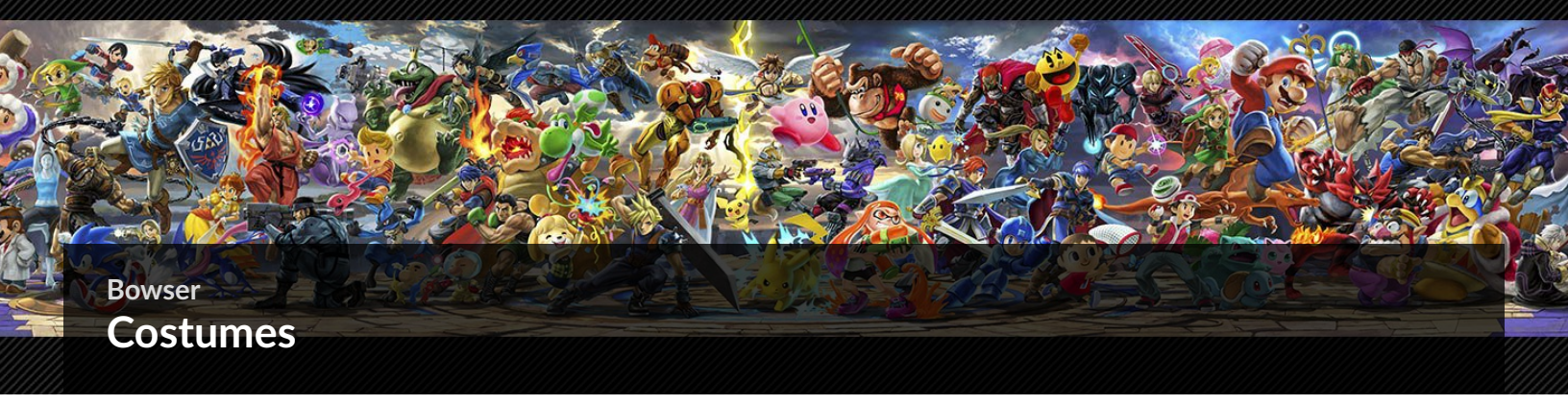
His weight influences his attacks, which are mostly slow but extremely powerful. Side smash, down air attack, and down special in particular are devastating to enemies even if blocked, likely shattering shields, but they're very sluggish to land.

Conditioning challengers to be more susceptible to Bowser's plodding, brutal attacks requires leaning heavily on his neutral attack one-two punch combo, down tilt (also a two-hit combo unto itself), up tilt (a great all-purpose swat), forward air, and his up special at close range, Whirling Fortress. These are his safest options, so making them your foundation will open the door to being able to take buffer home-run swings.

BOWSER VITALS

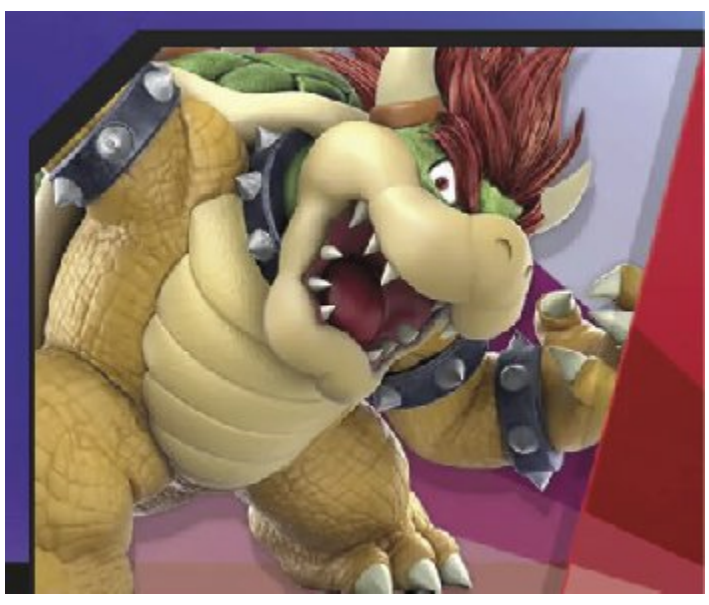
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	Yes
Tether:	No
Wall jump:	No
Wall cling:	No

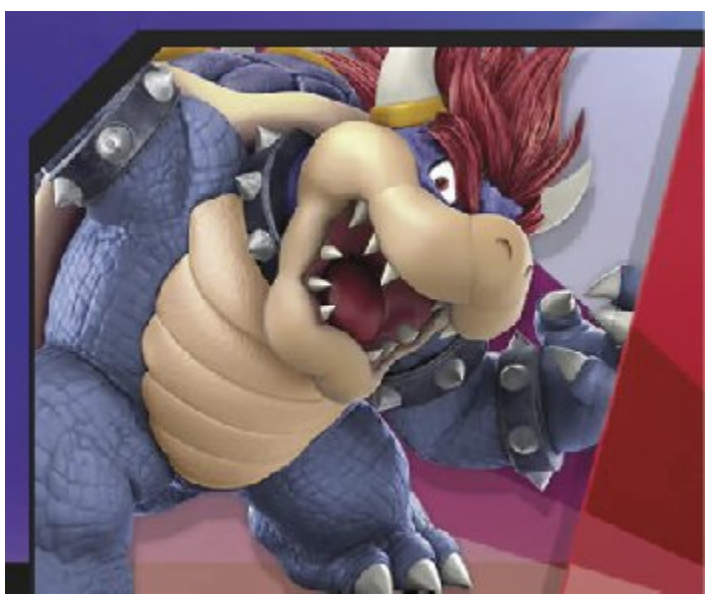
MOVEMENT RANKS	
Ground speed:	C + (20)
Air speed:	B (19-24)
Falling speed:	B (17-18)
Weight:	A+ (1)

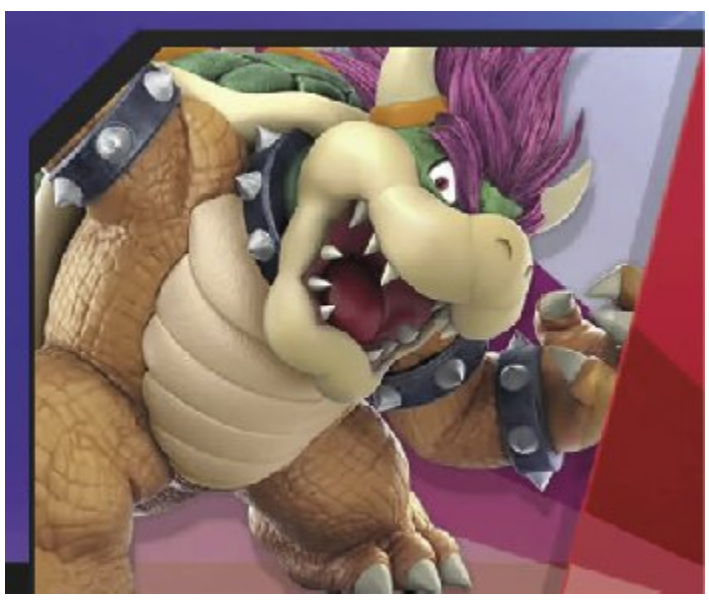


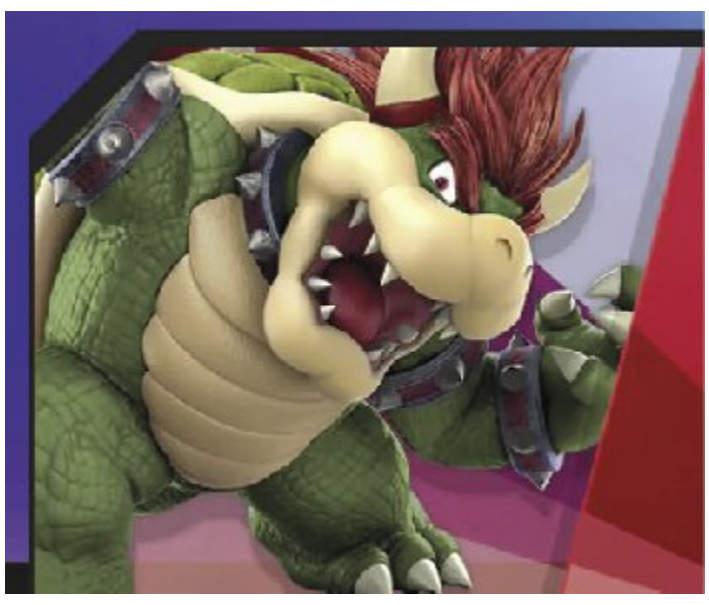
Bowser

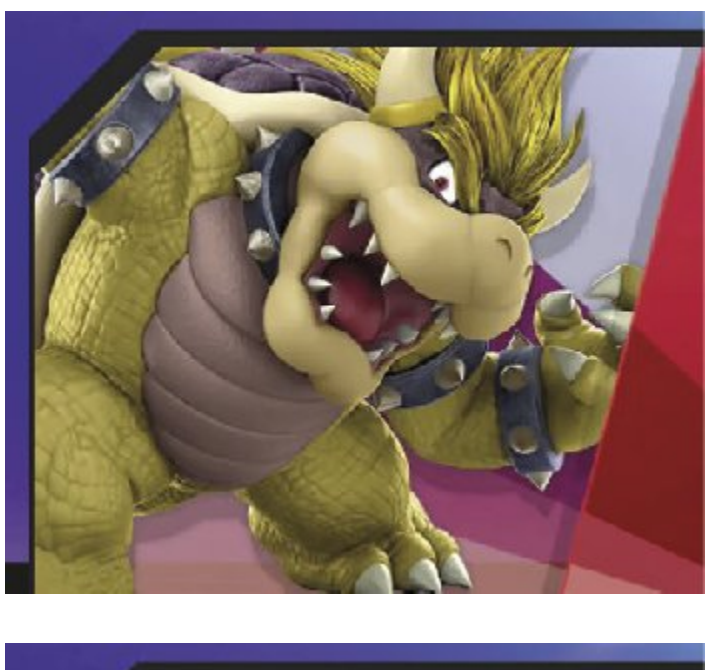
Costumes

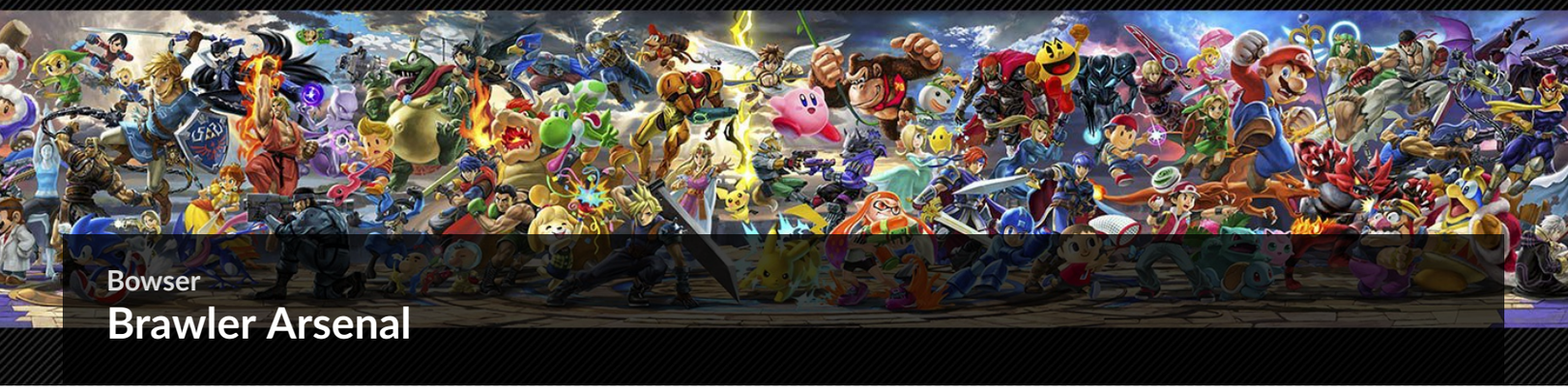












GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	4	Hand intangible.
Neutral attack 2	6	Hand intangible.

The Koopa king swings with two hefty palm strikes. The first one is slow for a neutral attack, hitting at about the speed of most tilt attacks. Be wary of speedy fighters overwhelming Bowser in close when trying to use neutral attack combos. Two of Bowser's specials are actually faster than his neutral attack: side special (Flying Slam grab) and up special (Whirling Fortress spin). Hitting from neutral attack's max range helps a lot, especially since Bowser's hands are intangible during these strikes.

After the one-two strike combo, victims are knocked away. Short, sweet, and strong.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	12	—

Bowser lunges sideways with one leg extended in a heavy kick. Hitting with a dash attack launches targets into the air, where you can try for another attack.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	10	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	12	Hand intangible.
Up tilt	11	Hand intangible. Pops foe into potential juggle position.
Down tilt	7, 8	Hand intangible.

SIDE TILT

The king leans forward while swinging with a fierce backhand, hitting a bit slower than neutral attack (and most tilt attacks), with about the range of the second neutral attack punch. Bowser's backhanding hand is intangible, helping him overpowering the opponent's moves. Think of this as a ready-access version of the second neutral attack, while dealing even more damage than the neutral attack combo. Angle the side input (or C-stick, if it's set to tilt) a bit diagonally to aim Bowser's backhand slightly up or down.

Keep in mind that down tilt hits as fast as side tilt while hurting more, and up tilt covers air angles way better than a slightly angled side tilt. This move isn't bad, but gets squeezed out in usefulness by neutral attacks and up/down tilts.

UP TILT

Fingers splayed on one clawed hand, Bowser slashes with arm outstretched from front to back over most of his body. Up tilt hits to the front only slightly slower than side tilt, while also covering above and behind. Bowser's arm is intangible from the forearm to the hand, too. Anyone swatted by Bowser is knocked off their feet, vulnerable to more hits. This is one of Bowser's best attacks, good for any grounded occasion.

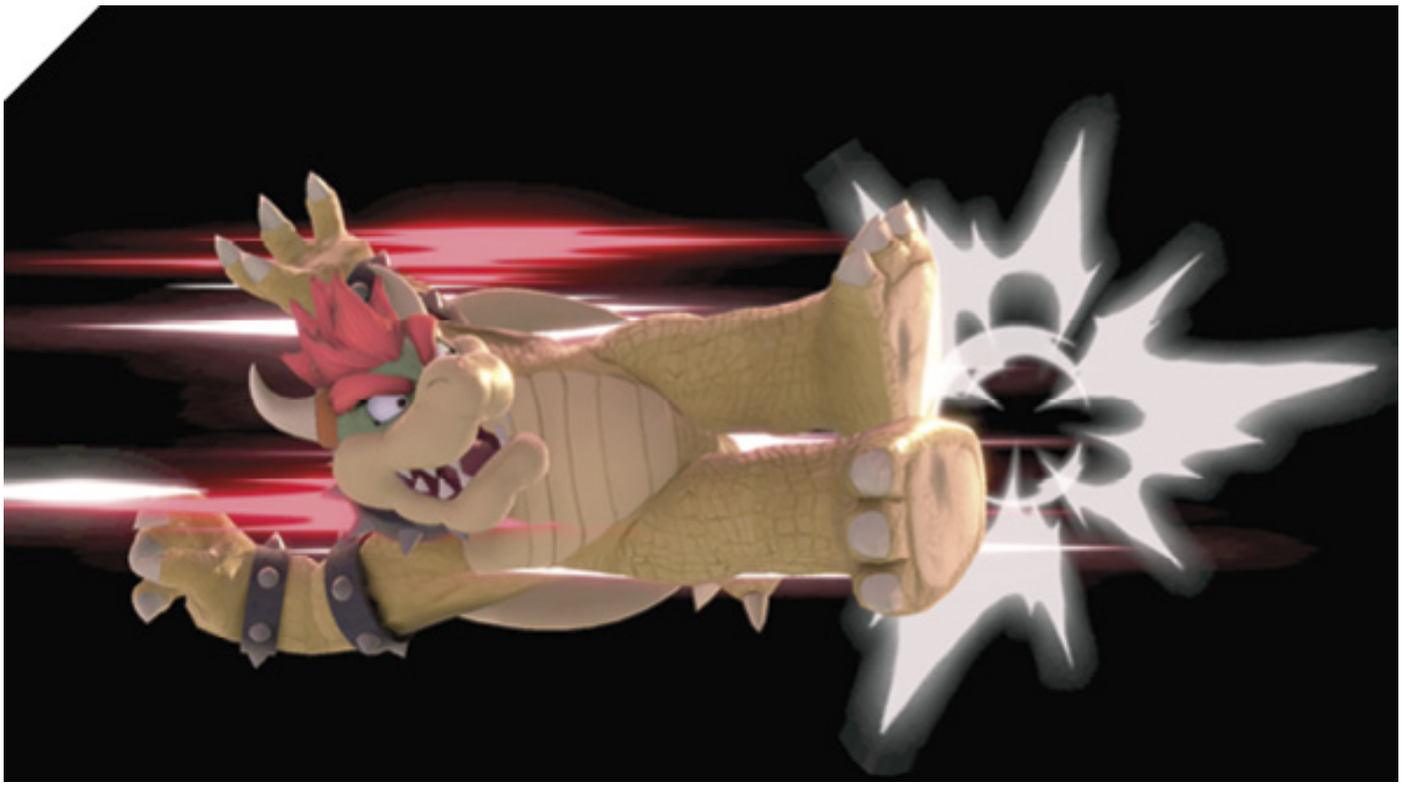
DOWN TILT

A crouching Bowser pounds anyone in front with two shin-level hook punches. This hits with the same speed as side tilt, with a lower profile and bigger reward. The punches have good reach forward, with intangible hands like most of Bowser's moves. With the two hits, this is like a slower neutral attack combo, done from a crouch. The two hits also give it a chance to catch someone who rolled or sidestepped through the first swing.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	23-32.2	Feet invincible.
Up smash	22-30.8	Shell invincible. Hops off ground.
Down smash	16 front, 15 back-22.4 front, 21 back	—

SIDE SMASH



Bowser squats briefly, then takes a tiny hop forward while sticking out a withering, two-legged dropkick. This takes almost a half-second to hit, even uncharged. At least Bowser's feet are invincible just before they hit, and briefly during hitting frames. The payoff is *frightening* damage and KO potential, and heavy shield damage on block. Lag after the dropkick is long, as Bowser flops on his side and rises. This is a home-run swing.

UP SMASH

This is almost like a built-in short hop attack. After crouching on all fours and readying himself, Bowser springs up, spinning his spikes to the sky. His shell is invincible during the attack, giving it absolute priority against anyone coming straight down onto it. Afterward, Bowser crunches to the ground before he can act again. While his spiked shell is the star of the show here, there's also a less damaging hitbox around his head, which hits grounded foes in front of him on the way up, and another on his feet. This doesn't make it worth aiming up smash at standing people on purpose—up tilt is better for that—but it's a side benefit. Up tilt is easier to use against airborne targets too, let alone standing ones, but the damage payoff on up smash when someone is right above is huge.

DOWN SMASH

Bowser swings to the front, then behind himself with tearing claw swipes. The frontal hit is Bowser's fastest smash attack hit, only slightly slower than up tilt for attacks with coverage on both sides. The hit to the back ends up being slow, though, even more than side smash. It's just for contingency in party battles, when opponents might be closing in from both sides. The back swipe's lagginess also leaves Bowser vulnerable if someone blocks the frontal hit. Also, unlike other smashes and tilts, this lacks intangible or invincible portions.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.6	—
Front throw	12	Forward throw.
Back throw	12	Backward throw.
Up throw	11x0.5, 6	Pops foe into potential juggle position.
Down throw	10, 4	Bounces foe forward.

GRABS

The king's grab is slow compared to most other grabs, but barely slower than his neutral attack, so it's not too bad relative to the rest of Bowser's arsenal. Anyone threatened by Bowser's slower attacks will naturally clam up sometimes, granting opportunities for him to grab them.

Back throw has the most raw KO potential and knockback when damage is high. Front throw is fine for pushing enemies toward the ledge Bowser faces. Bowser spins them on his spiked back during up throw, racking up lots of hits before launching them into a typical up throw juggle position. For down throw, Bowser plants them on the floor, then flops forward on top of them, potentially nailing anyone else standing nearby, too.

When thinking of his throw game, always remember his Flying Slam side special, a big part of what makes Bowser Bowser. It's faster than his regular grab, faster even than his neutral attack, while being usable in midair too, and dealing more initial damage than any of his throws (though not more damage than if you do something like grab, add a couple grab attacks, up throw them, then juggle them).

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	6	—
Forward air attack	13	Damage highest at hand.
Back air attack	19	—
Up air attack	15	Head intangible.
Down air attack	16 (2 on landing)	Limbs intangible. Can be aimed slightly left or right. Lag until landing.

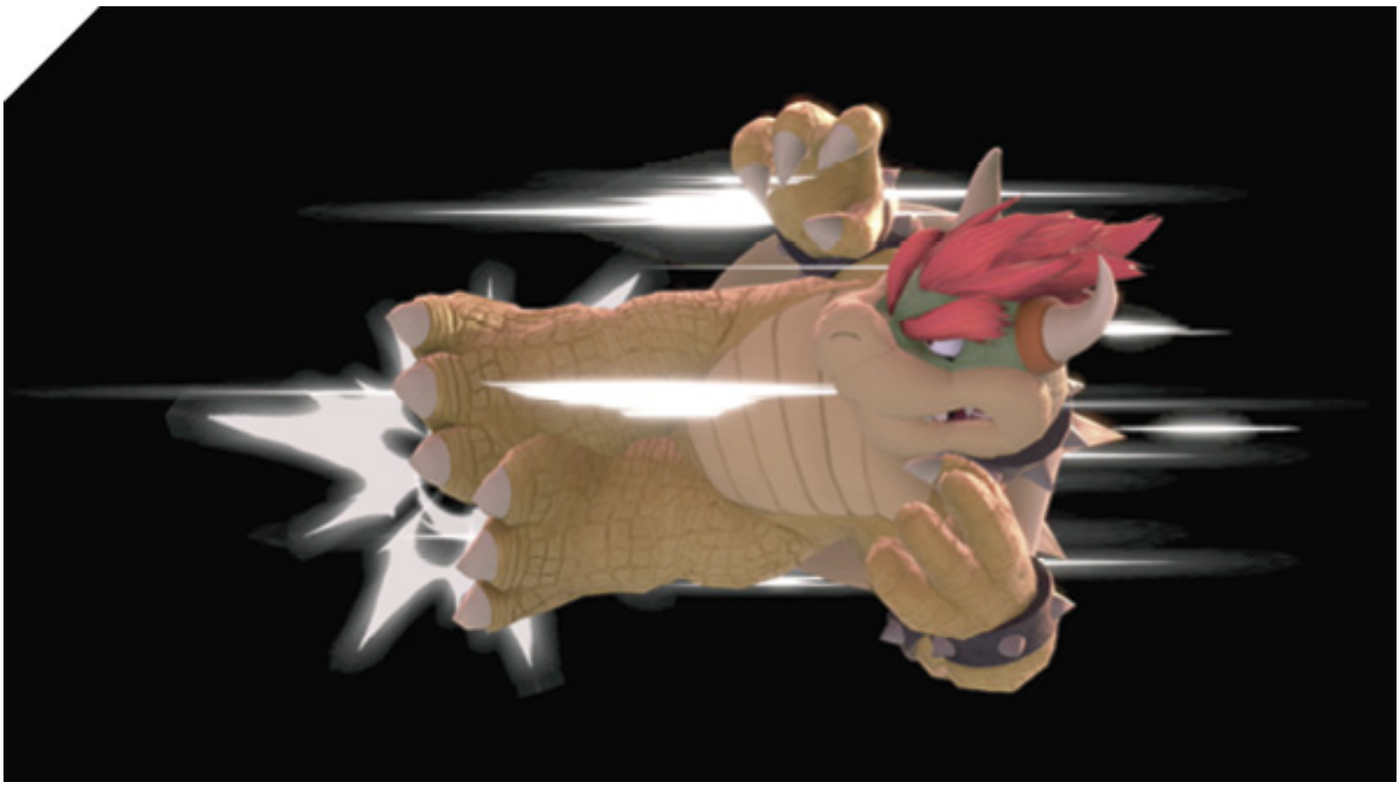
NEUTRAL AIR ATTACK

Bowser splays all limbs out and pinwheels, each hand and foot a rotating hitbox. The first outstretched claw here is aimed up-forward, and new hitboxes rotate proliferating backward around Bowser as he spreads his limbs. This makes down-forward the last quadrant around Bowser that gets hit, so this attack is ill-suited to aggressively jumping at enemies below, like during short hops on the ground. Instead, it's best when moving up-forward at a target, in which case it's technically Bowser's fastest air move.

FORWARD AIR ATTACK

When you're aiming straight ahead or at someone ahead and below (like when jumping in at defenders), this is better than neutral air attack. Bowser slashes in an arc from up-forward to down-forward, covering all forward angles. Damage is highest at his hand, and lower if it hits farther up his arm. Used as a jump-in, this air move has the lowest landing lag of Bowser's airs, further cementing it as the best to use when hopping and jumping in for pressure.

BACK AIR ATTACK

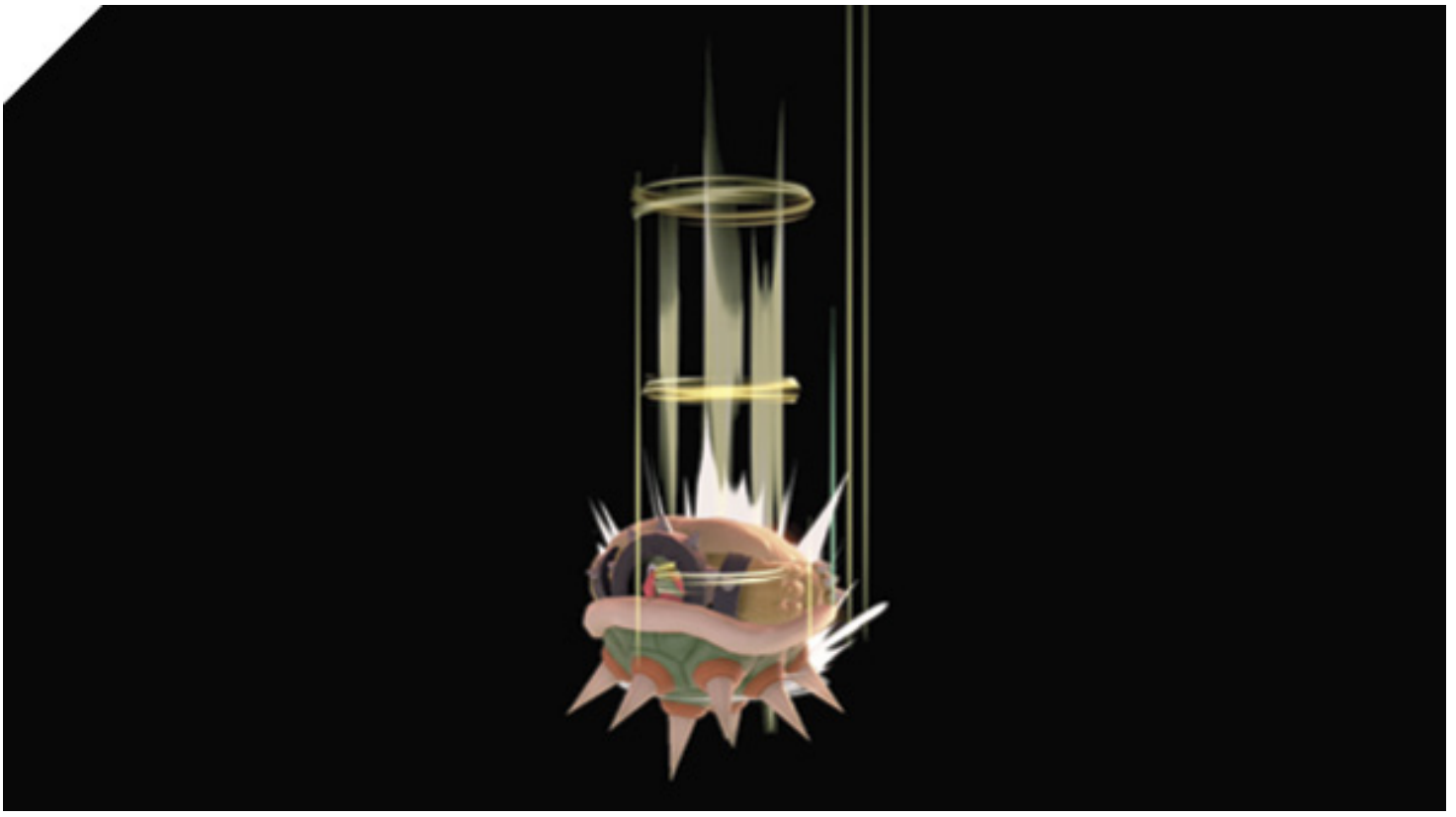


This backward-aimed, two-foot dropkick is Bowser's fastest air attack for practical purposes. (Neutral air attack is faster but only at the very start and only up-forward; midair up/side specials are also faster.) It deals heavy damage and knockback, and is great if you have good aim kicking backward at targets. It requires more precision than other Bowser air hits, which have longer active periods. Beware the extra landing lag when using it just before touching down.

UP AIR ATTACK

Bowser headbutts from the front to the back, hitting up-forward a hair slower than neutral air attack. The payoff for hitting with up air attack is much better than neutral air attack. Bowser's head is also intangible, helping up air win out when encountering downward-aimed enemy attacks. This is great in combos and when chasing helpless tumblers trying to land.

DOWN AIR ATTACK



Bowser's air momentum is temporarily halted as he flips upside down and retracts into his shell. He then plunges down, spikes extending a brutal hitbox ahead of an invincible turtle shell. What little is visible of the limbs sticking out of the shell is intangible. While plummeting, the king can be steered slightly to either side. When he hits the ground, there's a secondary impact hitbox. The last hit does more damge if it lands in the middle of the opponent's hitbox.

An early midair hit just as down air attack starts descending can meteor smash victims. A hit later in the shell's fall pops anyone in the way diagonally upward instead. Nailing someone with the ground impact also ejects them diagonally. Bowser is naturally vulnerable with a lot of lag right after dive-bombing with this stunning smash!

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	1.8x1~12	Hold input for continuous fire. Can be angled up or down. Spout diminishes over time.
Side special	18	Throw move. 15 damage to foes underneath impact.
Up special	1x6, 6 ground, 7, 1x10, 2 air	Mash Special input during air version for extra loft. Can be steered. Lag until landing.
Down special	4, 20, 11	—

NEUTRAL SPECIAL: FIRE BREATH

Bowser spits out continuous gusts of flame, like a similar move of Pokémon Trainer's (courtesy of Charizard). Anyone caught in the firestorm is hit repeatedly, potentially taking lots of damage. Holding the input keeps the flames coming, and the spout can be angled up or down a little. After a few seconds of continuous use, the flames die out. You need to let Fire Breath cool off for about 10 seconds before it can be used at full power again. This move is great for edge-guarding, and when aimed into distracted groups midstage.

SIDE SPECIAL: FLYING SLAM

Perhaps Bowser's marquee attack, this notorious slam can snag enemies in the air or on the ground. During Flying Slam he grabs, quickly pulling in anyone close, leaps high into the air (usually clear out the top of the screen), then dives down and bounces the victim off the ground. Not only does the thrown victim take heavy damage, but anyone underneath as they land is blasted away by the impact, taking almost as much damage.

Bowser can move left or right in midair before slamming down. This move can even be steered offstage, in which case both fighters are KO'd. Bowser's KO comes first, so you can't use this to win unless you're up on spare stocks. Curiously, against defenders with a low damage total, *they* have more control over direction than Bowser does! The higher the accumulated damage of the Flying Slam victim, the more Bowser has control when steering in midair. But a low-percentage victim could actually *choose* to steer you both offstage if *they're* up on stocks!

UP SPECIAL: WHIRLING FORTRESS

This special is slightly different on the ground versus in midair. Grounded, Bowser spins suddenly in place inside his shell, hitting multiple times. He can be steered a bit left or right while spinning. This is technically his fastest physical attack (tied with Flying Slam for fastest overall), and the hitbox covers his whole shell, but the horizontal range is short. Steer into intended targets to ensure contact.

This is fast enough to be used defensively after blocking laggy attacks, which is its best grounded use. In the air, up special is an upward-surging combo and recovery tool. It hits just as fast as on the ground (technically making it his fastest air attack, besides Flying Slam), with an even better hitbox. The damage is highest early in aerial Whirling Fortress, with the rest of the attack's hits dealing less damage. While Bowser spins upward, mashing the Special input adds a little extra loft.

After air Whirling Fortress, Bowser falls inside his shell, helplessly drifting. At least his exposed limbs are intangible, making him small during descent. Use this to leap and catch tumbling enemies for big damage, and to recover back to safe ledges from offstage.

DOWN SPECIAL: BOWSER BOMB

Bowser Bomb is an interesting multi-stage attack that's also slightly different air versus ground. On the ground, Bowser starts with a horned headbutt hitting directly before him. This initial launching headbutt strikes with the speed of one of his tilt attacks. From here, Bowser leaps upward for a cannonball dive, putting all his weight into the plunge. The main hit comes from Bowser's form itself, but there's another hit on touchdown.

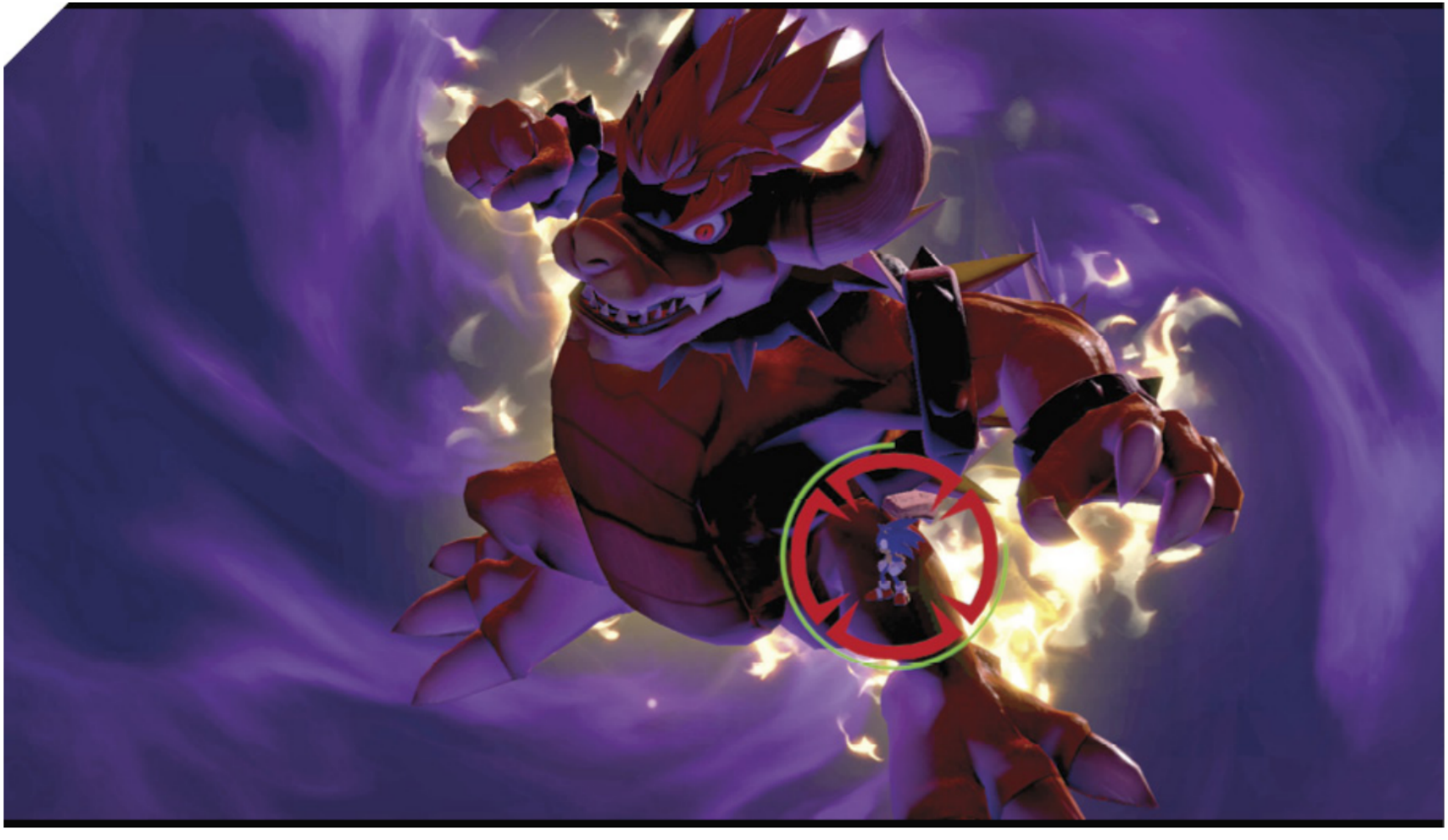
If the launcher flicks someone off their feet, the dive-bomb portion combos but the impact doesn't. If the launcher part doesn't hit but the dive-bomb catches someone under it on the ground or at low altitude, it may carry them down for the heavy hit *and* the impact follow-up.

When used in midair, Bowser skips the launcher part and performs the high-damage, dive-bomb-into-impact-shudder part. Both hits can combo if this hits squarely on someone low to the surface underneath.

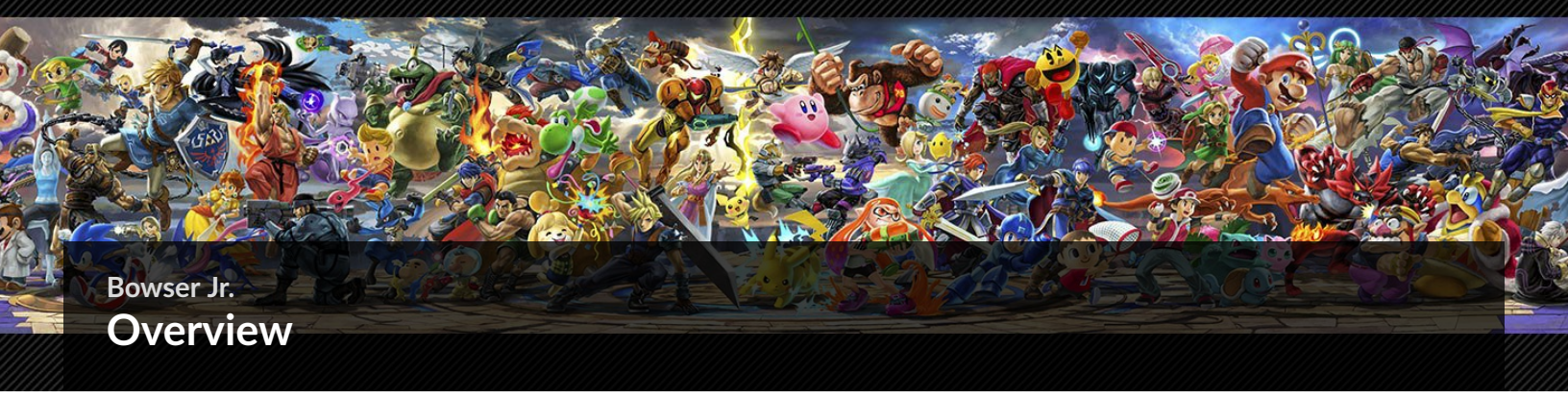
However Bowser Bomb is used, it's hugely damaging on contact. If blocked, it will very likely shatter the defender's shield! Be ready to capitalize with something devastating like side smash…or point-blank Bowser Bomb.

Up close on the ground, it can be treated as a high-risk/reward close-range move that follows itself up, or even a powerful defensive reversal against the opponent's laggiest moves and misses. In midair, it's top-of-the-line for plunging straight down with seriously scary damage. When either edge-guarding or recovering, it can even be used with precise aim to dive-bomb toward a ledge. Well-aimed, as though you meant to plunge right past the drop-off, Bowser will actually grasp the handhold!

FINAL SMASH: GIGA BOWSER PUNCH



Fully charged up with energy, the king of the Koopas can reveal his idealized form, a gigantic Bowser that towers over the stage. Aiming Giga Bowser Punch is manual. Upon activation, Giga Bowser looms over the fight while a cursor appears. Move the cursor around and center it above your peskiest challenger before attacking to smash them with a terrifying punch! Swollen to such unbelievable proportions, it's easily possible to wallop multiple enemies if they're close together.



Bowser Jr.

Overview

Bowser Jr. and other juvenile relatives of the Koopa king return, fighting with the Junior Clown Car made in the image of Bowser Jr.'s dad's original. Bowser Jr. is the default costume for this fighter, but you can play as any of the Koopalings. Koopalings are small, but clown cars are heavy, so the combo of Koopa kid plus Junior Clown Car equals a heavyweight fighter. The weight and armor of the car provide protection to the Koopa kids: if an incoming hit strikes just the clown car and not the occupant, damage received is 87.5% of normal. However, if a hit comes in over the car's protective hull, hitting the kid on top, 115% damage is taken!

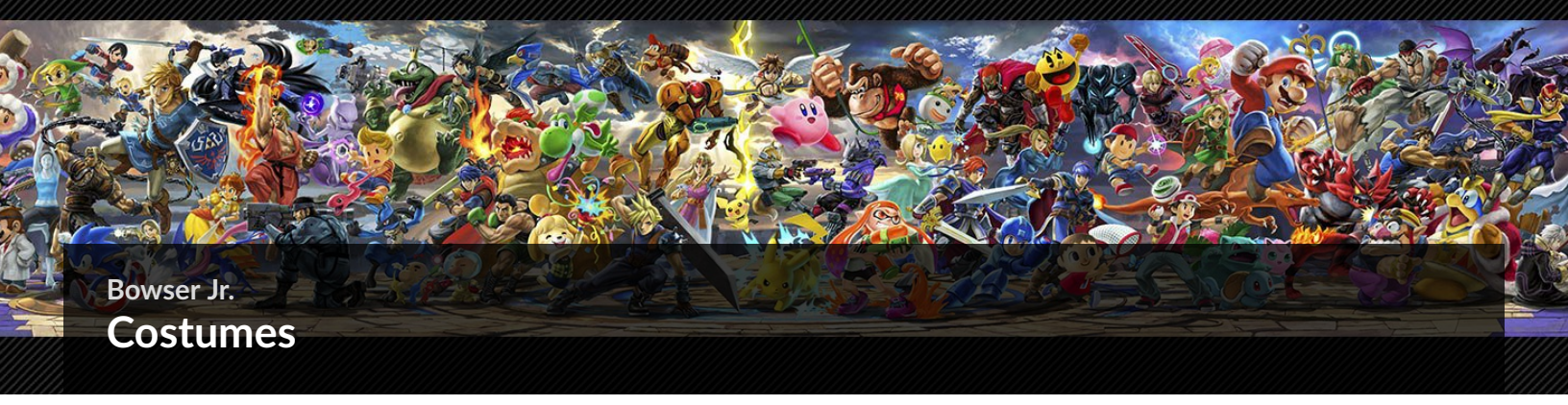
Koopalings all look different, but they share Bowser Jr.'s moves. Koopa kids have few attacks of their own, since almost all weapons and moves are courtesy of the car. The car's ability to attack with unhittable limbs, taking reduced damage if attacks strike the car chassis itself, is one of the biggest strengths of Bowser Jr. (and cousins).

The marquee attack for the Koopalings is the Clown Kart Dash, which offers all kinds of ground-rushing and aerial-mobility options. It also goes a long way toward covering for the sluggish movement possessed by heavyweights, and for offering recovery flexibility. When attacking up close, you'll want to lean heavily on the car's neutral attack and down tilt, its fastest-hitting strikes. This paves the way for the Koopa kids' slow grab attempts to work. If possible, deploy Mechakoopas before engaging on platforms, greatly increasing Koopaling space control and providing coverage for using the car's extremely laggy attacks.

BOWSER JR. VITALS

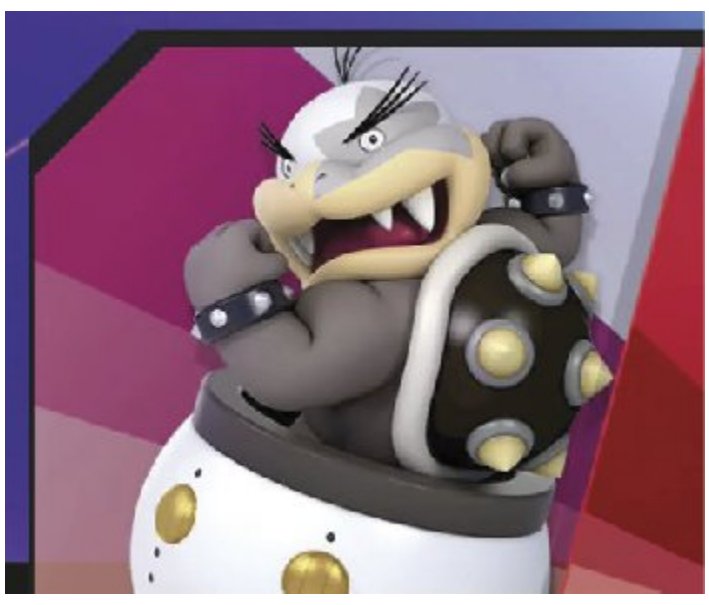
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

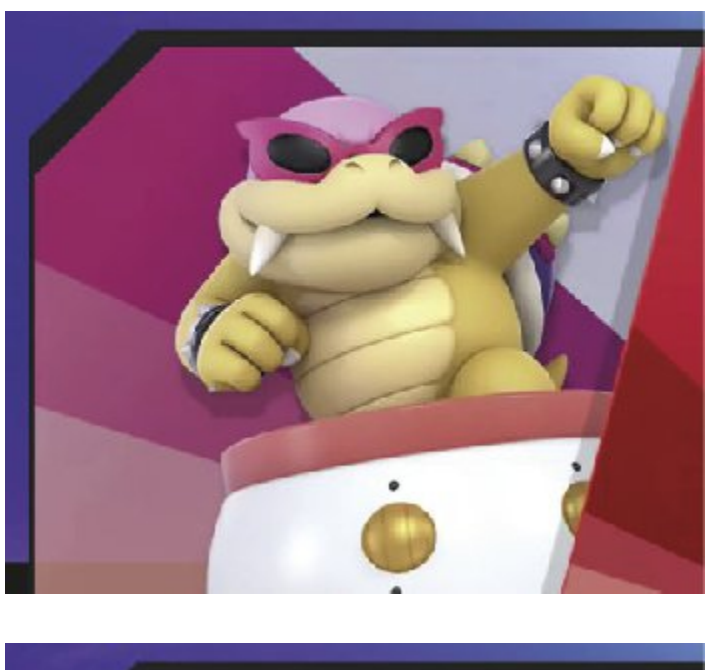
MOVEMENT RANKS	
Ground speed:	B- (28-33)
Air speed:	D (58)
Falling speed:	B (26-28)
Weight:	B+ (8-10)

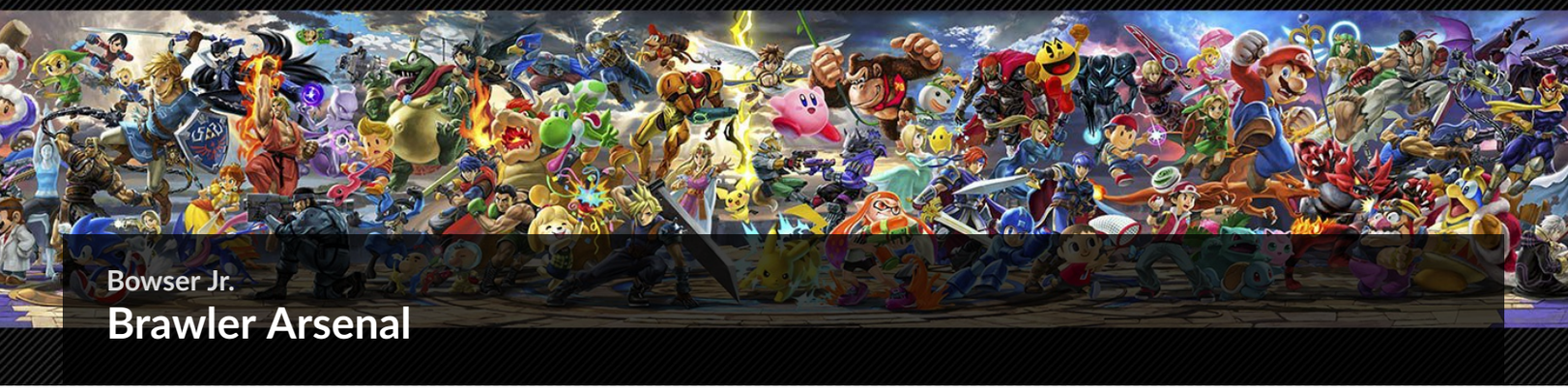


Bowser Jr.

Costumes







Bowser Jr.
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2	—
Neutral attack 2	2	—
Neutral attack 3	0.5x11, 3	Hold for continuous attacks.

The Junior Clown Car swings with a flurry of boxing jabs under the direction of the current Koopaling occupant. The first punch is one of the car's fastest attacks, hitting at the same speed as down tilt (an extremely fast tilt attack). It's slightly slow for a neutral attack in general, though, certainly slower than for characters like Sonic and Zero Suit Samus and Mario, but not as sluggish as daddy Bowser and other heavyweights. The punches have good range, and since they're a part of the car and not the pilot, there's no vulnerable hurtbox on them. Use the decent range and invincibility of the punching robot arms to overcome the speed shortfall.

Holding the Attack button away from enemies just whiffs the first punch over and over. Tapping the button speeds through the sequence on whiff. On hit, hold or tap the input for the full combo. During the third stage, hold the button down for a continuous flurry of punches. This can extend the combo beyond normal, scoring up to around 25+ total hits for 18%+ damage, but the longer you hold someone with rapid punches, the more likely they'll shuffle out or be pushed back before you release and the finishing punch knocks them away.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	1.8x5, 4	—

While speeding forward, the Junior Clown Car opens its maw and extends a scary-looking circular sawblade forward. The spinning blade swipes once with a multi-hit attack, then again with a knockback blow. The initial sawblade hits extend reasonably fast for a dash attack, with good range extending ahead of the car.

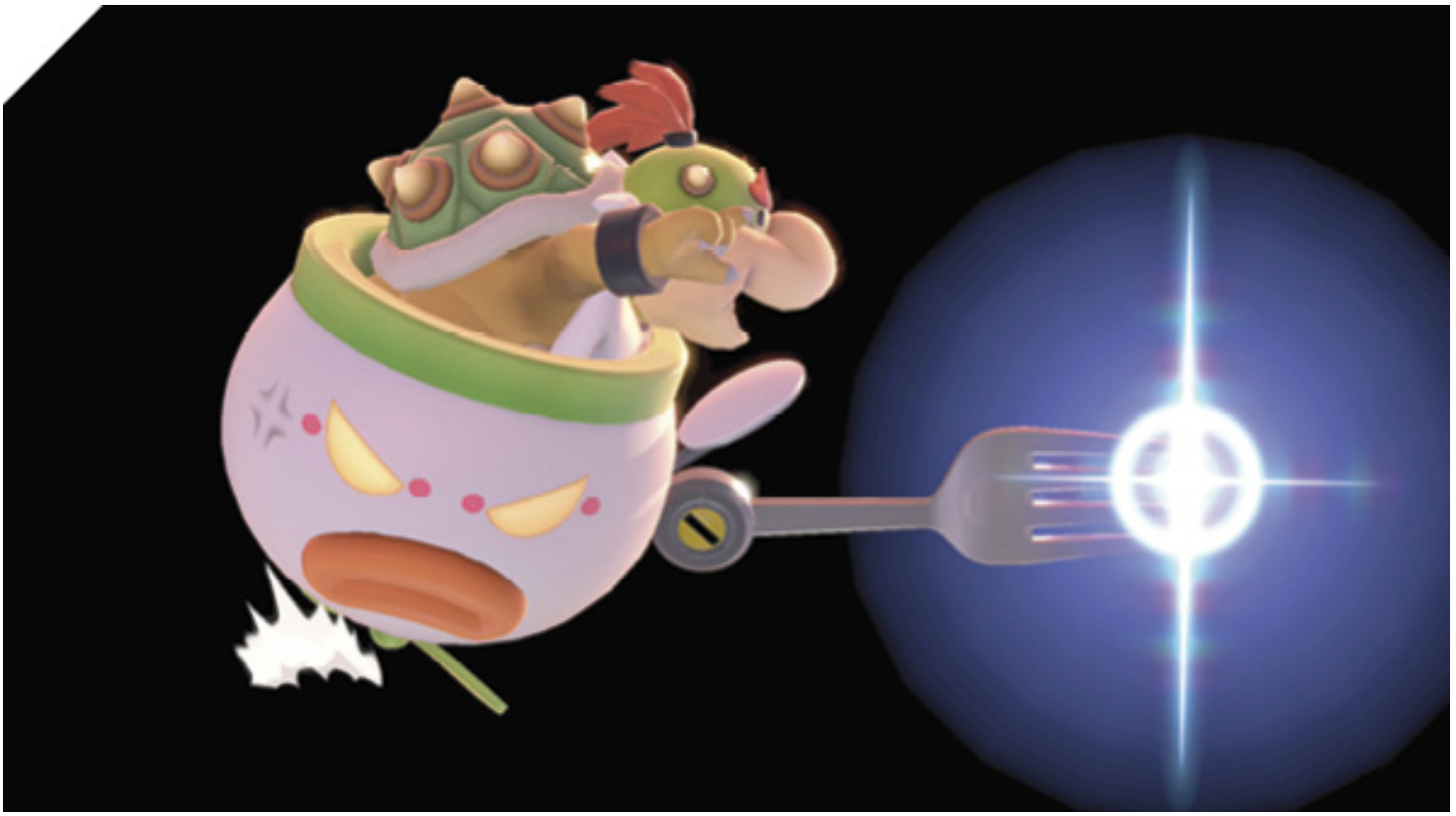
DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	10	Intangible.
Wake-up attack (faceup)	6	Intangible.
Wake-up attack (facedown)	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	8	Max damage at tines. Can be aimed up or down slightly.
Up tilt	6	Launches foe into potential juggle position.
Down tilt	2x2, 6	—

SIDE TILT



The car stabs forward with a novelty-sized fork (well, perhaps it's not novelty-sized if it's Giga Bowser's). The extended tines give this attack good range in front, about like a dash attack sawblade but without the forward momentum. Angle the side tilt input slightly off-center up or down to tilt the fork a bit diagonally. The downward version can be good for impaling a recovering foe's fingers just as they grab a ledge for safety, while the up-forward version can nail short hoppers falling a bit short instead of jumping right on top of the Koopaling-operated clown car.

UP TILT

The clown car stabs with the fork ruthlessly upward, hitting directly in front first. Along the way, the fork lifts anyone it hits into a potential juggle position. Fully extended, it hits straight up above the Koopaling, popping up tumbling enemies and jumpers.

Unlike many up tilts, this one doesn't provide a hitbox to the back. If a crowd approaches from behind, use up smash to cover upward angles while hitting to both sides too (if upward angles aren't a concern, what you're after is down smash).

DOWN TILT

For this strange attack, the pilot Koopaling crouches low inside the Junior Clown Car while the car forgoes using a weapon in favor of a multi-hit tongue-lashing—literally. The car's flicking tongue has slightly less range than side tilt, while keeping the Koopa kid much more protected. Down tilt can be thought of as a lower-commitment version of the neutral attack combo, especially since the first tongue tap has the same speed as the first neutral attack jab. It's also not as laggy after the final swing as many of the car's attacks.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	1x5, 10-1.4x5, 15.4	—
Up smash	1, 1.3x4, 6	Pops foe into potential juggle position.
Down smash	18-25.2	—

SIDE SMASH

After a considerable windup period (over twice as long as side tilt), the Junior Clown Car brings two spinning drill bits together directly in front. Anyone caught in between takes multiple hits before they're knocked away. The spinning drill bits give this move a lengthy active period, but also mean the clown car's pilot is at high risk if the attack flat-out whiffs.

With the slightly sluggish start-up and long-lasting attack, side smash has solid use as a retreating bait tool; dash away from enemies chasing you, then immediately perform side smash back in their direction. If they're following overzealously, they'll run right into it! It can also snuff out defenders who try to sidestep, and evasive foes who dodge-roll right into it.

UP SMASH

The clown car flips upside down, balancing on the pilot's head for an attack aimed straight up. While the Koopa kid does a handstand, thrusting the car upward, the propeller underside spins for rapid hits. Up smash hits very quickly for a smash attack, the same speed as up tilt. The difference between up tilt and up smash when aiming for juggles or jumpers is that up tilt hits higher more quickly, but up smash hits to both sides and for more damage, but takes a tiny bit longer to extend upward into short hop airspace. There are low-altitude juggles (and low platforms hanging just above) where up tilt works better than up smash because of this, with the initial hitbox of up smash being fairly low to the ground.

DOWN SMASH

Starting with a small hop to put torque into the hit, the Junior Clown Car swings a wrecking ball to either side, covering front and back at the same time. This delivers a powerful single hit that clears out anyone rushing in. Down smash's speed is exactly middle of the road for a smash attack, taking about twice as long to hit (uncharged) as side/up tilt or up smash.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	3, 7	Forward throw.
Back throw	11	Backward throw.
Up throw	7	Hurls foe into potential juggle position behind.
Down throw	1.2x4, 4	Bounces foe far away in front.

GRABS

While the Koopa kid menaces from the pilot's seat with a mallet (just for show), the car extends forward a pincer arm to tow in defenders. The car's grabbing arm's reach is decent, but it's very slow to grab enemies, even slower than most heavyweight characters' grabs. It's in the territory of tether/gimmick grabs, without quite having the full reach of most of those. You have to put to good use the unconventional movement, arsenal, and defense of the Koopa kid and Junior Clown Car combo in order to make enemies susceptible to an abnormally slow grab animation.

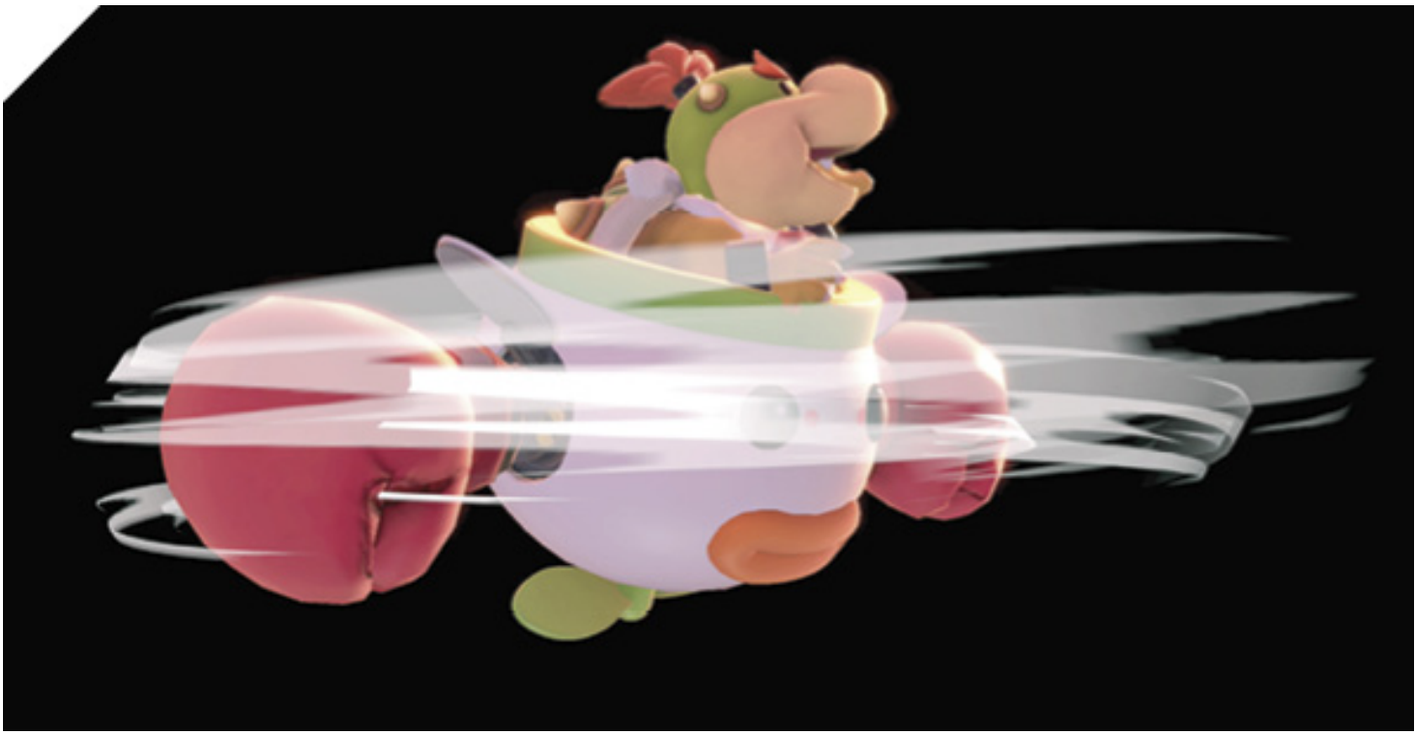
Once a challenger is safely in the car's clutches, a front throw hurls them forward, also damaging anyone in the way of the throw. A back throw hurls them backward with the most pushback and KO potential. Up throw tosses them quickly upward, above the car and Koopaling and slightly to the back, ready for a juggle. Down throw follows a multi-hit drill combo on the floor with a low, forward-launching hit.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air	8	Max damage at gloves.
Front air	11	Max damage on wrecking ball.
Back air	14	Max damage on wrecking ball.
Up air	10	Max damage on first waggle.
Down air	1.5x8, 2.5	Final hit launches foe in direction Bowser Jr. faces.

NEUTRAL AIR ATTACK



An extended boxing glove springs from each side of the car in flight as it begins to spin horizontally. This neutral attack isn't super-fast in midair, but it's not sluggish either, hitting as fast as a typical tilt move. It's active for a decent amount of time as the car spins, giving it good use as an air "meaty" attack, extending the glove first and then dragging it into foes with lateral or fast-falling movement. Damage is highest right at the beginning with the fully extended fists and diminishes with duration (or proximity to the car). Knockback on landing isn't significant, so a jump-in neutral air can lead to guaranteed combos on the ground against targets with low- or medium-percentage damage built up.

FORWARD AIR ATTACK

Moving forward in midair, the car extends a heavy wrecking ball forward, waggling it back and forth once before retraction. For an air attack it's slightly slow to start up, but stays out a long time once it's going. There's time to jump or short-hop near someone, extend front air, then fast-fall to bring the ball down on them. The damage is highest at the wrecking ball at the beginning of the attack, and lowers closer in and later in the swing.

At low percentages, the knockback against standing enemies is low enough to combo them right away on the ground after landing from a front air hit.

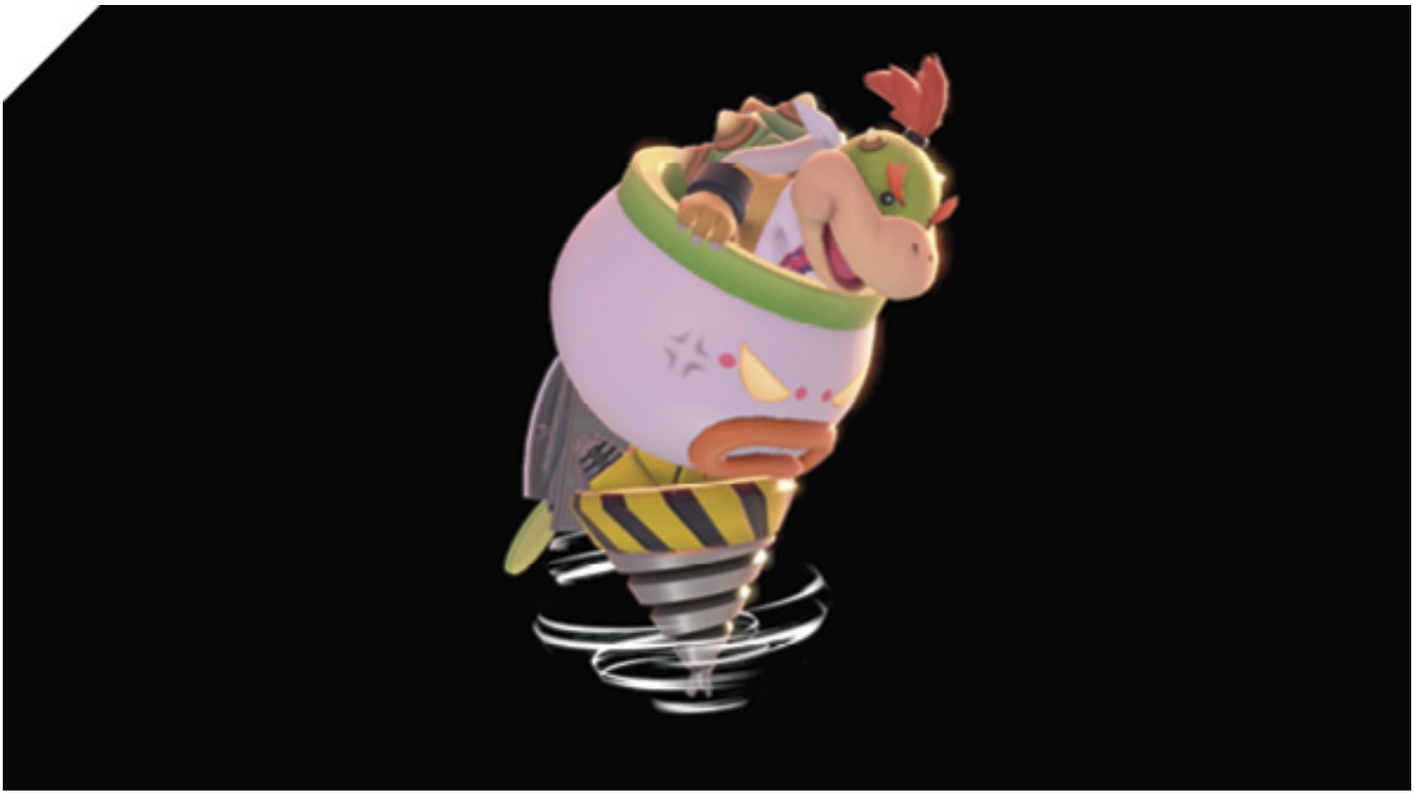
BACK AIR ATTACK

The backward-hitting wrecking ball counterpart to front air. To account for pivot time, back air is slightly slower to nail foes than front air, but deals more damage in a more powerful hit. The attack is active for a shorter duration than other air attacks, so it requires more finesse when swinging at foes.

UP AIR ATTACK

One of the few attacks where Bowser Jr. (or the Koopa kid taking his place) attacks instead of relying on the gadgets of the Junior Clown Car. The Koopaling swings directly overhead back and forth, swiping from up-back to up-forward and back again with a scepter. Anyone above takes a small amount of damage and gets launched up slightly. This is the best option for swinging at airborne opponents above.

DOWN AIR ATTACK



The clown car directs a spinning drill bit straight down during the longest-lasting attack in its arsenal. The attack is slow to start hitting, like a jumping smash attack. But it deals great damage with many hits and has good launching potential off the last hit, particulary when hitting the middle of the opponent's hit box. Since it stays out for a long time and the strong, launching hit is actually the last one, it's easy to stick out early, high above choice targets, before plunging down toward them with fast fall.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	10-20	Charge to increase damage and distance.
Side special	7.4-4 ground, 2.6-2 air	16.4-10 ground spin, 12.3-8 air spin, 11.3-8 bounce spin.
Up special	5/13 car, 15 mallet	Ejected Koopaling has unique two-sided swing for 15 damage.
Down special	2, 7	Mechakoopa can be picked up.

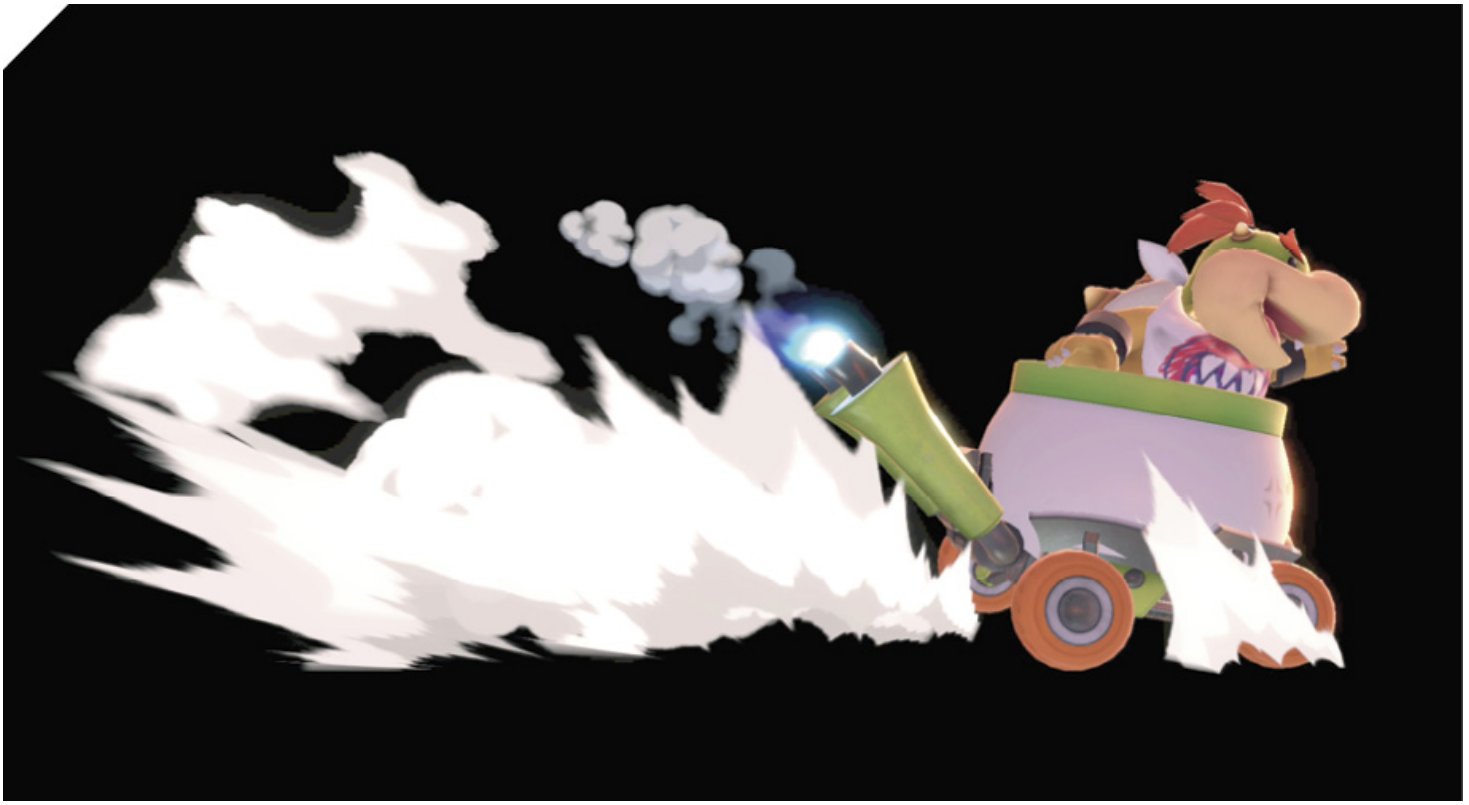
NEUTRAL SPECIAL: CLOWN CANNON

The Junior Clown Car sprouts a cannon similar to those of Bowser's airships, eventually launching a spiraling cannonball far horizontally. Cannonballs can be charged before firing, greatly increasing damage, speed, and distance traveled. When fully charged, cannonballs automatically fire.

The attack is very slow to fire, though, even uncharged. The quickest that Clown Cannon launches a projectile is just over half a second; a fully charged cannonball takes 1.5 seconds to charge and launch.

Having a projectile attack is never bad, but having such a slow one means you need a lot of clearance to put it to use. It's great to put into sheer airspace off the side of a stage when edge-guarding, or to fire at unsuspecting groups facing off against each other at the edge of your range. You can release Clown Cannon shots that cover short hop airspace, defending against aggressive characters, by jumping to full height and starting a cannonball shot just before the apex, so it releases on the way down lower to the ground. Setting a cannonball tumbling at low altitude this way is also a great prelude to rushing in with Clown Kart Dash (or just running forward behind the shot).

SIDE SPECIAL: CLOWN KART DASH



This is the only attack during which the Junior Clown Car acts like a car. Along with Abandon Ship, it's also a complex special with lots of aspects. The car speeds in the direction of the Special input, whether on the ground or airborne. Driving on the ground, press the control stick in the direction of travel to increase speed. (You can't control Clown Kart Dash's speed in the air, though.) The car plows aside anyone it hits.

While driving, the car is capable of jumping for movement, or spinning to attack. Either action ends the drag-racing sprint and returns the Junior Clown Car to normal operations. Being able to Clown Kart Dash in midair, then jump essentially gives Bowser Jr. and the Koopalings a triple jump, since you can double-jump, then side special jump. You can only use Clown Kart Dash once per airborne period.

If you opt to kart-spin rather than kart-jump, the spinning car attack is performed either by pressing the control stick in the opposite direction of travel, or by pressing the Attack or Special buttons. If neither a jump nor spin is used to end the driving period, the car automatically spins after driving for a while…if it doesn't just drive off a stage edge first! If you do drive off the level, quickly use the car's jump in midair to end the attack while giving you a little extra loft, then recover back to solid ground.

UP SPECIAL: ABANDON SHIP

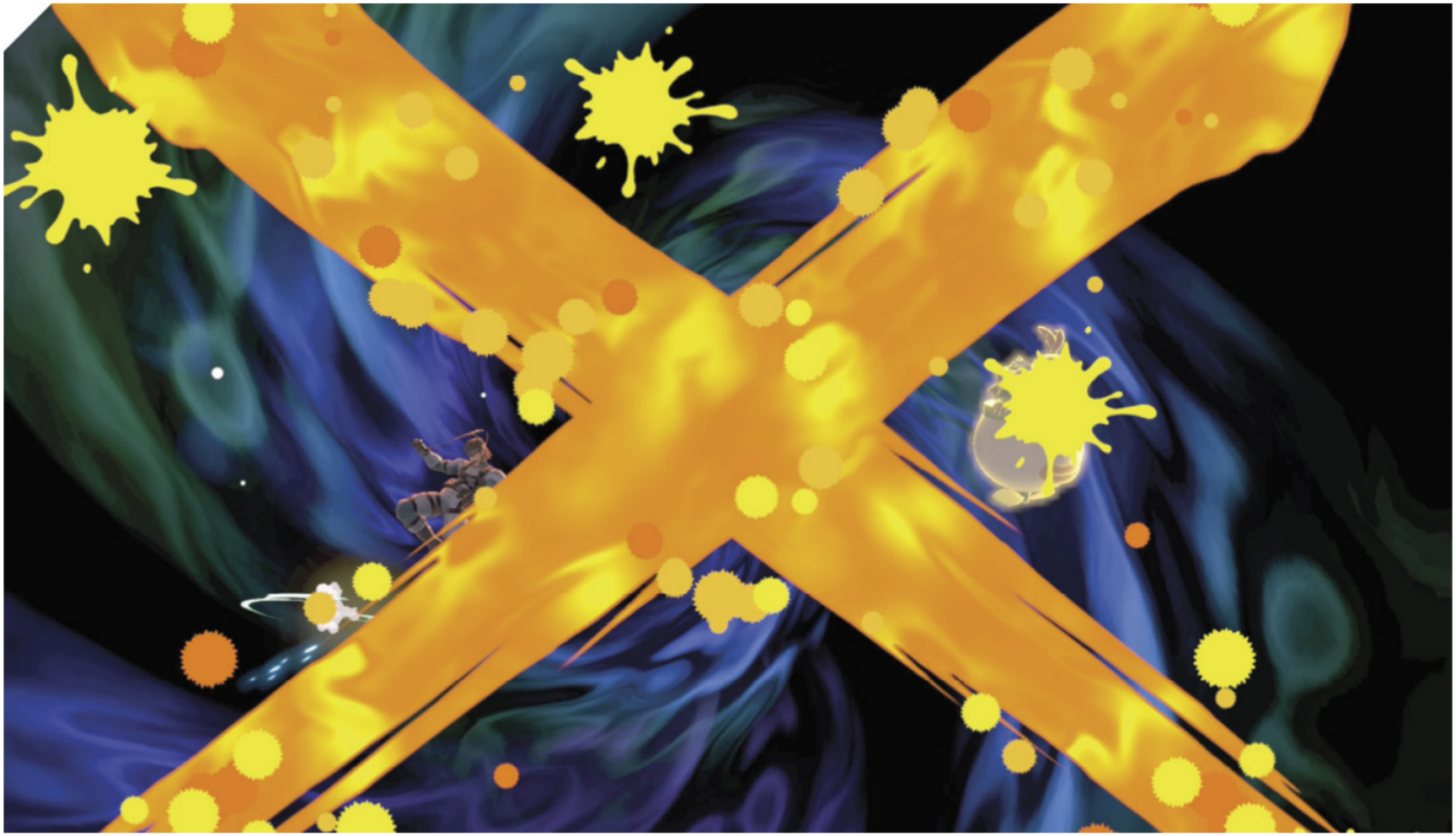
The driver ejects, rocketing upward while the car tumbles away smoking. The critical clown car acts as a downward-drifting explosive, bumping anyone in the way with a physical hit first, before violently exploding after falling as far as a jump's height. (Meanwhile, as the car falls and goes kaboom, the Koopaling hurtles upward and then falls, unprotected by the clown car.) Tap Attack or Special on the way down for a two-sided scepter swing, which hits first behind, then in front.

There are two ways to skip the landing lag after using Abandon Ship. One is to fall and grasp a ledge, in which case the car reappears while rising from the ledge. The other way is to get hit while falling as a carless Koopa kid. After the hardened hitstun portion of the attack is over, you can spring from a midair tumble with the usual attack/dodge options, even another up special launch. The damage on this attack is potentially huge if every part connects. You can drop a car onto someone with up special, then fast-fall as soon as possible with the hurtling Koopaling; if the car bops them, then launches with the explosion, they'll be hurtled along a trajectory that lets you catch them with a falling scepter swing, adding up to 33% damage!

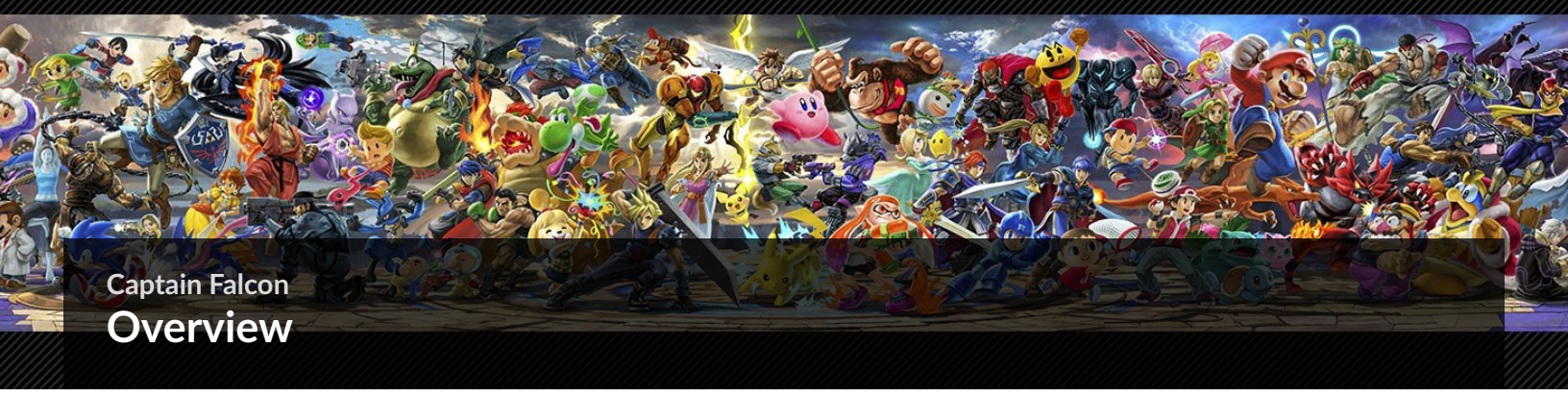
DOWN SPECIAL: MECHAKOOPA

Junior Clown Car deploys a mechanical Koopa explosive, which walks quickly back and forth on whichever platform it sets foot upon. Only one Mechakoopa can be on-screen at a time. It traverses back and forth for about five seconds before detonating automatically. If it's deployed in midair, the timer doesn't start until Mechakoopa hits a valid walking surface. If it gets close enough to a valid target, it latches on to them before exploding, launching the victim a good distance.

FINAL SMASH: SHADOW MARIO PAINT



With a Final Smash ready to go, a neutral special input slathers a gigantic shimmering X on-screen, courtesy of Shadow Mario. As this happens, the Koopaling and Junior Clown Car are ejected out the top of the screen, falling back down as Shadow Mario departs, having painted a huge part of the playing field. Enemies overlapped by the painted X take continuous damage. Since you're free to act on the way down, you can return to the fray and tack on extra hits while the Final Smash is still in progress.



Captain Falcon

Overview

Captain Falcon is an incredibly strong fighter with unconventional movement for someone of his size and weight. He has one of the fastest running speeds in the game, allowing him to weave in and out of combat, as well as a quick jump and fast fall trajectory that bolster his up air attack juggle game.

He has high-damage combos, particularly in his neutral air attack and up air "loops" (using the same attack back-to-back, racking up the combo and damage counter).

He has a remarkable ground game thanks to his dash speed and grab damage. Falcon's foes always need to have their guard up if they're going toe-to-toe with him on the ground. If they let him dash in, they have to worry about eating a down throw that leads into multiple neutral air attacks that carry them off the stage, potentially resulting in losing a stock as they're knocked into a blast zone.

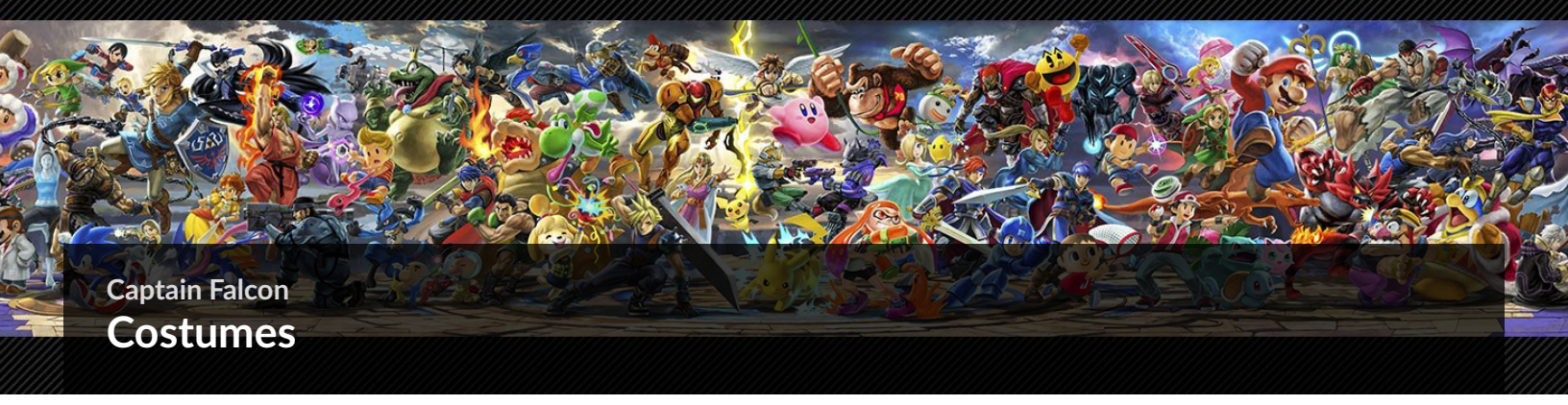
Not only does Falcon have an effective ground game, but his up air attack is one of the best, especially on platform levels like Battlefield where he can manipulate his landing time to overwhelm airborne foes with up air offense and loop combos.

He's not too bad on defense, either. If he's knocked offstage, he has two recovery specials that help him recover. One of them is an aerial grab attack that can punish shielding edge-guarding foes. But these special moves can be a bit predictable and linear, so astute and quick-witted opponents may be able to read them and punish their laggy landing windows.

CAPTAIN FALCON VITALS

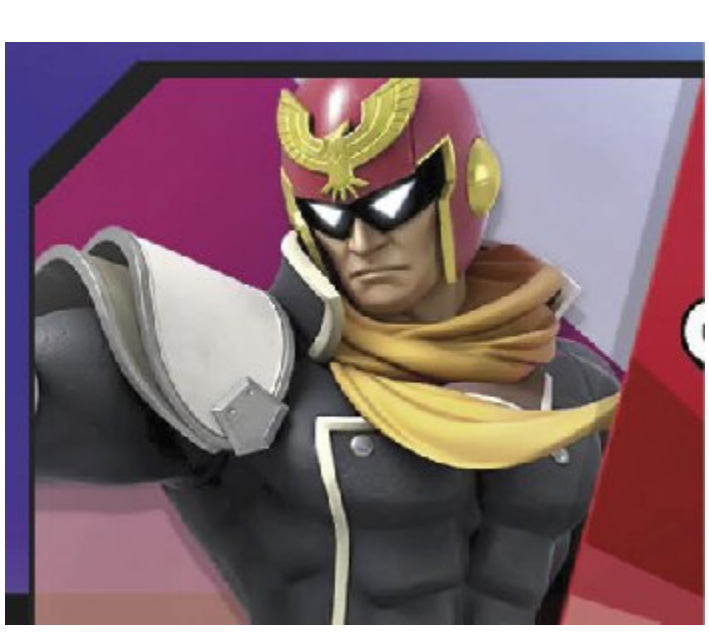
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	Yes
Wall cling:	No

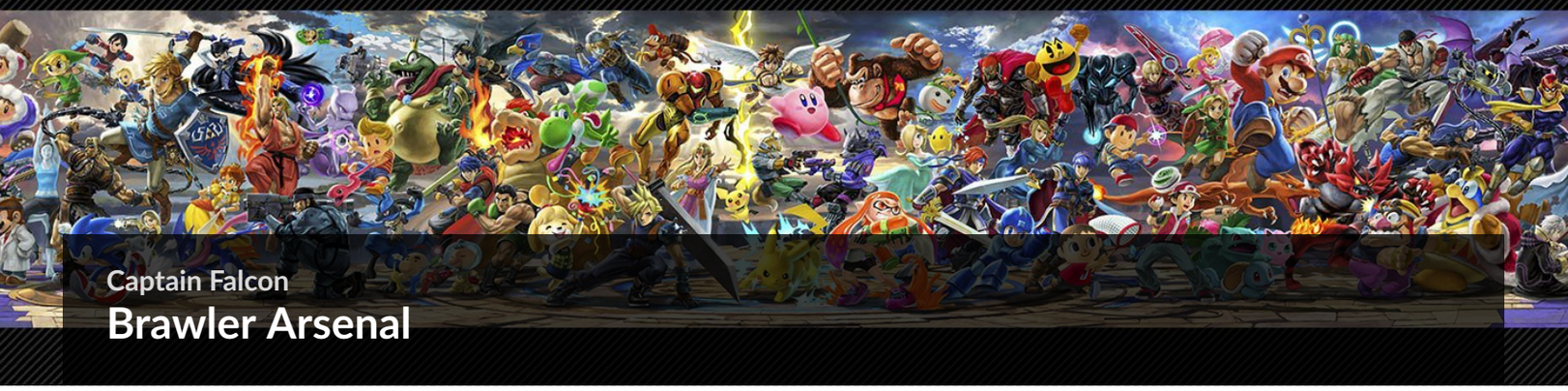
MOVEMENT RANKS	
Ground speed:	A+ (2)
Air speed:	B+ (11)
Falling speed:	A (6)
Weight:	B (18-21)



Captain Falcon

Costumes





Captain Falcon
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	1.5	Hold to repeat rapidly.
Neutral attack 2	1.5	—
Neutral attack 3 (lightning fists)	0.6xN, 3	Launches enemies up and away. Input attack rapidly to execute.
Neutral attack 3 (knee)	5	Launches away.

Captain Falcon checks the opponent with a swift jab, follows up with a right straight, then transitions into either a rapid-fire flurry combo or a driving knee launcher attack. The rapid-fire feature of Falcon's jab is effective for edge-guarding call-outs, and for deterring ledge-climbs and ledge-jumps. It's also on the faster end of the jab-speed spectrum, so you can punish most point-blank attacks coming out of your shield.

Neutral attack 3 rapid-attack (lightning fists) leads into solid damage and a far knockback, while neutral attack 3 (knee) is much safer when shielded (although still punishable).

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	10	Higher damage early. Launches up at a slight angle. Otherwise, knocks back.

From his speedy dash, Captain Falcon shoulder-charges the enemy and launches them up and away. Since most of Falcon's ground game is centered around his dashing grab, dash attack is your mix-up attack. For example, when your opponent is landing from the air and you're dashing at them, they may go into a reactionary offensive posture and try to hit what they think will be a dashing grab. If you time and space it correctly, you can beat out their air attack with your dashing attack, thanks to Falcon's extended horizontal hitbox.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	10	Intangible.
Wake-up attack (faceup)	6	Intangible.
Wake-up attack (facedown)	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	9	Can be angled up or down. Launches away, low knockback.
Up tilt	11	Meteor smashes. Bounces enemies upward at slight angle.
Down tilt	10	Launches away.

SIDE TILT

Captain Falcon performs a spinning side kick to the opponent's midsection, knocking them back. Falcon's tilt attacks are decent, but most of his ground game revolves around his grab. Side tilt can be used to stop and check enemy aggression, but your time and space are best left for dashing around and baiting out enemy attacks.

UP TILT

Captain Falcon raises his heel toward the sky, then drives it downward heavily into a nearby opponent's skull, slamming them into the ground and bouncing them into the air. Up tilt can meteor smash if Captain Falcon's heel connects with an airborne enemy. It has some uses as an edge-guarding spike attack against ledge jumps, and limited uses as an anti-air (your up air attack is much better).

DOWN TILT

Captain Falcon slinks down low and delivers a powerful leg sweep that sends foes flying back.

Down tilt lacks in overall speed relative to its damage and knockback effect. It doesn't generally lead into more damage, it's unsafe when shielded, and is a bit on the slower side.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	20	Launches up and away.
Up smash	12, 14	Launches directly above.
Down smash	14	Launches away. Clear-out attack. Attacks front, then rear.

SIDE SMASH

Captain Falcon musters power, then drives forward with an explosive backfist that launches enemies up and away with extreme force. This powerful fist attack is essentially a mini Falcon Punch. It starts faster, deals 6 less damage, but it's still unsafe to throw out randomly. You can use it to surprise foes dashing at you for a surprise KO at higher percentages.

UP SMASH

Captain Falcon launches a foe sky-high with two spinning heel kicks, one after the other.

The first heel kick extends a horizontal hit effect in front of you, making it a good retaliation option right after shielding laggy attacks. Alternatively, you can use up smash as an air dodge punish or a finishing move anti-air.

While it's not safe when shielded, it's at least a little safer than side smash.

DOWN SMASH

Captain Falcon punts the area in front of him with a heavy toe kick, then turns around with a rear back kick.

If spaced to connect at max range, down smash can be relatively safe, but it's best used to clear out multiple foes around you or as a punish attack against a roll if you make the right read on your opponent's evasive movements.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	7.5	Forward throw.
Back throw	7.5	Backward throw.
Up throw	9	Launches foe into potential juggle position.
Down throw	6	Launches up and away, low knockback.

GRABS

Captain Falcon reaches out and quickly scoops an enemy into a grapple. Captain Falcon's forward throw is a fierce gut punch that launches away while his back throw is a high-powered rear kick that blasts his foe behind him into the sky.

His up throw is a vertical-launching palm strike that sets up for juggle mix-ups with his incredibly effective up air anti-air.

Most of your throw damage (and potentially most of your overall damage) comes from your down throw. Against low- and medium-percentage foes, down throw usually guarantees a follow-up neutral air attack combo, and potentially an additional dashing hop up air attack after that.

After you execute the down throw, immediately dash in, then short-hop neutral air attack, fast-fall, then dash in and up air.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	4, 6	First hit knocks up. Second hit knocks back.
Forward air attack	22	Knocks back. High damage early, low damage late.
Back air attack	13	Deals more damage with early hit.
Up air attack	10	Low knock-up. Deals more damage point-blank.
Down air attack	14	Tip of attack meteor smashes.

NEUTRAL AIR ATTACK

In midair, Captain Falcon performs a double spin kick combo, hitting foes in front of him. Neutral air attack is one of your staple air attacks, both as a poke and for combos and juggles. Its speed and comboability are remarkable in almost every way. It has relatively low air lag (so you can perform multiple neutral air attacks in a single jump), its landing lag isn't too punishing, and you can chain multiple neutral air attacks against low-percentage foes.

Against medium-sized fighters, you can dash in with a short hop rising neutral air attack, fast-fall, dash in again, short-hop rising neutral air attack, fast-fall, then repeat the sequence one more time for a six-hit guaranteed combo (works against Mario-sized fighters at 15%).

As a neutral attack, you can use it as a deep jump-in attack or an anti-air (although up air attack is generally better).

FORWARD AIR ATTACK

While flying through the air, Captain Falcon extends a persistent knee attack, knocking away foes he encounters. During it's first active frame, the knee is a powerful sweetspot. Captain Falcon leaves his knee out for a considerable amount of time as he jumps through the air. Although it doesn't have great range, it's a solid attack for descending on foes, thanks to its persistent effect. You can use it from the peak of a jump, then cancel into a fast fall for a strong air-to-ground attack. Against lower-damage foes, you can combo into a jab.

Forward air attack has more landing lag than neutral air attack, so it can leave you slightly vulnerable if you whiff with it. It's relatively safe when shielded (especially if you pass through your opponent).

BACK AIR ATTACK

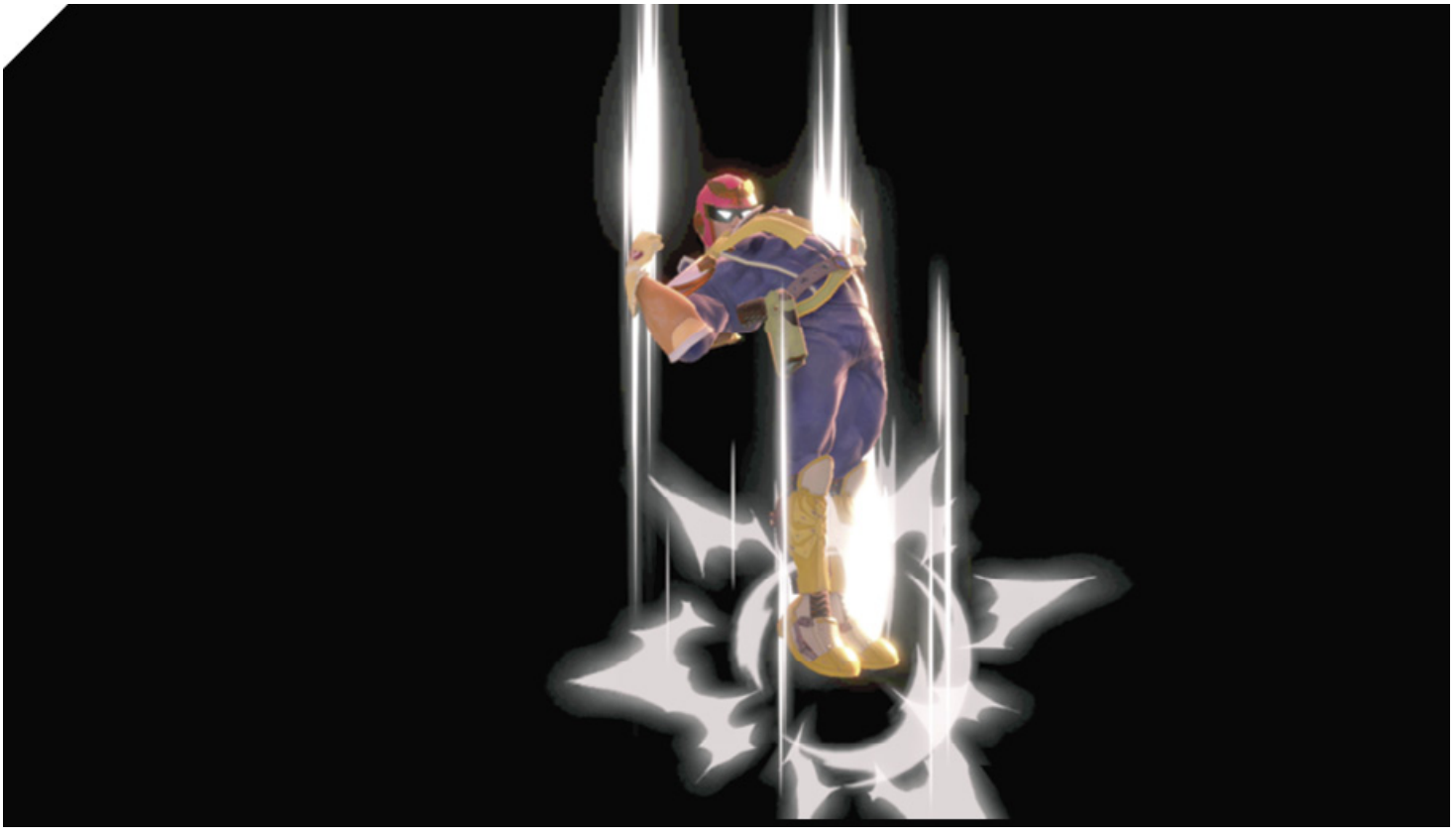
Captain Falcon turns around and backfists an enemy behind him while in midair, knocking them back. This is a conventional edge-guarding finisher that can be used as an air-to-ground jump-in attack. Its air lag is short, so you can use it multiple times in one jump. While it's not as versatile as up air attack, it's better for attacking foes who are level with you in the air.

UP AIR ATTACK

While airborne, Captain Falcon does a somersault flip kick, popping foes overhead higher into the air. Captain Falcon's up air attack is an outstandingly fast up air attack. It starts up quickly, ends quickly, and allows you to chain multiple up airs together. In some cases, you can land three up air attacks as a guaranteed combo. As an air-to-ground attack, it whiffs against many fighters, potentially hitting medium-sized ones (although that can be difficult), leading into a neutral air attack or up air follow-up.

While your opponent is airborne and anywhere near you, always be thinking about going for up air loops.

DOWN AIR ATTACK



Captain Falcon drives both feet downward with incredible might, dunking them down into the ground or into a blast zone.

Down air attack is specifically used to finish off opponents offstage. Its start-up and short active window can make it challenging to hit, though.

SPECIAL MOVES

SPECIAL MOVES

MOVE	DAMAGE	NOTE
Neutral special	25 (28 when changing direction)	Change punch direction by turning immediately after inputting Special.
Side special	10	Launches up and away for potential follow-up. Brief super armor as Falcon begins uppercut. Air version causes meteor smash.
Up special	5, 13	Air grab. Successful hit resets air special limit.
Down special	15.0	Launches up and away. Early hit deals more damage. Cannot special-reverse.

NEUTRAL SPECIAL: FALCON PUNCH

Captain Falcon's renowned Falcon Punch starts with a lengthy windup charge. After a full second of gathering power, he thrusts forward and delivers a fistful of Falcon energy, obliterating a nearby foe. Falcon Punch is solely used for hard-read punishes. In other words, you can only use it if you predict that your foe will end up in front of you whiffing an attack or performing some kind of sluggish recovery move (such as a ledge climb). It takes a full second to activate, and missing with Falcon Punch can get you punished by a smash or dash attack. It deals significant shield damage, but it's also punishable when shielded.

As soon as you begin the attack (neutral special, then immediately begin holding the opposite direction), you can change its direction to launch the punch behind you, dealing extra damage.

SIDE SPECIAL: RAPTOR BOOST

On the ground, Captain Falcon charges forward and delivers an armored uppercut attack that launches foes into the air, primed for a potential follow-up attack. While airborne, Captain Falcon's Raptor Boost is a punch attack that spikes enemies downward.

Like Falcon Punch, Raptor Boost leaves you vulnerable if it's whiffed or shielded. Against good players, it's best left as a versatile offstage recovery tool. Be careful, because if you miss with it in the air, you're left in a helpless falling state until you touch ground.

UP SPECIAL: FALCON DIVE

Captain Falcon propels himself into the air with an explosive jump. As he rises into the sky, he grabs the first foe he contacts, then springboards off them, launching them away. You can alter your trajectory during your ascent, albeit slightly. Hold the control stick toward the Captain's back during his brief crouching window to change your flight direction.

Falcon Dive is considered a grab, so it can't be shielded by foes above you. Enemies standing in a shielded defensive posture on a platform (or ledge) above you are prime targets for Falcon Dive. Smart opponents know this, so keep an eye out for potential baits. If they dodge the attack, they can punish you heavily.

Mix up your Raptor Boost and Falcon Dive timings while you're offstage to confuse your edge-guarding foe. If you can bait the enemy into standing close to the ledge, you can potentially grab them with Falcon Dive, which takes you to safety while dealing some damage at the same time.

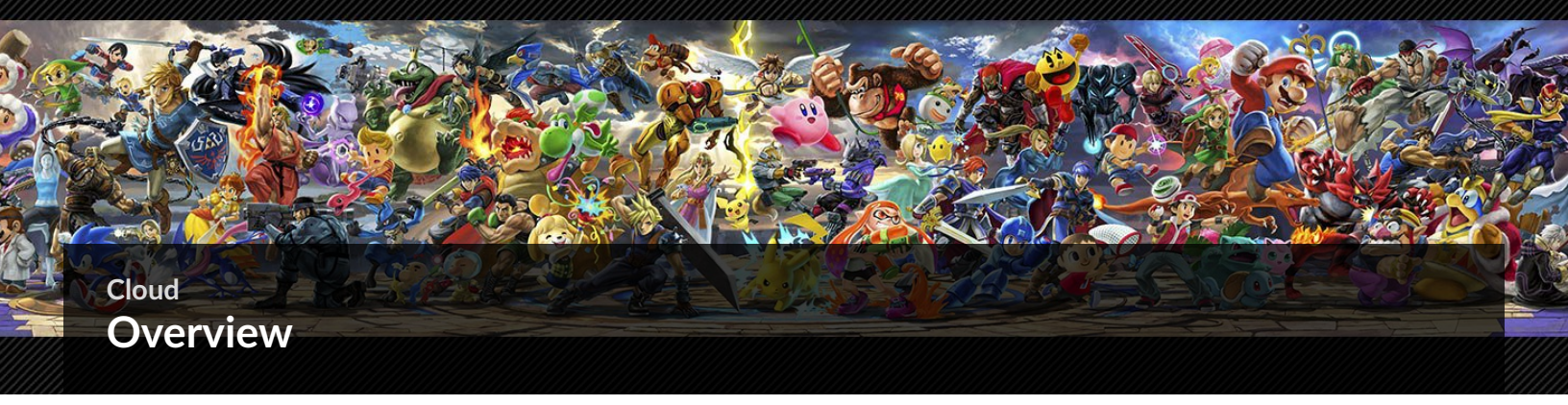
DOWN SPECIAL: FALCON KICK

Engulfed in flames, Captain Falcon soars forward with a flying kick that not only sets foes ablaze, but sends them hurtling through the air. When performed in the air, Captain Falcon descends with a stall-then-fall-type dive kick attack at a down-forward angle.

This is one of Captain Falcon's most unsafe attacks when shielded. Shielding opponents recover well before your ending lag even begins, so they can run up to punish you with a dash attack, a grab, or even a ranged smash attack. This goes for both the ground and aerial versions. Use Falcon Kick sparingly, if at all, when fishing for a hit.

FINAL SMASH: BLUE FALCON

The Blue Falcon races directly in front of the Captain, striking opponents and launching them to a racetrack where an F-Zero machine is waiting to run them down.



Cloud

Overview

Cloud is a heavyweight fighter with powerful aerials and a unique set of special moves, many of which are based on his iconic attacks from the Final Fantasy VII series. His Buster Sword naturally grants him astonishing range and priority, as most of his attacks extend massive hitboxes while minimizing his vulnerability. True to form, he can unlock a powered-up mode by filling his Limit Gauge. When this gauge is full, Cloud's overall movement speed increases, but more importantly, he unlocks additional special attacks that inflict massive amounts of damage, all with high launching power. Cloud's strengths center around his damage output, overwhelming aerial neutral game, and threatening Limit Break attacks.

One of your sub-objectives with Cloud is to create space to charge up your Limit Break (down special), especially if it's close to max. Anytime you earn a launch, an offstage throw, or if your opponent is playing timidly, you can charge a bit of your Limit Break until your opponent reacts to it. The threat of your powered-up special attacks generally forces the enemy to go aggressive, so you can think of your down special as a sort of stage-control "attack" (although stay sharp and be quick to cancel out of it if you're in a tight spot). You can cancel Limit Charge in a number of ways: inputting down special (allows you to almost immediately attack), rolling, shielding, and jumping.

When dancing around foes fishing for a hit, focus on spending time airborne and "walling" out enemies with your Buster Sword. Fighters who don't have extended attacks (i.e., those without weapons) have trouble dealing with Cloud's aerial assault since his Buster Sword is essentially unchallengeable when swung. Mastering Cloud's fast fall and double jump techniques is key to winning the neutral game. These techniques include fast fall into neutral air attack and up air attack, forward air attack canceled into fast fall, and jump neutral air attack into double jump down air attack.

Once you gain an advantage, you can follow up with a dash-in mix-up with your dashing attack, up tilt, and grab. If you score a launcher-type attack like up tilt or up air attack, you can apply an incredibly strong juggle-trap pressuring game using your up air mixed up with air dodge baits and shield-grab punishes. Once you take and deal enough damage, you can cap off your Limit Gauge to unlock upgraded special moves that can be used to efficiently KO your opponents. Limit Break Blade Beam and Climhazzard are particularly effective.

Although Cloud's main weakness is his recovery game, he has a few tricks up his sleeve that allow him to alter his flight trajectory. Air Blade Beam and air Cross Slash prolong his airborne state a bit, and Climhazzard allows him to launch high for a ledge grab, with Limit Break Climhazzard extending its range (allowing you to grab on to a ledge without overextending).

Cloud has remarkably quick pivots and dash bursts, so he's able to dash-dance efficiently. If you input repeated left-right flicks with the control stick, you can dash around back and forth, feinting your approach and tricking the enemy into committing to an attack you can capitalize on.

CLOUD VITALS

MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	Yes
Wall cling:	No

MOVEMENT RANKS	
Ground speed:	B (12)
Air speed:	B (19-24)
Falling speed:	B- (25-26)
Weight:	B- (25-26)

CLOUD'S LIMIT BREAK DETAILS

Charging Limit Break from empty to full requires around seven seconds of Limit Charge, assuming no interruptions.

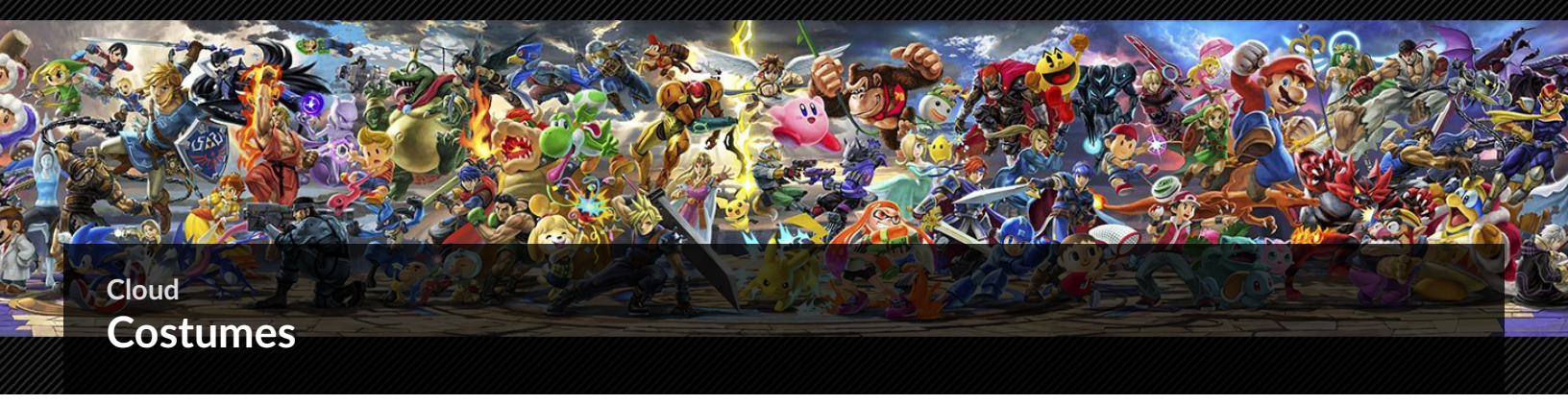
Cloud receiving damage from an enemy increases his Limit Gauge. A full gauge equates to roughly 100% damage taken. Taking damage while charging it reduces his gauge (unless it's fully maxed).

Dealing damage fills the gauge. Requires dealing 150% to enemies to fill it entirely.

While the Limit Break is maxed out and flashing, Cloud's mobility is enhanced: his dash speed increases by 20%, air velocity increases by 20%, fall speed increases by 10%, and walk speed increases by 15%.

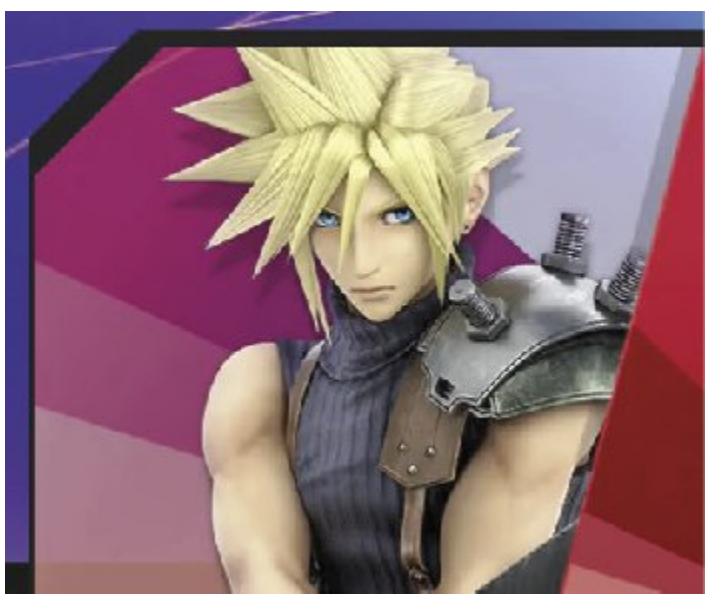
Limit Break power-up lasts for 15 seconds, so you can't keep the buff forever.

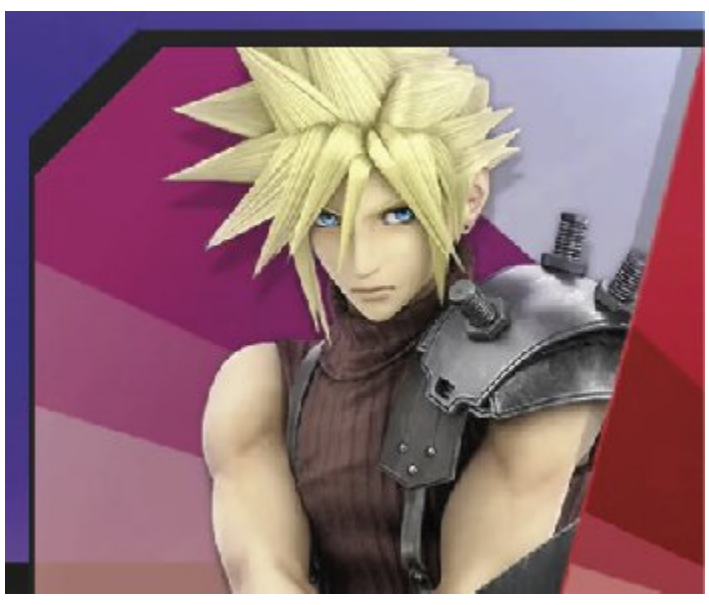
If Cloud is KO'd, the gauge is reset to zero.

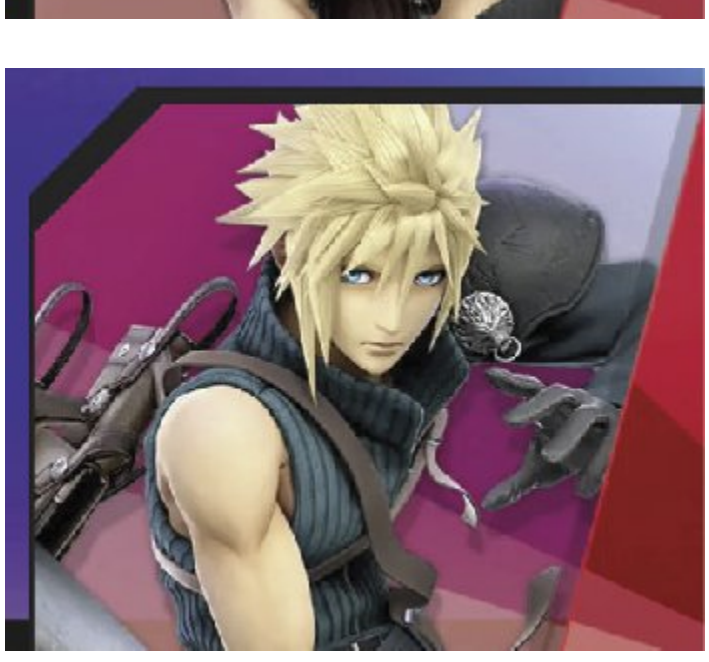


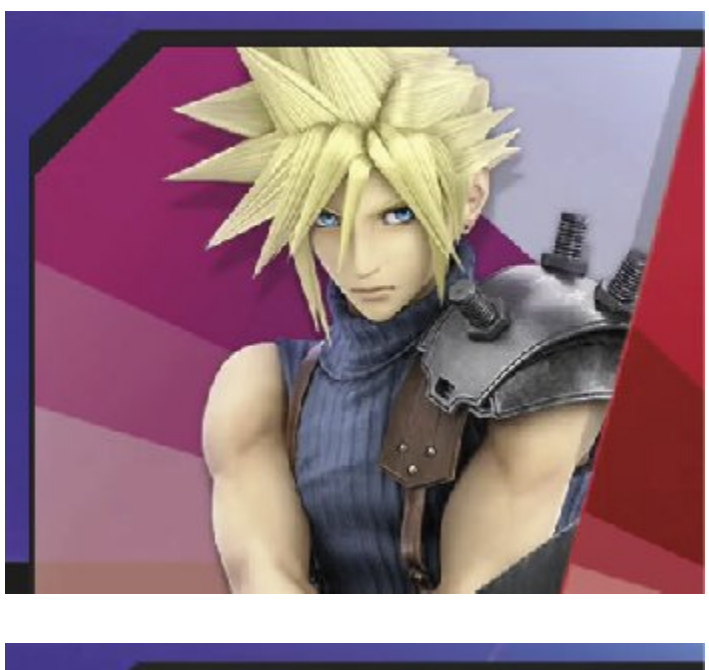
Cloud

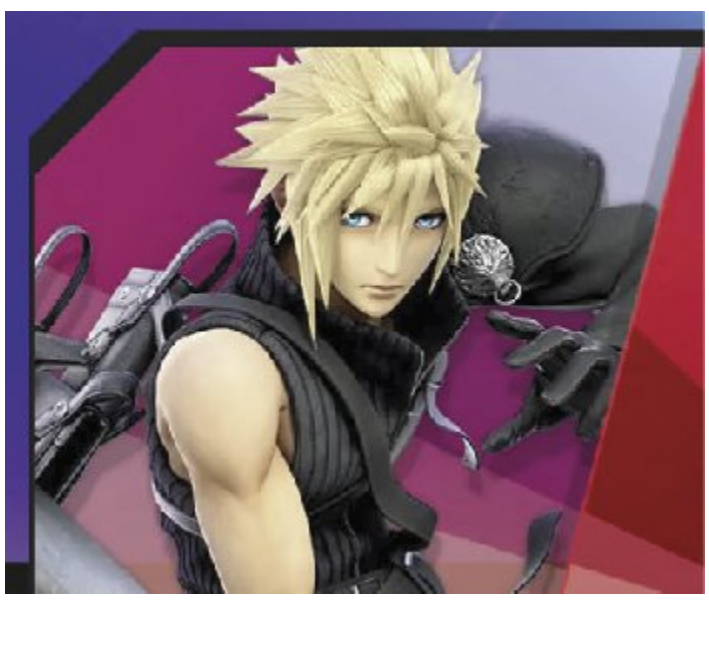
Costumes

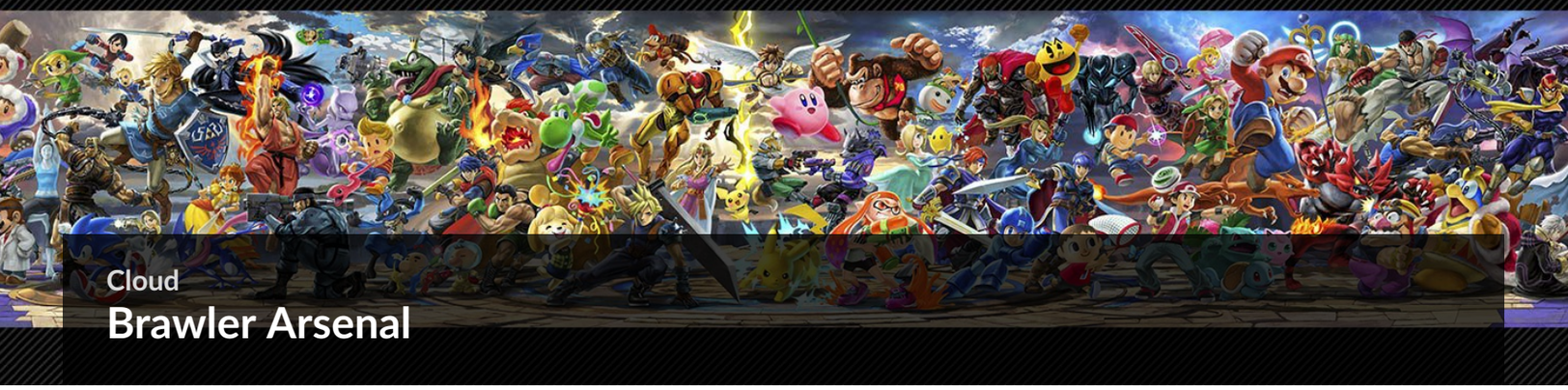












Cloud
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2.5	Hold to repeat attack.
Neutral attack 2	2	—
Neutral attack 3	3.5	Launches away.

Cloud delivers a thrusting side kick with his left leg, then another with his right, finishing the three-hit sequence with a horizontal outward slash that sends foes flying away. Cloud's jab combo can be jab-canceled quite early. Hold the down direction on the left control stick during the second attack, and as soon as the animation ends, release Crouch to perform another neutral attack 1. You can use this outside your opponent's reach to bait them into dashing at you, punishing them with your quick kick attack combo.

For the most part, Cloud's jab combo isn't particularly strong as a neutral-game attack, especially since his aerial attacks cover much more range while leaving you safer. Neutral attack should be used sparingly, mostly as a fast poke to deter foes against advancing from dash distance.

Against low-percentage foes, many of Cloud's combo-starting attacks like up air attack don't have high launching power, so if you hit with an attack that pops enemies up low to the ground, you can usually go for a neutral attack hit-confirm combo.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	11	Launches up and away, high launch power. Early hit deals more damage.

Cloud uses the momentum of his speedy dash and holds out the Buster Sword as if it were a shield. Enemies hit by it are launched high into the air.

While Cloud's dash attack is unsafe when shielded, its active window persists for a long time (a sixth of a second!). This makes it an excellent punish attack against spot dodges, air dodges, ledge jumps, and tech get-ups. You can use it to follow up some of your throws as a mix-up option, alternating between dash attacks, dashing grabs, empty jumps, and short hop neutral air attack.

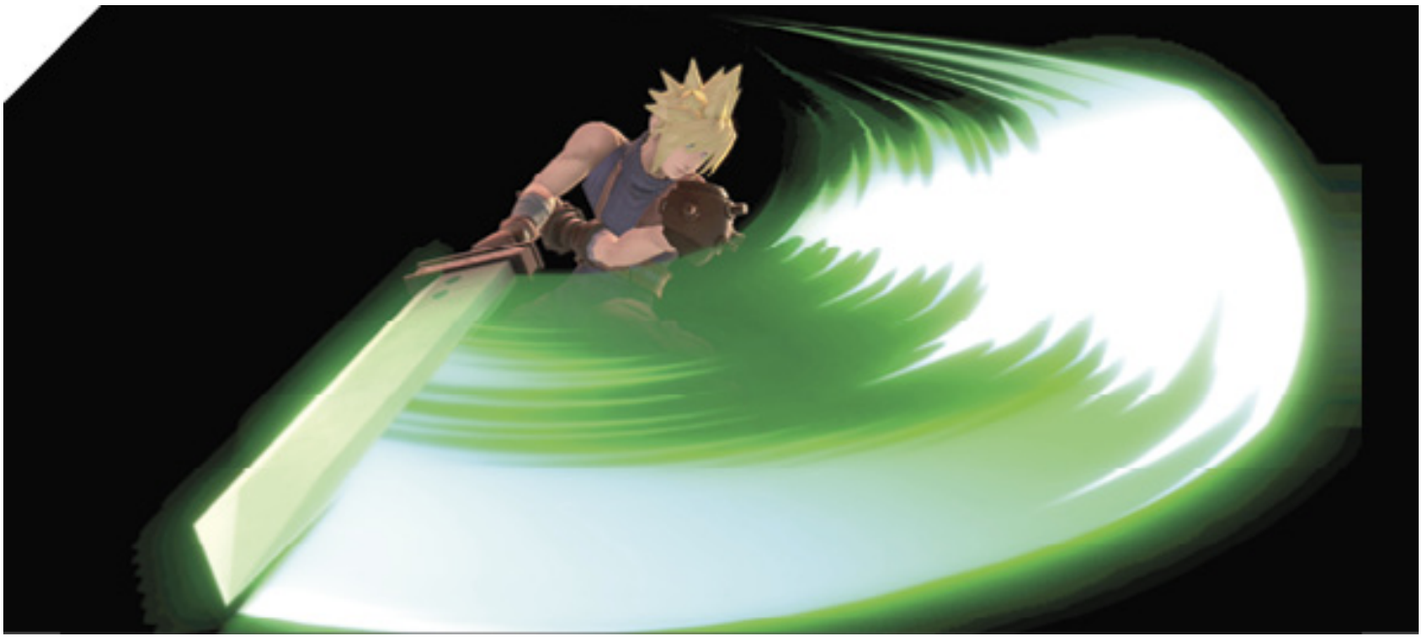
DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	10	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	11	Knocks away.
Up tilt	8	Knocks directly above for potential follow-up.
Down tilt	7	Launches directly above. Knee intangible (mid-hurtbox).

SIDE TILT



Cloud takes a big swing at the area in front of him with his Buster Sword. The hit effect covers a massive area height-wise, from Cloud's knees to just above his head. Side tilt boasts a massive frontal hitbox and increased range over Cloud's jab, but has a short active window. You can use it to deter advancing foes and punish whiffed attacks from outside your neutral attack range. It deals good damage, and at around 40%, it can knock down, forcing a tech get-up situation you can take advantage of. For extending and finishing combos, Cross Slash is recommended over side tilt.

UP TILT

Cloud brings the Buster Sword behind him, then performs an upward slash that arcs above and ends in front. On hit, it knocks foes up into the air, allowing for a potential follow-up attack (such as another up tilt, or an up air attack).

Up tilt is a staple ground attack; it has a pronounced upward hit effect with some horizontal reach, hitting grounded foes nearby (just within your jab range). At low percentages, it usually knocks up enough to guarantee a follow-up up tilt, into a potential hop buffered into up air attack. Its launch trajectory is ideal for setting up Cloud's up air juggle traps since it knocks enemies vertically and inward (toward you).

While it's punishable when shielded, you can often poke with it to test your opponent's defensive response. It's fast, so the enemy has to be pre-emptively shielding. And it can hit behind you, so it's a strong option for retaliating right after blocking an enemy crossing you up or hitting from behind.

DOWN TILT

Cloud slides forward quickly with a sweeping kick attack that launches foes directly into the air above. If Cloud hits with the tail end of the attack, you can follow up with an up tilt for a guaranteed combo (at lower-percentage ranges).

Down tilt can be used as a gap-closing whiff-punishing attack, thanks to its remarkable start-up speed and high forward travel velocity. On hit (early or late), it propels the enemy straight into the air for a prime juggle-trap opportunity with Cloud's powerful aerial attacks.

If you hit with the tail end of the attack, you can combo into up air attack from low-to-mid-damage ranges. Its low-profile and minor intangibility make it a strong option against retreating short hop attacks.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	3, 4, 13	Launches away, high launch power.
Up smash	13	Launches up and away at very slight angle.
Down smash	3, 11	First hit pulls in. Second hit knocks away.

SIDE SMASH

With the Buster Sword in his right hand, Cloud winds up and delivers a potent horizontal slash attack combo. The first hit staggers grounded foes, setting them up for two more strikes, each strike increasing in range. The last hit launches the enemy away. This is Cloud's most damaging smash attack, so naturally, it starts up slowly and it's unsafe when shielded or whiffed. If you can make a hard read on an opponent's attack or recovery (especially near a side blast zone), you can KO foes as early as 70%. Otherwise, you're left vulnerable to almost any kind of reprisal if you miss.

UP SMASH

Wielding the Buster Sword with both hands, Cloud performs a heavy slash aimed up above him. It starts by covering the area in front of Cloud, then swings and arcs behind.

Up smash is Cloud's most versatile smash attack due to its hit coverage and decent speed. While it doesn't deal as much damage as his other smash attacks and has some end lag, its high-priority hit effect makes it a strong finisher attack against very high-percentage foes, especially if you use it as a reactionary attack to fend off aggressors coming in from a dash or the air.

It can be used to extend low juggle combos in certain scenarios, such as off of a late-hit up tilt or deep up air attack.

DOWN SMASH

Cloud leans low to the ground with a low-profile attack, striking the enemy's feet with the hilt of his Buster Sword. The first attack pulls the enemy in while the second attack knocks them away behind Cloud. Although down smash is relatively quick to start, it leaves you at a severe disadvantage when shielded. It can be used to extend specific low-altitude juggle combos, but it should be left out of your neutral-game arsenal.

The rear hit effect can be used to deter enemies pursuing you on the ground, but if they short hop toward you, you're in a lot of trouble, so it's generally safer to go with short hop back air.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	7	Forward throw. Can cause knockdown.
Back throw	6	Backward throw. Can cause knockdown.
Up throw	8.5	Launches up and away at slight angle.
Down throw	7	Knocks up and behind at slight angle.

GRABS

Cloud's grab speed is below average, and its range is relatively lackluster (about half the range of his max jab range). He also doesn't get any guaranteed damage off his throw follow-ups. His front and back throws don't have much launching power and leave the enemy relatively close. At certain percentages, front throw can force a tech get-up and knockdown situation you can capitalize on with a dash attack.

Off of down throw, you can potentially punish with a down-back buffered down tilt sliding attack if your opponent tries to go for an "auto-cancel" landing recovery. If they perform a tech, your slide animation ends early enough for you to go for another grab as they recover. An effective tactic is to simply follow up your down throw with a dash into a shield, baiting out falling attacks that you can shield-grab.

Up throw launches the enemy up and slightly away at an angle, but Cloud isn't actionable early enough to capitalize with a guaranteed combo, especially if your opponent shuffles away. Your next-best option is to chase them down with a juggle-trap mix-up using up air attack and forward air.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	8	Knocks back.
Forward air attack	14	Knocks up and away. Max damage with tip at slight angle.
Back air attack	13	Knocks back.
Up air attack	11	Launches directly above for potential follow-up.
Down air attack	15	Early hit causes meteor smash.

NEUTRAL AIR ATTACK

While jumping, Cloud swings the Buster Sword in a circular motion all around him. The attack begins behind him, arcs above, and swings back around, ending where it began. This 360-degree attack is relatively fast, has moderate end lag, and a low amount of landing lag. These features make it Cloud's best non-Limit Break attack.

It's a superb anti-air thanks to its superior hitbox coverage. It can catch enemy double jumps and short hops as well as hit grounded foes during your descent.

When your opponent is at a high enough percentage, neutral air attack's knockback effect becomes more pronounced, allowing you to use it to start combos and tech get-up traps. Against foes around 60% damage, you can connect with a deep neutral air attack, then dash in and go for a dash attack. If the enemy techs, they'll eat the dash attack when they recover. If they don't tech, they take the damage anyway as a two-hit combo.

FORWARD AIR ATTACK

Cloud descends on the enemy with a mighty down-forward swing of his Buster Sword. It has a small sweet-spot meteor hitbox out in front, slightly below the middle of the slash effect. On hit, forward air attack knocks enemies up and away, and if you hit it deep enough during your hop, you can potentially follow up with a down tilt for a guaranteed combo.

Forward air attack can be used as a powerful air-to-ground attack by fast-fall-canceling it from a jump. If timed accurately, it's safe when shielded, even against some shield grabs! This means you can usually go for fast fall forward airs into a neutral attack follow-up (by holding down the Attack button for an auto-buffer) to punish foes trying to shield-grab you out of your aerial attacks!

Against very low-percentage foes, you can hit a deep forward air into either a neutral attack combo or a much more damaging Cross Slash follow-up (this sequence deals over 40%!). If you hit from max forward air range, you can combo into down tilt or Climhazzard. To time the fast fall forward air, at the apex of your jump, perform a forward air (preferably with the control stick) and then tap down on the control stick to fast fall. If you execute it correctly, you only see a glimpse of the sword's slash effect.

Against lightweight fighters and when forward air attack packs a much higher launch power, you can follow it up with dash-in up tilt, followed by an up air attack.

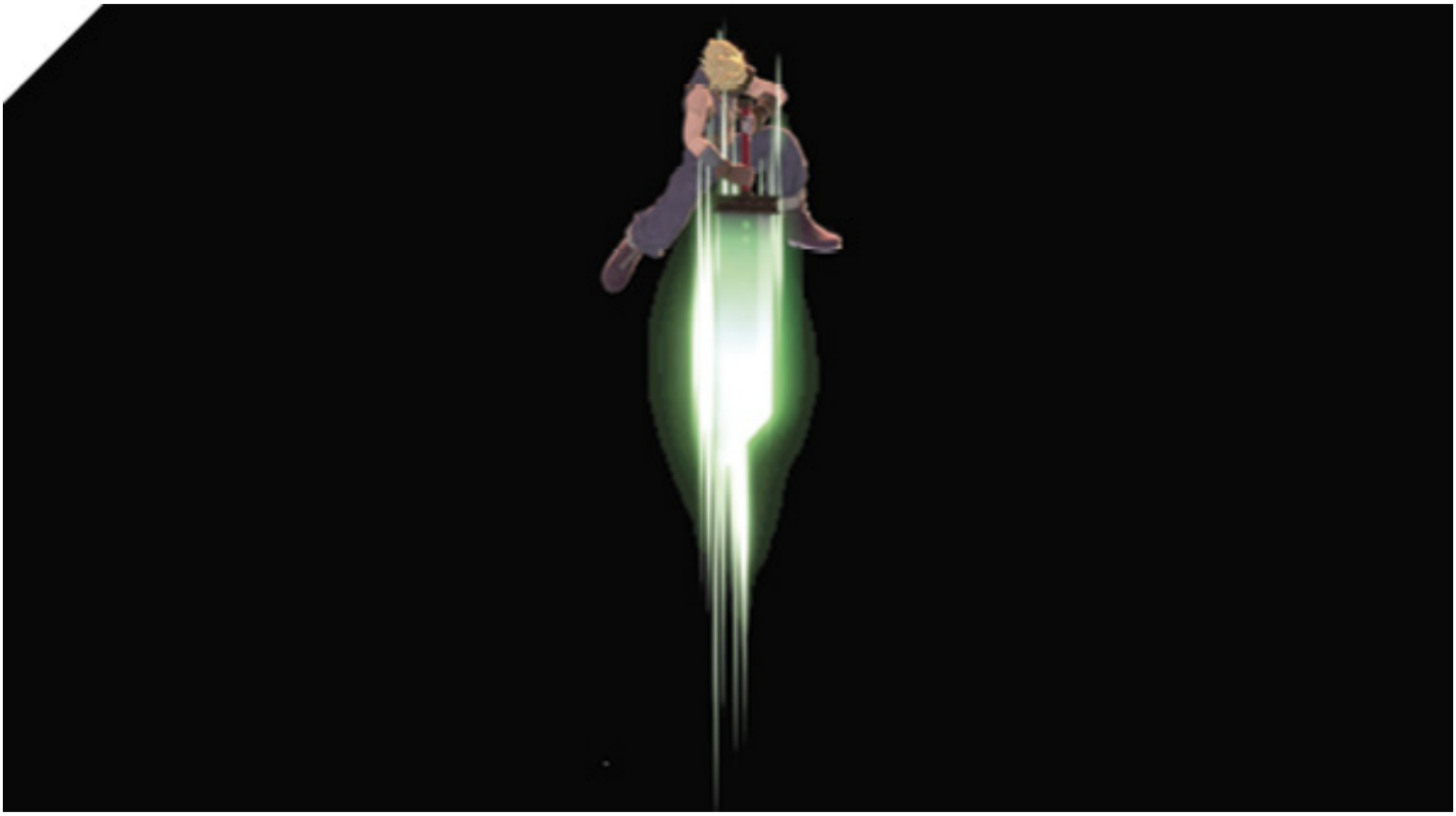
BACK AIR ATTACK

Cloud performs a rear Buster Sword swing behind him while he's midair, potentially staggering grounded foes (if their damage is low). If it hits an airborne foe, they're knocked away. Cloud's back air has the least amount of landing lag, so it's an excellent air-to-ground attack when your back is facing the enemy. Against low-damage foes, you can combo a deep back air with Cross Slash. At higher percentages (~30%), when enemies are knocked up from back air, you can combo with a dash attack. But for the most part, back air is primarily used as an edge-guarding tool to knock out offstage foes against a side blast zone.

UP AIR ATTACK

While airborne, Cloud holds the Buster Sword over his head perpendicular to the ground and thrusts it upward for a wide horizontal attack that knocks foes directly over him. Against taller foes, you can hit with up air attack if timed and spaced so that Cloud begins raising the sword while at a low altitude. On hit against low-percentage foes (around 30%), you can combo into up tilt and potentially into an up air after that. Or to keep it simple, perform your Cross Slash combo immediately after hitting with up air. At near-knockout percentages, you can go for up air into Climhazzard if your opponent is near the upper blast zone.

DOWN AIR ATTACK



Cloud drives the Buster Sword straight down beneath him while he's midflight. The initial thrusting motion meteor smashes foes, while the remainder of the attack's persistent downthrust effect launches them up and away, allowing for a potential follow-up attack.

Down air attack is incredibly unsafe when shielded unless you connect with it at a low altitude, and only if you cross over the enemy.

It's primarily used as a KO attack for its meteor smash effect in order to finish off recovering foes near the ledge. It has considerable air-lag time and landing lag. If you're going for an offstage meteor smash, ensure you don't use your double jump before sticking out down air since you need it to return to the stage.

With perfect execution, you can jump into a down air attack without receiving the landing-lag penalty. It's difficult to perform, but if you full-hop into an immediate down air, you can land on the enemy and then become immediately actionable, allowing you to follow up with a guaranteed attack while the foe flies through the air (in some cases, you can get an up smash follow-up).

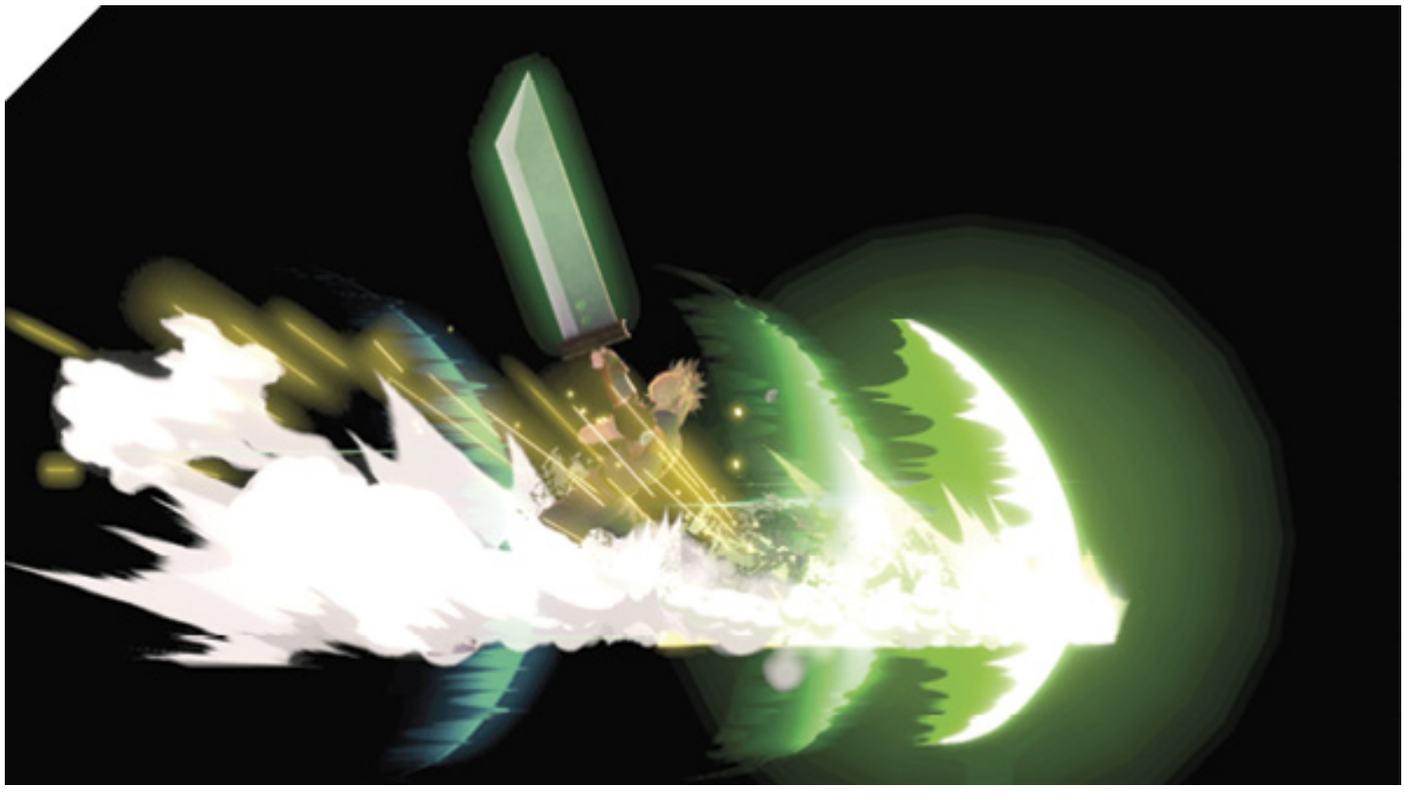
Alternatively, you can use down air as a follow-up to a full-hopping neutral air attack. After a jump neutral air attack, double-jump and immediately transition into down air to descend on pursuing foes beneath you and extend a high-priority attack they must deal with. If you're at a high enough altitude, you'll be actionable before you touch the ground, mitigating your landing lag.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	Grounded: 8, Airborne: 6.4	Knocks back. Damage falls off with distance.
Neutral special 2 (Limit)	Grounded: 6, 2x5, 3, Airborne: 4.8, 1.6x5, 2.4	Intangible before release. Launches up and away, high launch power.
Side special	4, 3, 3x2, 6	Final hit of third input launches up and away.
Side special 2 (Limit)	5x2, 3x2, 10	Intangible before hit. Launches up and away, high launch power.
Up special	3, 4, 4.5, 3.5	Final hit of second input launches up and away.
Up special 2 (Limit)	6, 7, 4.5, 3.5	Intangible before hit. Launches up and away, high launch power.
Down special	—	Cancelable by dodge, shield, jump, or roll. Requires 6.5 seconds of charge (empty to full).
Down special 2 (Limit)	1	Low damage, extremely high launch power. Outward windbox at end of move.

NEUTRAL SPECIAL: BLADE BEAM



Cloud drives the Buster Sword along the ground, generating a massive energy wave that travels horizontally a long distance. If it hits an enemy, it knocks them back. Blade Beam is a one-hit projectile that provides horizontal stage control. While it can easily be eaten by stronger projectiles, it's an important tool in Cloud's arsenal, as it gives him a way to force reactions from timid foes. Its relatively slow travel speed is a double-edge sword; while it's easy to react to with projectile-reflecting specials, its on-screen presence allows you to use it as cover for a follow-up assault. Against fighters who can't deal with projectiles easily, you can throw out a max-range Blade Beam and follow it up with a dash-in mix-up (alternatively, you can start charging your Limit Gauge).

If Blade Beam is thrown out midair, Cloud's trajectory can be slightly influenced by holding left or right on the control stick. This special can be special-reversed, meaning if you input neutral special and then immediately flick the control stick in the opposite direction, you can fire the Blade Beam the other way. You can use this midair to reverse your trajectory abruptly.

Blade Beam's Limit Break version has a brief intangibility window before it's released. It deals much more damage, neutralizes most incoming projectiles, and causes much more knockback, potentially KO'ing foes at higher percentages. It's particularly effective against enemies recovering offstage since it's a huge projectile attack that's difficult to avoid. You can hit someone off into a side blast zone or slam them into a wall with an in-facing offstage Blade Beam attack, ping-ponging them off the stage.

SIDE SPECIAL: CROSS SLASH

Cloud performs his signature Cross Slash combo attack, a five-hit sequence that inflicts immense damage and launches the opponent up and away. Cross Slash is a three-input attack, but unlike most neutral attack combos, you can only transition into the second and third attacks if you connect with the first one (hit or shielded). The first and second hits pop the enemy up a bit. It's important to note that you can be punished if the first or second hits without following up into the rest of the combo, since the opponent can act almost immediately while they're falling from the attack and you're still in your swinging animation. Essentially, if you hit with it, go ahead and execute the whole combo since there's no reason not to.

When Cross Slash is shielded, it's punishable, but you can delay the follow-up attacks to punish the enemy for mistiming their shield grab or for dropping their shield too early (also known as a frame trap).

The Limit Break version of Cross Slash requires only one input. Cloud performs the full combo, regardless of whether the opponent is hit or not. It's unsafe when shielded, but it deals much more damage and has a bit of intangibility before it hits.

Cross Slash can be used to follow up knock-up combo-starters or punish laggy moves and ledge-recovery options.

UP SPECIAL: CLIMHAZZARD

Cloud drives his Buster Sword forward into the enemy, then launches himself sky-high, taking the enemy with him into the air. He finishes the sequence with a helm-breaking dive attack, smashing the opponent into the ground with his Buster Sword.

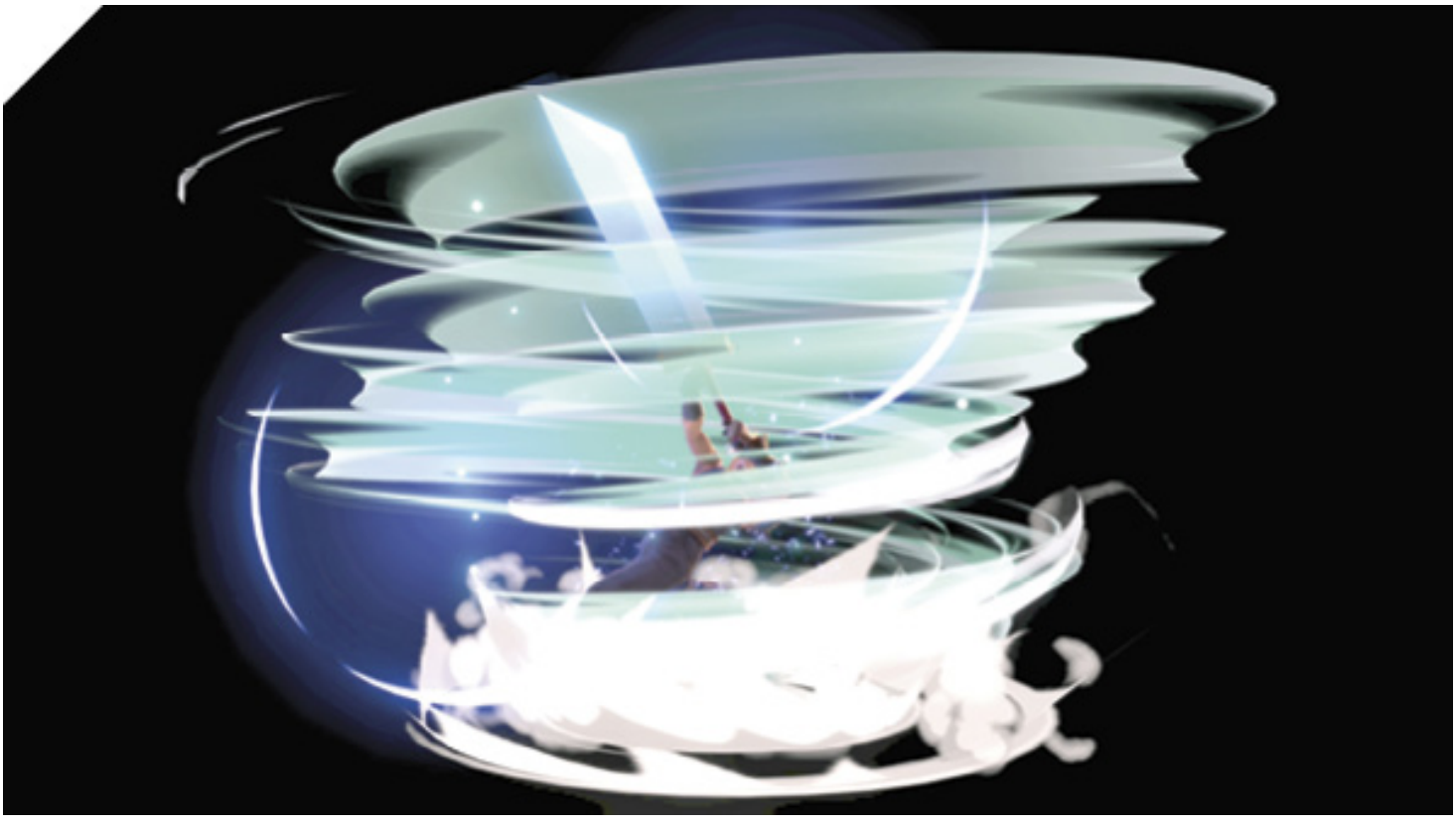
Climhazzard doubles as a combo extension and an offstage recovery tool for gaining height to grab on to ledges. The optional follow-up dive attack allows you to descend to the ground quickly, but once you commit to it, you can't alter your horizontal trajectory in any way.

Unlike most other vertical-launching special recovery attacks, Cloud can't immediately latch on to a ledge during the attack's upswing animation. You have to wait until after the attack ends, leaving you potentially vulnerable as you peek your head out over the ledge. This is one of Cloud's biggest weaknesses since it can make recovering against skilled opponents incredibly difficult.

The best way to recover is to time your Climhazzard as low as possible so that when you launch up to the ledge, you don't peek your head over it. This can be risky since astute foes will chase you below the stage and take advantage of your situation. Alternatively, if you notice your opponent camping too close to the ledge, you can try to hit them with your Buster Sword from the bottom of the ledge.

Limit Break Climhazzard is an essential tool and, in many cases, is worth saving your gauge for. It deals more damage and launches 50% higher than regular Climhazzard. More importantly, it allows for early ledge grabs, whereas the regular one does not.

DOWN SPECIAL: LIMIT CHARGE / FINISHING TOUCH



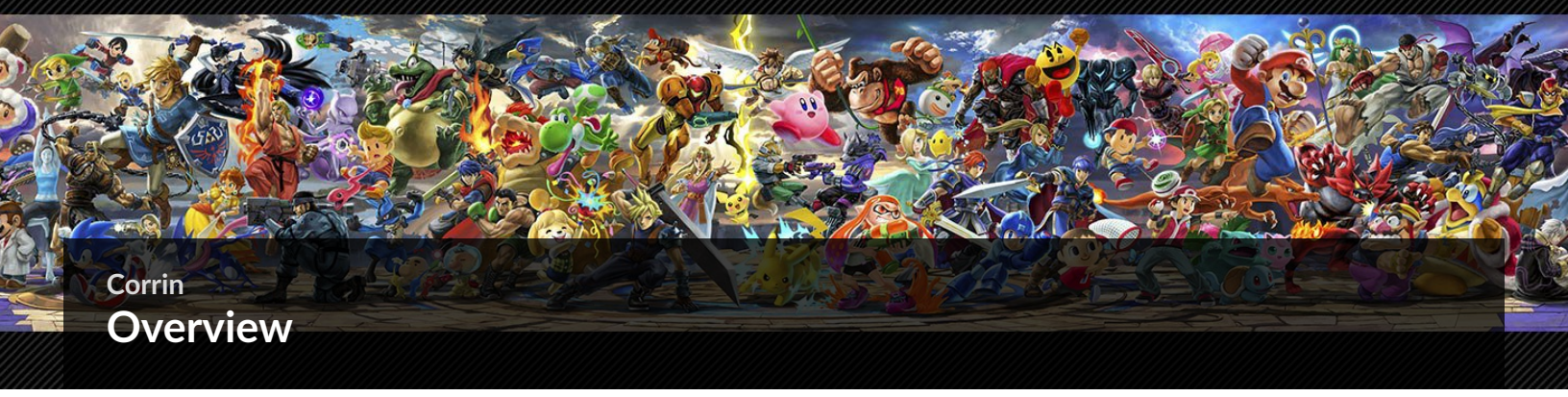
Cloud remains in a stationary stance gathering power, filling his Limit Gauge. It requires roughly 6.5 seconds to max out the gauge.

While your Limit Gauge is maxed out and flashing, your next down special input executes Finishing Touch. Cloud performs an ultra-powerful uppercut slash arcing in front of him and ending behind. The slash offers massive area coverage. On hit, it registers a cinematic effect: Cloud blasts the enemy into the sky with extreme launch power. It deals only 1% damage, but can KO foes as low as 70% damage. It's very unsafe when shielded up close.

The end of the move has a pushback effect (or a "windbox") that deals no damage, but can push foes off ledges. If you can time the attack against an offstage recovering enemy, you can potentially blast them with a gust of wind to force them offstage for a KO. This can be used while in midair, so you can chase after someone you've launched offstage; then, when you're close to them, execute Finishing Touch to have the windbox push them away so that they can't recover.

FINAL SMASH: OMNISLASH

Cloud dashes forward and hits opponents. He then dashes upward and unleashes a flurry of swift slashes, finishing with a powerful blow that launches opponents straight down. Use it when the battle gets heated, and try to hit several enemies.



Corrin

Overview

Like most of the sword-wielding Fire Emblem fighters, Corrin enjoys the benefits of having hitboxes that stretch away from his body with huge range. Corrin's unique dragon form allows him to transform his limbs into various dragon attacks, such as converting his arm into a Dragon Fang—a spear-like weapon with incredible range. Though most fighters who benefit from far-reaching normal attacks are encumbered with slow start-up speeds, many of Corrin's attacks start relatively quickly, particularly his neutral attack and tilt attacks. Also, many of his attacks afford him combo opportunities, even at low percentages.

Corrin's combat style is similar to that of Ike and Marth, except slightly faster in terms of attack speed start-up while still having access to deadly long-range pokes and spacing tools (including a projectile!).

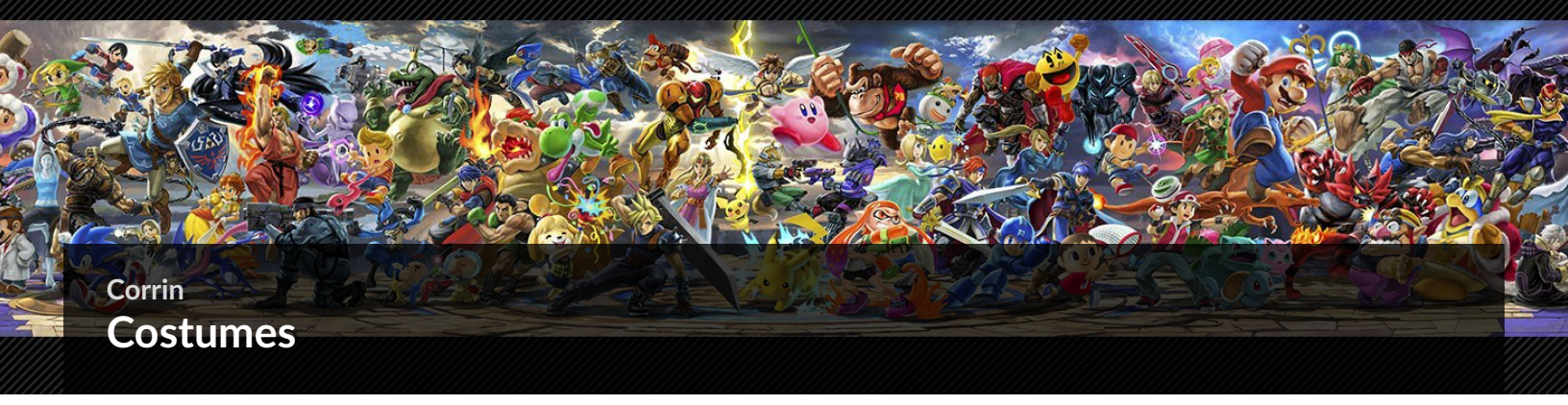
Further exemplifying his well-rounded arsenal is Corrin's up special recovery. It's fairly flexible in its mobility, doubling as a semi-intangible anti-air attack and a ledge-recovery tool with variable trajectory.

Corrin isn't without his weaknesses, most of which stem from his lower-than-average ground speed and his ground attacks being punishable at close range. His Dragon Fang Shot leaves him particularly vulnerable, along with his various smash attacks. Additionally, his grab range is lackluster, with most of his throw follow-ups not providing much in terms of advantage.

CORRIN VITALS

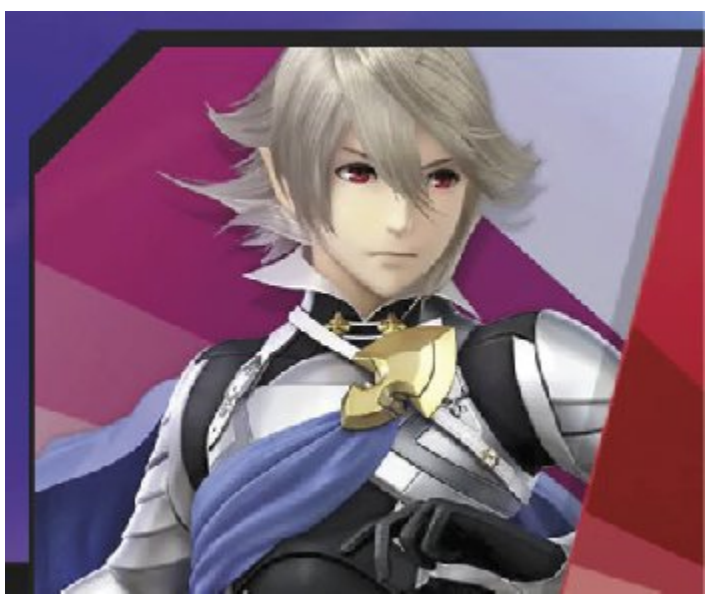
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

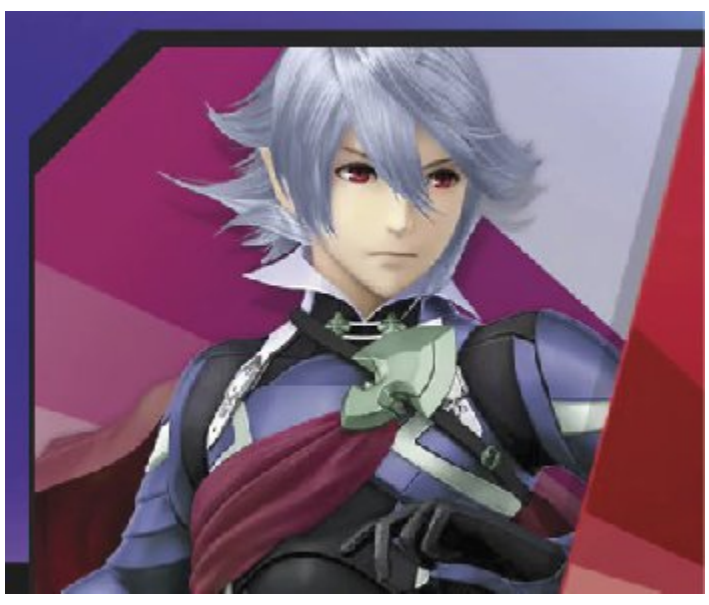
MOVEMENT RANKS	
Ground speed:	D (50)
Air speed:	C (49-51)
Falling speed:	B- (28-33)
Weight:	B- (27-29)

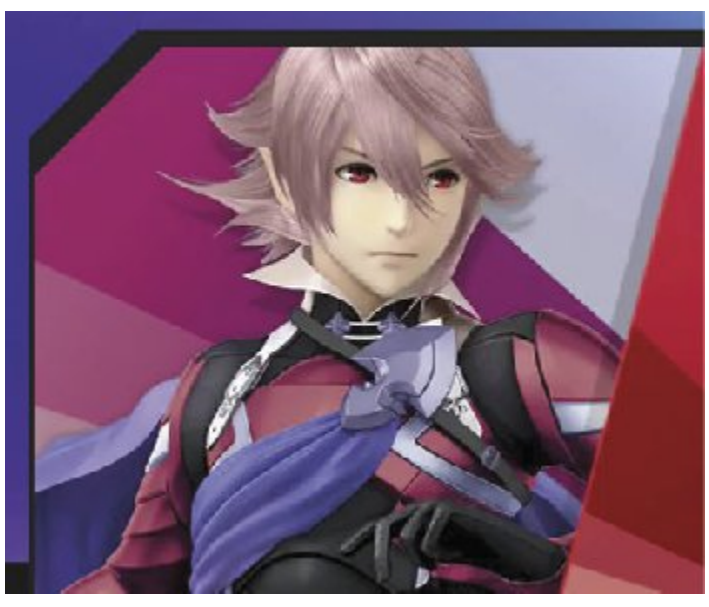


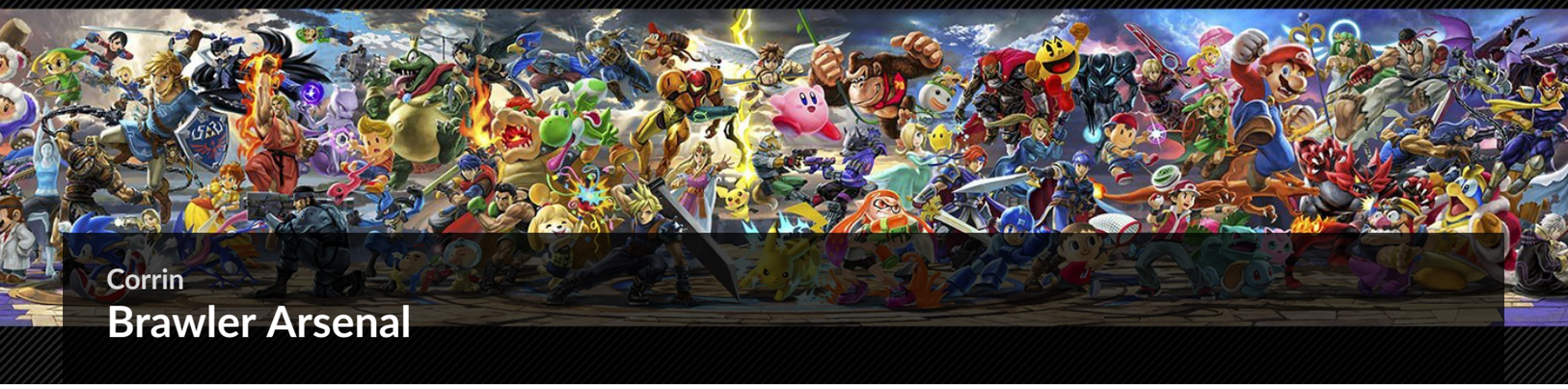
Corrin

Costumes









Corrin
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACK

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2.5	Deals more damage with tip of spike.
Neutral attack 2	2	—
Neutral attack 3 (rapid)	0.5xN, 3	Launches away, high knockback.
Neutral attack 3 (single)	4	Launches up and away. Deals more damage with tip of sword.

Corrin subtly transforms his left arm into its Dragon Fang spike form and swiftly thrusts it forward, followed by a small upward sword slash, then completes the sequence in one of two ways: with a rapid-fire dragon-bite attack that sends enemies flying directly away from him or with a heavy, horizontal, midlevel sword slash that pops foes into the air.

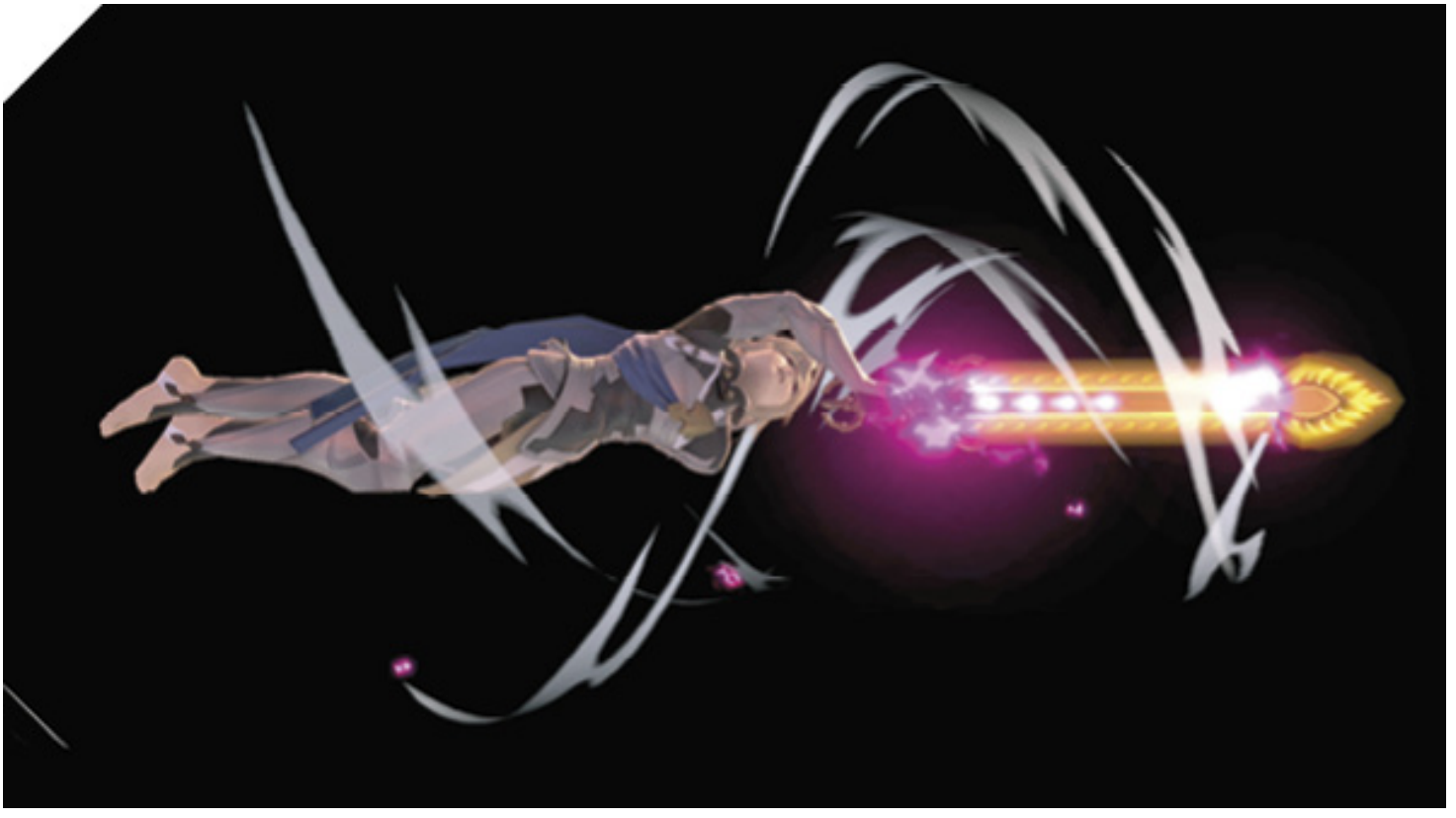
Corrin's neutral attack is a conventional one. It's quick enough to use as an out-of-shield option to punish your opponent's shielded aggression and boasts enough reach to use as a pre-emptive check on incoming dashes.

The rapid-fire dragon-bite follow-up can potentially deal more damage than the sword-attack follow-up, but it also gives the enemy an opportunity to shuffle out of its finishing strike.

For the most part, neutral attack should be reserved as a quick close-range deterrent, and should be rarely used as part of your spacing and offensive sequences.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	2x5, 3	Launches up and away, slight knock-up.



While dashing, Corrin dives into the enemy with a horizontal sword-drill attack, striking multiple times before launching the foe diagonally upward. Like most dash attacks, it can be heavily punished if you miss with it, but has its uses for chasing down retreating enemies. Its hit effect pops the enemy up and away with low knock-up power, but it's difficult to follow up with an attack for a combo.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	10.5	Launches up and away.
Up tilt	9	Launches directly above.
Down tilt	7.5	Launches directly above for potential follow-up.

SIDE TILT

Corrin delivers a conventional downward slash in front of him that sends foes spinning into the air. Corrin's side tilt is decent for knocking out and finishing foes at high percentages, but it can be moderately risky to throw out without proper spacing.

Connecting with side tilt at low percentage usually doesn't amount to much, as foes are free to act relatively early. At around 30%, it begins to launch them into a tumbling state, allowing for potential juggle-combo follow-ups.

UP TILT

With her sword raised above her, Corrin performs a pirouette, clearing out the air directly around her head and knocking up enemies struck by her blade. Up tilt can start combos from around 15%. From a grounded hit, you can combo into another up tilt, then follow up with juggle and mix-up opportunities in most situations. At higher percentages (around 70%), you can combo into up air attack from a grounded up air hit.

DOWN TILT

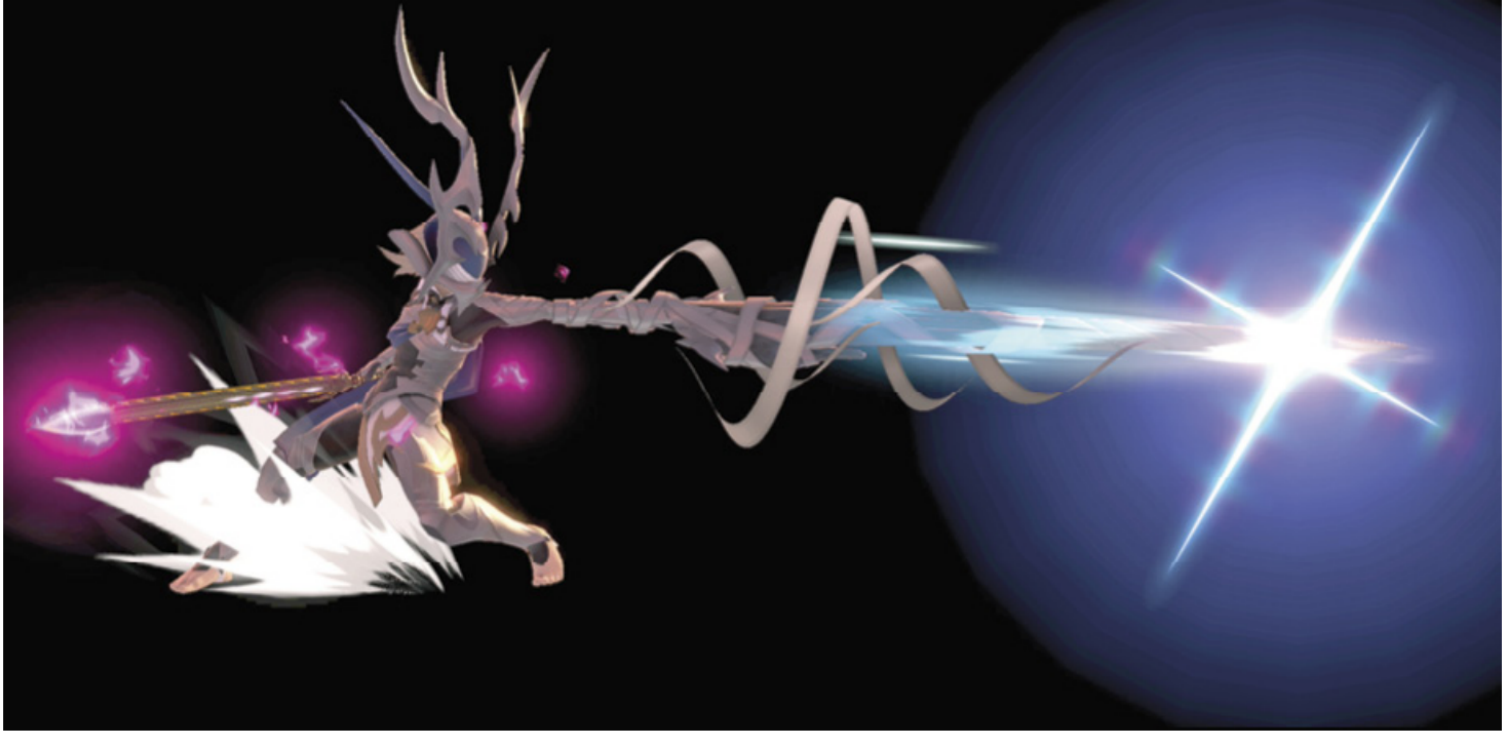
Corrin crouches down and performs a low-altitude slicing attack. On hit, it pops up foes directly into the air, providing a combo opportunity. Down tilt starts combos in most grounded scenarios. From around 15%, down tilt can combo into up tilt. At higher percentages, you can start following up with up air attack and up smash instead, as the enemy is launched higher into the air.

Down tilt is an excellent spacing poke. It starts up quickly and isn't easy to punish, even on whiff. Astute opponents can potentially punish it after it's shielded, so it's recommended that you aren't too predictable with it. If you can condition your opponent into expecting your down tilt pokes, you can mix up your offense with dash-in grabs and short hop forward air attack instead.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	15.2	Launches away. Tip of spike launches farther, high knockback. Deals more damage with tip of spike attack.
Up smash	15	Launches directly above, high knock-up. Deals more damage with tip of vertical spike attack.
Down smash	14	Double-sided attack. Deals more damage with tips.

SIDE SMASH



Corrin sends out a long-range Dragon Fang spike, piercing foes directly in front of him and blasting them far away. The angle of attack on side smash can be angled upward for a slight anti-air effect, or downward, in order to hit crouching and ledge-hanging foes.

Corrin's side smash has a unique effect while charging. During charge, he extends a vertically angled hitbox that hits rapidly and for as long as the charge is being held. Against most fighters, this charging hitbox doesn't combo until around 15% damage. Enemies can shuffle out of this attack relatively easily.

UP SMASH

Corrin leans down with her arms transformed and launches two Dragon Fang spikes directly above her, impaling enemies struck by its points and spiking them into the air.

This attack has a small horizontal hitbox covering Corrin's front and back that can hit nearby crouching foes. The overall active window of this attack is short, so you have to be accurate in its timing.

DOWN SMASH

Corrin simultaneously thrusts the point of his sword in front of him and his right dragon-formed leg behind him, for a double-sided clear-out attack.

You can use this attack to punish rolls that end up past you, or to potentially hit enemies who are jumping behind you. Its ending lag can be problematic, so it's slightly risky to throw out as a poke without first setting up an optimal situation for it.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	7	Forward throw, high knockback.
Back throw	8.5	Backward throw.
Up throw	6.5	Launches foe directly above for potential mix-ups.
Down throw	9.5	Launches foe up and away.

GRABS

Corrin's grab is slightly below average in speed; not as slow as heavyweights, but not quick either. The range is also limited.

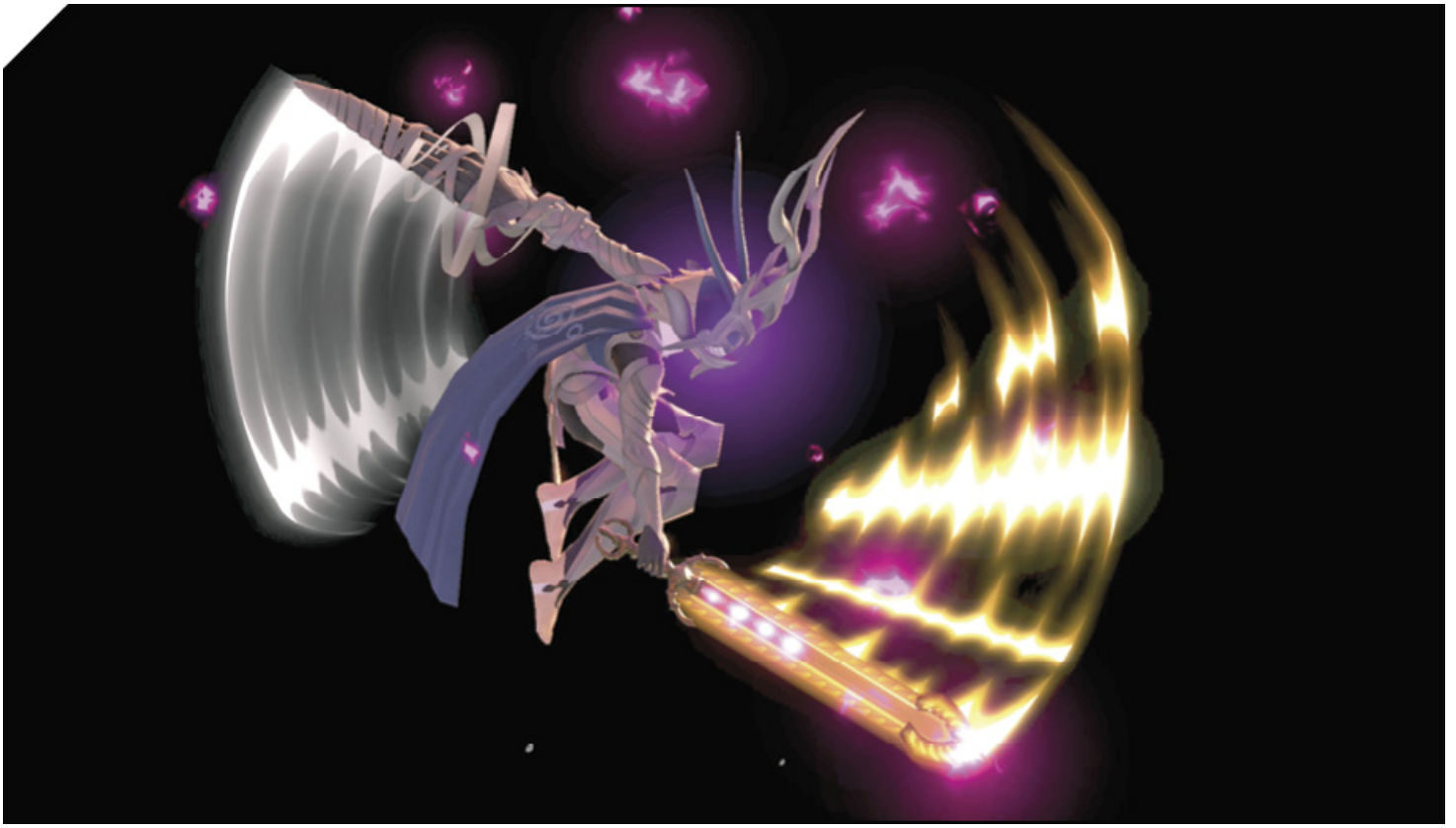
Corrin's grab and throw game isn't particularly her strong suit, considering it generally doesn't lead into guaranteed damage and her grab animation speed is mediocre. Her up throw leads into the most potential damage, but usually it's only potential damage and not guaranteed. Down throw launches enemies up into the air as well, but like up throw, Corrin's throw animation persists for a lengthy amount of time, making it difficult to follow up with combo attacks.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	7	Knocks up for potential follow-up. Deals more damage early.
Forward air attack	7.5	Knocks up and away for potential follow-up.
Back air attack	11	Launches away. Boosts Corrin toward the direction he's facing.
Up air attack	9	Launches up and away at slight angle for potential follow-up.
Down air attack	2x4, 3	Initial hits can drag. Last hit knocks away. Stall-then-fall attack.

NEUTRAL AIR ATTACK



While airborne, Corrin executes a two-pronged spinning attack. With his sword in his left hand and his dragon-transformed arm, he covers an incredibly large arc while swinging both weapons through the air. Thanks to its astounding and effective area coverage, neutral air attack is an all-around strong attack that can be used in many situations. As a descending attack, it provides enough pop-up against low-percentage enemies to allow you to combo with neutral attack or up tilt.

Its amazing double-sided hit effect has its cost, as its landing lag is considerably longer than the landing lag of his forward air attack. For the most part, forward air is preferable as an air-to-ground attack, although neutral air attack can be used against airborne enemies and at a much more forgiving angle and timing.

FORWARD AIR ATTACK

Corrin delivers a midair slash in front of her. The arc begins near her head and ends at her feet, covering a sizable area before her. Forward air attack is a potential combo initiator at low percentages (starting at 0%). After a deep forward air attack, you can follow up with your neutral attack auto-combo since it pops up enemies low enough and long enough for you to link the two attacks. Alternatively, you can follow up low-altitude forward air with an insta-Dragon Lunge spike attack. At higher percentages, instead of following up with a jab, you can go for up air attack and forward air, adjusting your hops and attacks according to enemy percentage level.

You can mount strong and effective offensive sequences with well-timed, low-altitude (or “deep”) hopping forward air attacks, followed by either a grab, down tilt, or another short hop forward air. Mix up your offense and keep your forward air attacks spaced and timed so that you minimize your vulnerable landing lag window.

BACK AIR ATTACK

Corrin extends a pair of massive, weaponized dragon wings behind him that knock foes away, while at the same time boosting Corrin in the opposite direction.

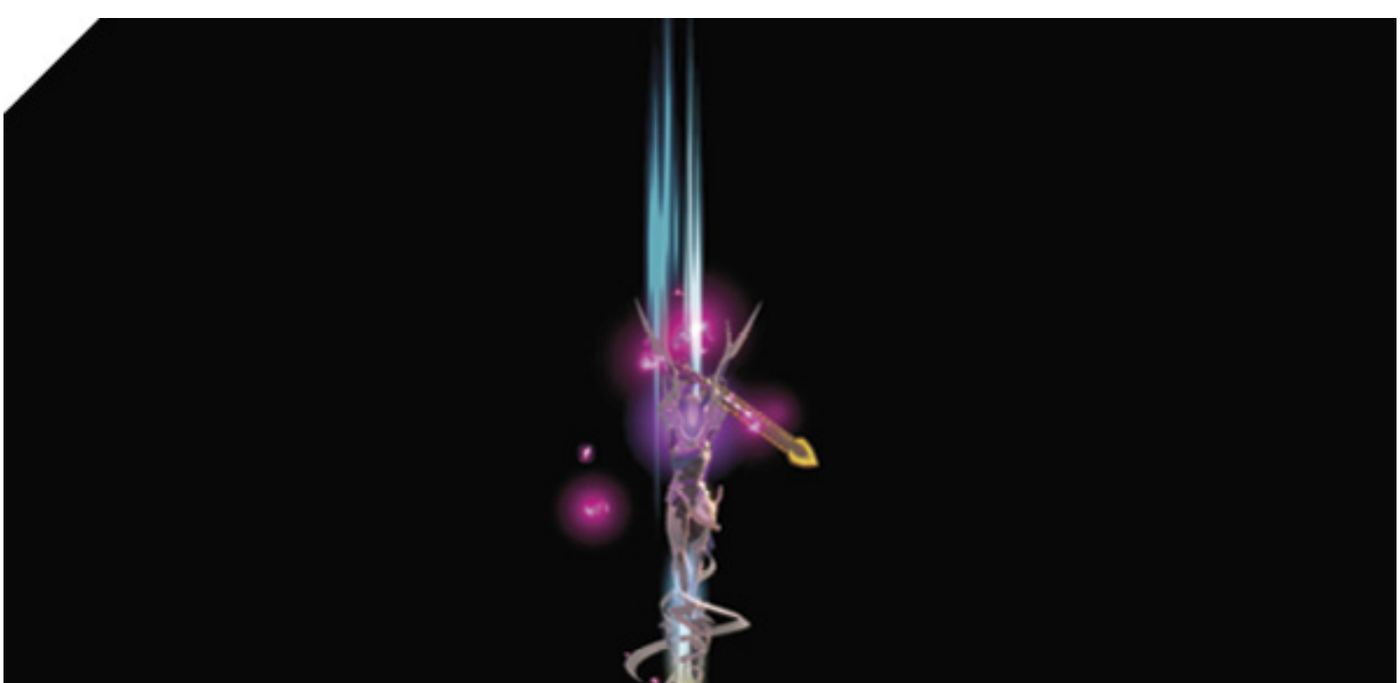
While back air is one of Corrin's slowest-starting air attacks, it gives him a boost in aerial mobility, useful for recovery purposes. It's also an effective edge-guarding tool, thanks to its large hitbox and evasive property.

UP AIR ATTACK

Corrin leaps into the air and delivers a wide-arc upward swipe with her sword, launching her victims above her. Corrin's up air isn't very effective as an air-to-ground attack, although it works when timed and angled correctly (especially with the ending rear arc). You can jump over a foe and go for an up air, hitting your opponent with the sword's backswing. From here, you can follow up with a dash attack (or side smash) combo.

Corrin's up air attack has an excellent extended hitbox, making it your primary air-to-air anti-air combo-juggling attack.

DOWN AIR ATTACK



Corrin's legs transform into a single giant Dragon Fang before he plummets in a high-velocity descent, potentially meteor smashing foes hit by it. Upon landing, it causes a minor impact that knocks away nearby foes.

This dive kick (or "stall-then-fall") attack is a high-risk maneuver in many cases, particularly if you're predictable with it. It should be mainly used as a deliberate finishing attack against recovering foes. Against enemies recovering at the bottom of the screen beneath a ledge, it can be used as a "sacrificial KO" attack, dragging your victim down along with you as you both plummet off the stage's boundaries.

SPECIAL MOVES

SPECIAL MOVES

MOVE	DAMAGE	NOTE
Neutral special	Projectile: 4 (max charge 11), Dragon Bite: 10 (max charge 20)	Charge for one second for max projectile. Charge for additional 0.5 seconds after projectile release for full dragon-bite charge.
Side special	15, Follow-up: 12	Sweet spot of spike attack: tip. Kick attack is stonger early.
Up special	4.5, 1.2x5, 3	Can alter trajectory and height (slightly).
Down special	10 (minimum damage)	Launches up and away at slight angle, high knock-up. Deals damage based on countered attack.

NEUTRAL SPECIAL: DRAGON FANG SHOT

Corrin charges up a projectile with her dragon arm. Upon release of the projectile, she follows it up with a close-range bite with her arm. Charging Dragon Fang Shot increases its range and damage. Charging up the dragon-bite follow-up increases its damage and horizontal hitbox.

Dragon Fang is a unique special move; it's essentially two special moves in one and can be executed in a variety of ways. You can opt to charge the projectile to max before charging up a separate dragon-bite attack, or you can instantly release an uncharged projectile and begin charging a separate dragon-bite attack. At any point during the initial projectile charge, release Special and immediately begin holding it again to initiate dragon-bite charge.

This is one of the more important special-reversible attacks, particularly because it can alter your trajectory midair. For example, back hop neutral special into special-reverse allows you to retreat, and then immediately turn around and begin charging your Dragon Fang Shot. Seemingly minor techniques like this can play a large role in optimizing your Corrin play.

Dragon Fang Shot is excellent for threatening ledge-hanging opponents, thanks to its two-part sequence that allows you to throw out a projectile while following up with a bite attack that nails ledge rolls and jumps. It's incredibly difficult for the enemy to deal with this tactic, although if they time it right, they can avoid your shot and bite to punish you with a ledge-jump attack (although you can counter this counter by charging up your bite further before releasing it).

If you can connect with a midrange charged Dragon Fang Shot against a grounded foe, you can combo into dash-in neutral air attack or back air attack if you're fast enough. Although this scenario is unlikely to happen often.

SIDE SPECIAL: DRAGON LUNGE

Corrin leaps forward and extends a Dragon Fang angled toward the ground (down-forward). If the Dragon Fang connects with ground or a wall, Corrin transitions into a stance from which he can execute one of four follow-ups: a rear flying kick, a forward flying kick, release (drop down), or a vertical jump.

You can hit with an instant Dragon Lunge immediately canceled into the Dragon Fang follow-up extremely fast, about like a quick side tilt, quite fast for its range and functionality. Input side special and immediately hit Attack (this can be done either by using two separate fingers or by sliding your thumb across the two buttons, depending on your button layout).

You can use this insta-Dragon Lunge technique in creative and effective ways. You can use it to punish ground and ledge rolls, as well as simply attack and cancel out of with rear flying kick.

Air Dragon Lunge can also be used in a variety of situations. It's an angled and ranged aerial attack at a down-forward angle you can use to pester ledge-recovering enemies, meeting them in the air and forcing them to deal with your fang. You can also use it to punish specific ledge-hanging recoveries by spiking into the ledge the enemy is hanging from with your Dragon Fang and then going for a specific follow-up according to how the enemy recovers, although this takes practice and experience to time correctly for each possible option. For instance, if you spike onto the ledge while your opponent ledge-hangs and then rolls back onto the platform, you can go for a chasing forward flying kick to punish their roll. At around 15%, connecting with a ground hit insta-Dragon Lunge followed by forward flying kick is a combo on most fighters.

UP SPECIAL: DRAGON ASCENT

Corrin flies into the air with impenetrable resolve, launching nearby foes and drilling them with multiple aerial attacks.

You can alter trajectory slightly with the control stick. For instance, you can hold the control stick forward upon liftoff to increase your forward momentum a bit. Alternatively, if you hold the control stick in the opposite direction, you gain additional altitude on Dragon Ascent.

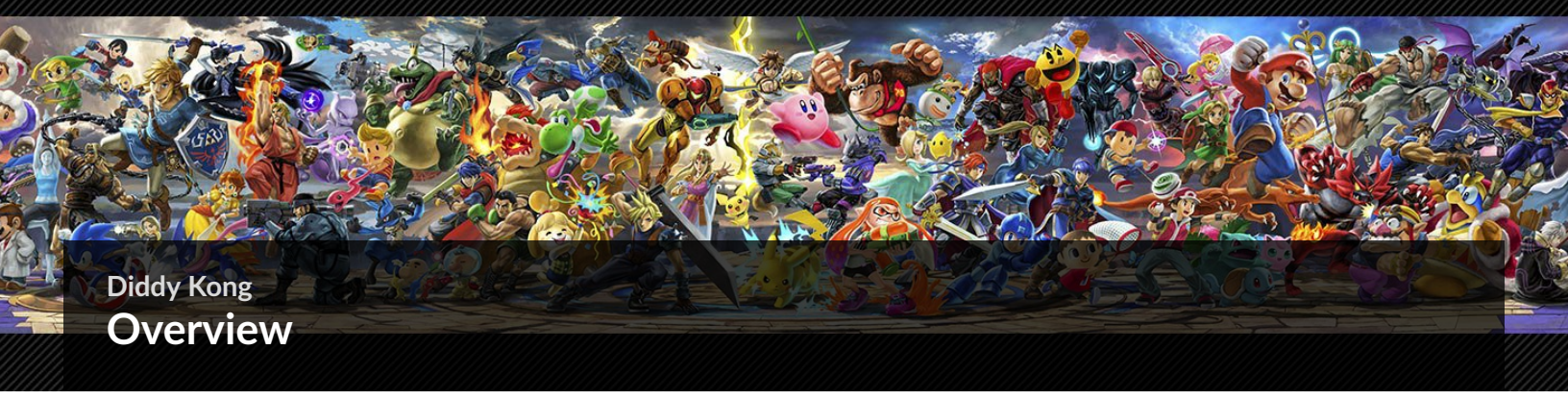
DOWN SPECIAL: COUNTER SURGE

Corrin transitions into a dragon form countering stance. During its brief intangible window, if Corrin absorbs an incoming attack, she retaliates by completing her dragon transformation, smashing into the ground with a massive area-of-effect splash attack that devastates nearby foes.

While most parry-type attacks are severely risky, Counter Surge has potential use in free-for-all brawls against multiple opponents due to its ability to counter attacks from both sides. With practice, you can also use Corrin's Counter Surge as an edge-guarding tool if you can make a hard read on your opponent's recovery attack.

FINAL SMASH: TORRENTIAL ROAR

Corrin sends two columns of light, one on each side. If the columns hit an enemy, Corrin transforms into a dragon and unleashes a maelstrom that launches anyone caught in the attack. This move is especially effective at hitting enemies overhead.



Diddy Kong

Overview

Diddy Kong is an agile middleweight fighter with a versatile move set. Although you can play Diddy Kong in a variety of styles, Diddy Kong specializes in stage control, trapping, and grapple setups. While most speedy, ground-based fighters have bait-and-punish- and hit-and-run-focused playstyles, Diddy Kong is most effective when he's controlling his opponent's mobility and using his agility and quick attacks to capitalize on the enemy's positioning.

Your primary objective with Diddy Kong is to create and earn space to set up Banana Peel traps. You want to maneuver around your enemy and try to score any kind of launch, knockback, or grapple. Diddy Kong has all the tools to do so effectively, thanks to his outstanding overall attributes on most of his moves (they're all quick, relatively safe, and have solid hit coverage). In conjunction with his versatile aerial attacks, Diddy Kong's impressive mobility makes him one of the kings of the neutral game. He has a fast dashing speed, a fast falling speed, above-average jump height, and the ability to wall-cling.

Once you subdue your opponent long enough to generate a Banana Peel on the stage, you can follow up with a flowchart-like approach depending on how your opponent moves and reacts to your Banana Peel. A prime example of Diddy Kong's strength is his edge-guarding Banana Peel game; if you can knock an opponent off a ledge (with an attack like forward air attack, front/back throw, or Monkey Flip), you can toss out a Banana Peel near the ledge to cordon off that ledge area, forcing your foe to recover differently than they normally would. This gives you an advantage in predicting their movement, then capitalizing on it with your superior attacks.

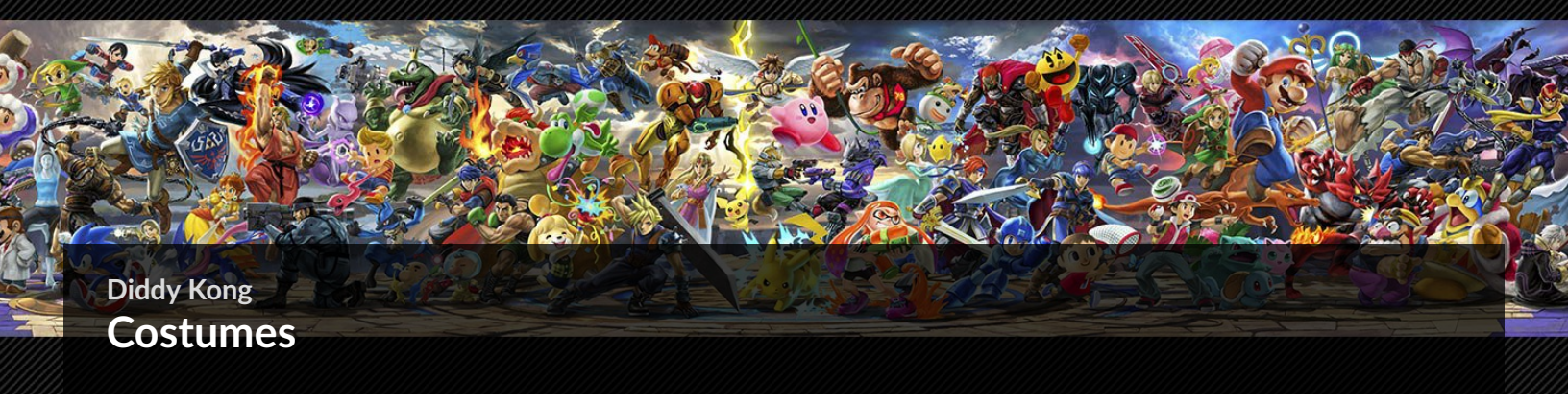
Further complementing his stage-control game is Diddy Kong's combo and juggle-trapping ability. Up air and up tilt are quick, have low lag, and pack enough launch power to either extend combos or inflict guaranteed follow-up damage. While most of his smash attacks are fast, his up smash is remarkably so, allowing you to finish off foes with your many juggle and trap setups.

Diddy Kong has a solid recovery game on top of a powerful edge-guarding one. His Rocketbarrel Boost is a flexible gap-closer with a unique explosive trait allowing you to deal damage while recovering back onstage. His Monkey Flip can be used as a horizontal midair leap, potentially letting him jump over edge-guarding foes too close to the edge.

DIDDY KONG VITALS

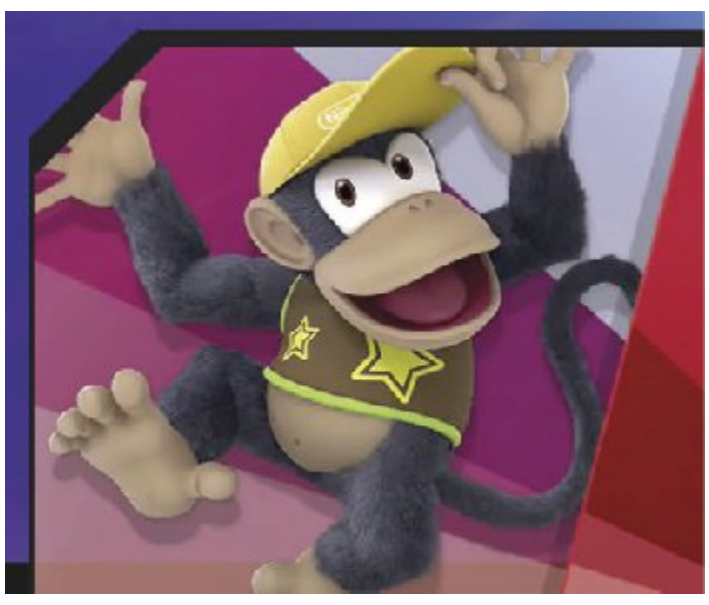
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	Yes
Tether:	No
Wall jump:	Yes
Wall cling:	Yes

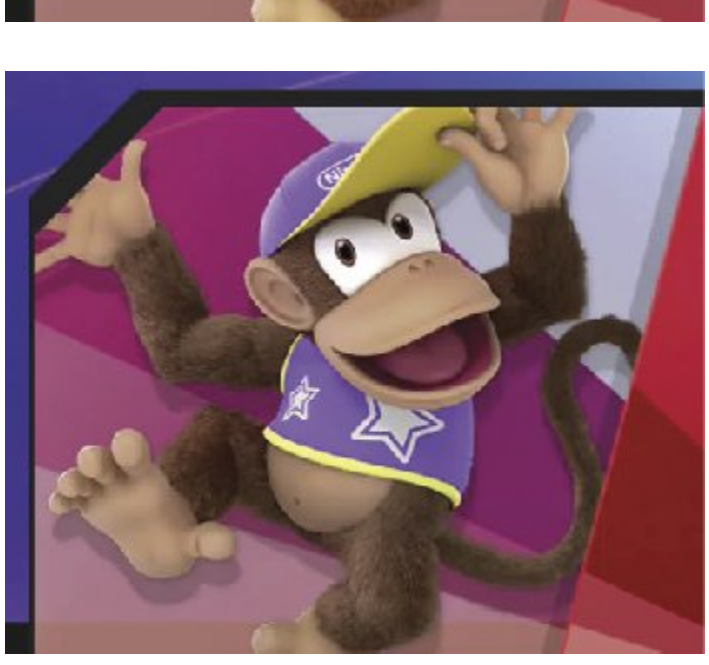
MOVEMENT RANKS	
Ground speed:	C+ (19)
Air speed:	D (67-69)
Falling speed:	B (20-21)
Weight:	D+ (50-52)

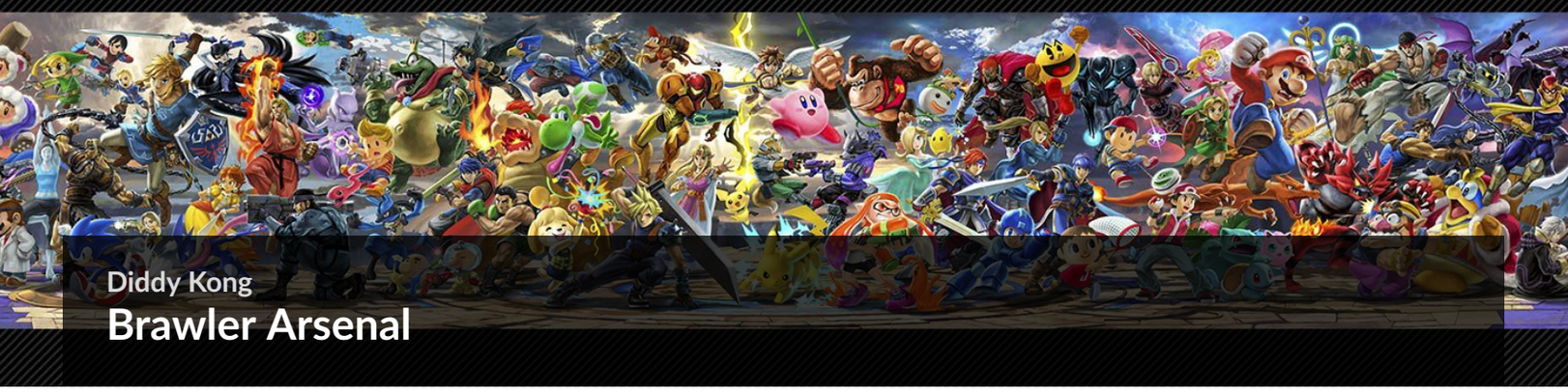


Diddy Kong

Costumes







Diddy Kong
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2	—
Neutral attack 2	1.5	—
Neutral attack 3	4	Launches away.

Diddy Kong reaches out and slaps a nearby enemy twice, then delivers a spinning roundhouse that knocks them away. Neutral attacks 1 and 2 are both quick to start and safe when shielded (against everything but instant shield-grab reprisals). You should almost always transition from the first jab slap to the second, since the second is slightly safer.

The main drawback to these safe jabs is range. You won't generally be using neutral attack too often, as Diddy Kong's most effective in the air and while dashing around going for grabs and shield grabs.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	2, 2, 3	Launches up and away at very slight angle for potential follow-up.

While dashing, Diddy Kong uses his momentum to tumble forward with a three-hit cartwheel attack that launches foes into the sky, allowing him to follow up with an aerial attack. Against low-percentage middleweight foes (around 30%), dash attack launches the enemy into a high launch state, allowing you to combo with a guaranteed forward air attack or up air attack (potentially into another double jump up air).

Like most dashing attacks, it leaves you exposed on whiff, but is relatively safe against foes who attack right away after blocking.

You shouldn't use it too often, but dashing attack makes for a great midrange whiff-punish and chase-down tool that leads into a lot of damage (or a potential knockout juggle against high-damage-percentage enemies).

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	10	Launches away.
Up tilt	6	Knocks directly above for potential follow-up.
Down tilt	5.5	Knocks back slightly.

SIDE TILT

Diddy Kong puts all his weight onto one leg while delivering a high-powered double-fist thrust straight in front of him. Side tilt extends a strong hitbox-to-hurtbox ratio, considering Diddy Kong uses his own fists for the attack. It's a great approach-deterring move, allowing you to surprise-attack your pursuers. For instance, while you're maneuvering with ground dashes and your foe decides to chase you, you can dash away, stop, and immediately side tilt the opposite direction, potentially blasting your pursuer away.

This attack has relatively high end lag, so it can be punished in most cases, especially if it's not spaced.

UP TILT

Diddy Kong performs an upward slap attack with an effective arc covering the entire area above him. The attack hits front first, then ends up behind, knocking up foes for a potential follow-up attack. Diddy Kong's up tilt inflicts a surprising amount of shield stun. It's punishable by most fighters' neutral attacks if they block, but can be safe against slower attacks, especially if spaced out.

Against low-damage foes, you can almost always follow up with forward air or up air off of an up tilt hit. At higher percentages, up tilt becomes a high-powered launch, setting up Diddy Kong's strong juggle-trap knockout game.

DOWN TILT

Diddy Kong delivers a prone low attack, targeting the enemy's feet with his hands. Not only does down tilt start rather quickly, but it leaves you at a positive actionable advantage when it's shielded, enough so that you can jump out of slower shield grabs (like Greninja's).

This low attack is superb for poking at shields and harassing ledge-hanging foes, potentially baiting out mistimed ledge recoveries. You can follow up shielded down tilt into another. At max range, you can mix up between following down tilt with side tilt or a dashing grab. If you think the opponent will go aggressive after shielding your low poke, side tilt stops them. If you sense passivity, you can go for the throat with dashing grab or Monkey Flip grab.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	5, 11	Launches up and away.
Up smash	2.5, 2.5, 6	Launches directly above.
Down smash	12	Launches away.

SIDE SMASH

Diddy Kong performs a mighty upward leaping slap, followed by a powerful airborne backfist. The two-hit sequence launches enemies up and away. After the initial slap, Diddy Kong goes slightly airborne, avoiding low attacks.

When both attacks are shielded, side smash is punishable by most defensive retorts. If you condition your opponent into shield-grabbing your attacks (with dash-in jab, for instance), you can potentially go for a mix-up dash-in side smash to punish their trigger-happy shield grab if they input Grab after the first hit of your side smash. This results in your second attack beating out their grab animation.

UP SMASH

Diddy Kong shows off his acrobatic skills with a three-hit sequence. He begins with an upward palm strike, transitions into an anti-air cartwheel kick, then finishes with a vertical uppercut punch, launching foes directly above him. This is your fastest smash attack, and it is bananas. Its start-up is faster than most fighters' tilt attacks; hits front, behind, and above; and it launches. It's extremely unsafe when shielded, leaving you as vulnerable as if you had simply whiffed the attack in front of your opponent. Nevertheless, it's an incredibly powerful attack that acts as an anti-air, a high-damage get-off-me option, and a dash-punisher attack (if you make a hard read on your opponent's aggression).

On hit, it puts the enemy in a prime position for you to follow up with an up air juggle-trap game.

DOWN SMASH

Diddy Kong performs a break-dancing kick called a nickel, sweeping foes in front of him before striking enemies behind. Foes hit by the stylish dance move are launched away.

Diddy Kong's vulnerability is minimized while he performs this attack, as he slinks low to the ground. However, it has an extremely high amount of end lag as he recovers with a small bounce.

Down smash is best saved for hectic free-for-all and team battles (i.e., when you need to defend yourself against multiple foes). Otherwise, if you're going to take a risk with a predictive KO smash attack, up smash is usually a better option thanks to its faster speed.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1	—
Front throw	9	Forward throw, high knockback.
Back throw	12	Backward throw.
Up throw	5	Launches directly above for potential follow-up.
Down throw	7	Launches up and behind at slight angle for potential follow-up.

GRABS

Diddy Kong's grab speed and grab range make the move a serviceable one if you consider his above-average ground speed. The throws he can follow up with make his grab game incredibly strong.

His back throw is standard, used when your back is facing a blast zone to throw an enemy offstage. His front throw, while conventional in most ways, has a remarkably early actionable time, allowing Diddy Kong to immediately chase after the thrown enemy for a potential offensive mix-up. Alternatively, you can use the time and space from a front throw to generate a Banana Peel setup.

Up throw has high launching power, so even low-percentage foes are thrown high into the air. You can almost always score a guaranteed jump, double jump, up air attack, as long as you can follow the opponent's shuffling direction.

Down throw allows for follow-up attacks as well, although foes may be able to shuffle out of the up air follow-up.

Diddy Kong's grab game is an essential part of his toolkit. You earn many grabs from punishing aggressive foes, leading into your powerful up throw into up air juggle-trap game.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	6	Knocks up for potential follow-up.
Forward air attack	10	Knocks back, low knockback power. Can cause standing hitstun against grounded. More damage early hit.
Back air attack	9	Knocks back.
Up air attack	6	Launches up for potential follow-up.
Down air attack	13	Tip causes meteor smash.

NEUTRAL AIR ATTACK

While soaring through the air, Diddy Kong performs an aerial cartwheel, with each one of his four limbs striking foes as he spins. If you hit a grounded opponent with neutral air attack, they're popped into the air enough for a potential follow-up combo.

Diddy Kong's cartwheeling neutral air attack remains active for a good amount of time, long enough to hit grounded enemies with a jump, apex-height neutral air attack canceled into fast fall. Its landing lag isn't too bad either, although if you land in front of a shielding enemy, they can shield-grab you.

The main drawback to neutral air attack is its vulnerability midflight. As Diddy Kong exposes his limbs, they can be beat out with anti-airs and other high-priority attacks.

On a grounded hit against low-percentage foes, you can usually follow up with an up tilt into up air combo.

FORWARD AIR ATTACK

In midair, Diddy Kong extends a high-powered dropkick that knocks away enemies it connects with. Forward air attack is one of your staple aerial attacks. Although it's a linear attack, it's highly versatile thanks to its extended hitbox range, as well as its persistence. You can use it as a high-priority air-to-air for offstage knockouts and edge-guarding, or as an air-to-ground maneuver to "wall out" advancing foes.

It has much higher landing lag than neutral air attack, so space it out if you're using it at low altitudes.

While it has relatively high air lag, you can safely jump forward air and cancel into fast fall to mitigate your vulnerability.

BACK AIR ATTACK

Diddy Kong thrusts his foot out behind him with a fast aerial donkey kick. Back air attack has extremely low air lag and moderately low landing lag and makes Diddy Kong's edge-guarding game amazingly effective.

While its active window isn't as pronounced as a forward air attack, its speed and low lag make up for it, allowing you to become actionable after your air-to-air attempts against airborne foes.

Against grounded enemies, you need to time it a bit later than you would forward air, but it hits low enough to be used off a low-altitude hop.

UP AIR ATTACK

Diddy Kong performs a vertical kick while midair, covering a wide arc above him and knocking up airborne opponents for a potential follow-up. The tail end of the attack can hit foes behind Diddy Kong and has a hitbox low enough to hit most grounded fighters.

This is your primary juggling tool. The tip of the attack (Diddy Kong's foot) doesn't extend a hurtbox, so it can beat out weak down air attacks.

It has decently low air lag, so you can go for multiple up air attacks in a single hop, or jump up air into double jump up air (useful for extending guaranteed combos).

If you cross over a grounded foe, you can hit them with the tail end of up air if you time it to come out at low altitude. On hit, you can almost always follow up with a chasing forward air attack.

DOWN AIR ATTACK

Diddy Kong comes down on the enemy with a heavy double-fisted hammerblow, potentially dunking airborne foes and causing them to plummet offstage. While down air attack doesn't have many practical uses, it's your main meteor smash attack for spiking foes recovering near the ledge. If you happen to smash a grounded foe with it, you can usually follow up with an up air attack combo.

It's primarily used either to spike a recovering target's fingers just as they try to grab a ledge for safety, or to punish certain gap-closing, air-recovery moves aimed toward the ledge.

Its air lag is low enough for you to jump offstage and attempt a dunk, then double-jump back onstage.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	Peanut: 2 + (1.4 to 13), Backfire: 23	Charge increases damage.
Side special	Kick: 10 to 14, Grab attack: 1xN, Grab leap: 8, Grab slash: 10	Grab-escapable.
Up special	Midflight: 10, Explosion: 18	Can alter flight trajectory.
Down special	Airborne: 4-5	Banana damage varies with velocity. Causes forced tech get-up.

NEUTRAL SPECIAL: PEANUT POPGUN

Diddy Kong draws his wooden firearm, the Peanut Popgun and fires a giant peanut at the enemy. Charging increases velocity (peanut damage is heavily influenced by velocity); since peanuts are greatly affected by gravity, the gun's launching power dramatically extends its travel distance.

While low-powered peanut shots deal meager damage, they can be used to harass foes at a distance. Popgun is best used if you're in a strong advantage state or if you're winning by a large margin. Otherwise, it can cause you to lose ground since committing to firing your gun can leave you open to attacks or allow your opponents time to mount an offense.

You can cancel the charge by Shielding, but only during the early part of the move. However, your committed in the later part, which can leave you vulnerable.

Charging up your Peanut Popgun to its maximum overheats it, causing a close-range high-damage explosion (only damaging the opponent, even though it looks like it damages Diddy). You generally won't hit smart players with this blast.

SIDE SPECIAL: MONKEY FLIP

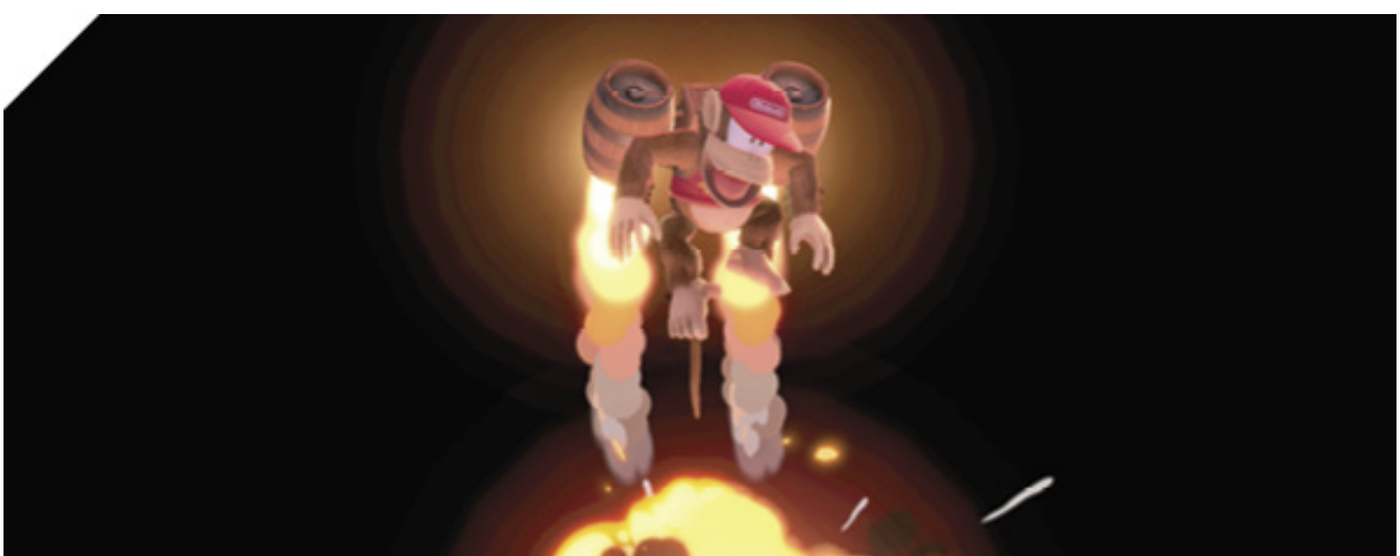
Diddy Kong leaps forward with a gap-closing jump, mounting the first enemy he makes contact with. He begins clawing at his ensnared victim as soon as he mounts them. From here, he can follow up with a springboarding stomp attack or a slash attack that sends the enemy flying away. Monkey Flip can be canceled with a flying kick attack immediately upon leading into the air. During the ascent of Monkey Flip's jump, Diddy grabs standing and jumping foes, but also grabs foes low to the ground as he descends.

The kick attack follow-up can pass through foes, making it difficult to punish when shielded. If you hit with the tail end of the kick, it's almost impossible to punish with an out-of-shield attack (although it's likely to be shield-grabbed in this situation).

Monkey Flip is a powerful move. It forces the enemy into 50/50 situations whenever you're in range to grab them. It's essentially a forward-launching, gap-closing, persistent, unshieldable command throw that can be canceled into a flying kick attack.

Its weakness is in its end lag. Opponents expecting it can jump over your lunge and punish you if you're too predictable with it. Mix up your approach with forward air and down tilt, then when your opponent isn't expecting it, go for Monkey Flip.

UP SPECIAL: ROCKETBARREL BOOST



Diddy dons a jetpack consisting of two fuel-filled barrels that launch him soaring through the air, wildly. Diddy Kong's trajectory is heavily influenced by control input. If Diddy launches headfirst onto a stage or platform, the barrels explode upon impact, blasting away nearby foes. This can potentially be used to attack edge-guarding foes if they don't react properly. If it's shielded, it can be heavily punished since Diddy is left flopping around from the impact.

Rocketbarrel Boost leaves you in a helpless falling state if it ends while you're airborne, and if Diddy is hit midflight, the barrels are knocked off him and fly off on their own while Diddy falls.

Up special is one of two aerial-recovery moves you can use to get back onto a stage. You can use its modifiable trajectory to manipulate your pathing, so it can be rather unpredictable for your opponents to punish. With experience, you can control the rocketbarrel arc to evade enemy attacks while safely grabbing a ledge.

DOWN SPECIAL: BANANA PEEL

Diddy Kong cavalierly throws a Banana Peel behind him. Enemies struck by it or stepping on it slip and fall, leaving them exposed to attacks. Tripped-up foes eventually recover into a tech get-up state if they aren't attacked (while standing, they're briefly intangible, but can be hit afterward).

Banana Peels are interactable items anyone can pick up. Banana Peel can't trip up Diddy Kong until an enemy picks it up. Once an enemy grabs the peel, it becomes dangerous to Diddy, even if it's sitting on the ground.

Banana Peel is a central tool in your arsenal, and as such, much of your gameplay should revolve around it. It may seem harmless, but its on-screen presence makes it a persistent threat since foes caught by it are left stunned, allowing you to score big damage.

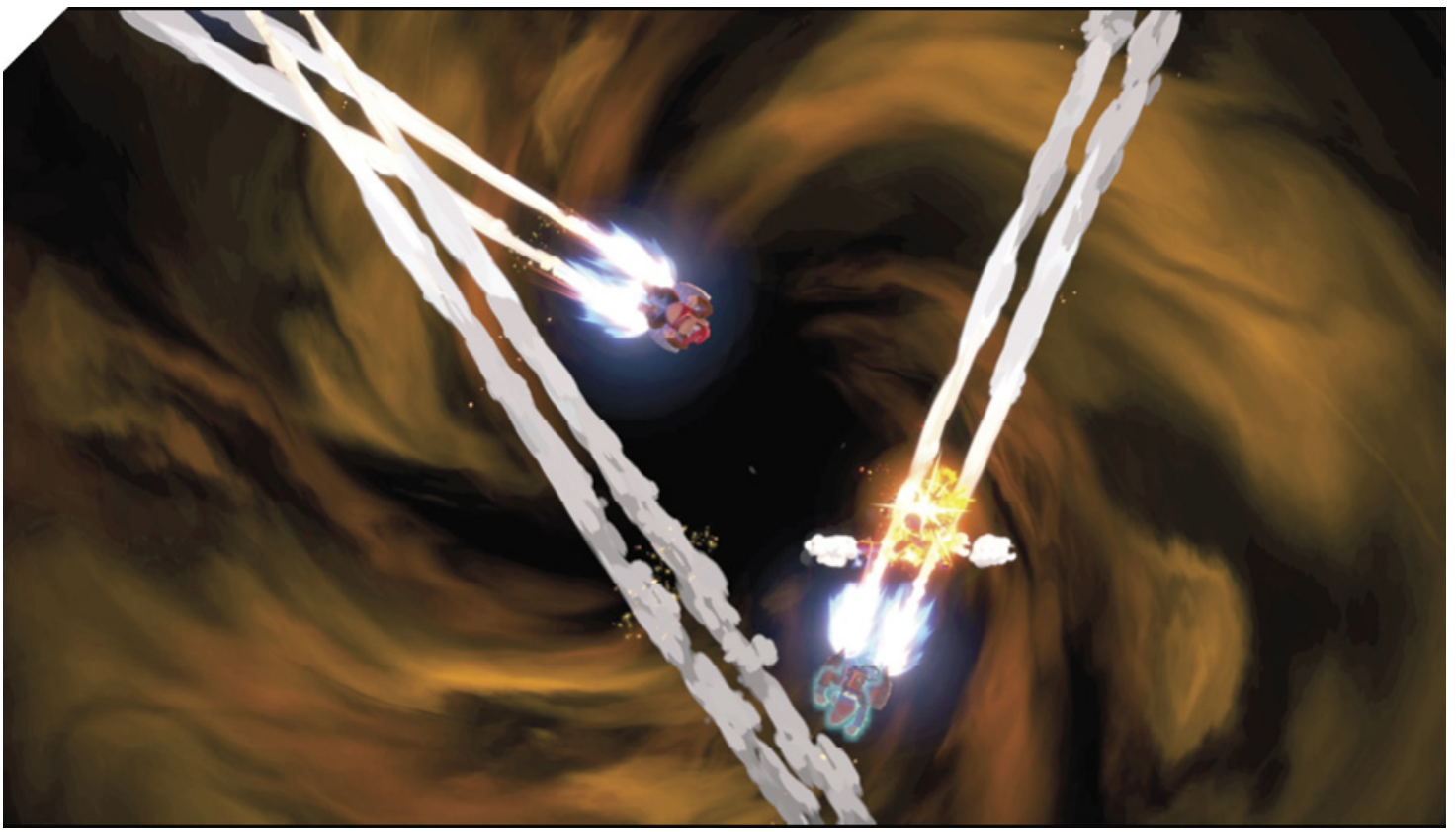
It's not just the slip-and-fall effect that makes it dangerous, but since it's an interactable item, it gives Diddy a high-advantage projectile throw that he can use to mount "free" offense. In other words, if he's holding a Banana Peel, he can throw out a low-lag, unpunishable projectile that either hits or forces the enemy to move or put up their shield.

Mastering the art of the Banana Peel is crucial to playing Diddy Kong at a high level, which means you also have to learn how to generate space to pull out Banana Peels (the move has a considerable start-up time). Generally, you want to toss out peels after launch-away effects, such as off a front throw, back throw, and forward air attacks.

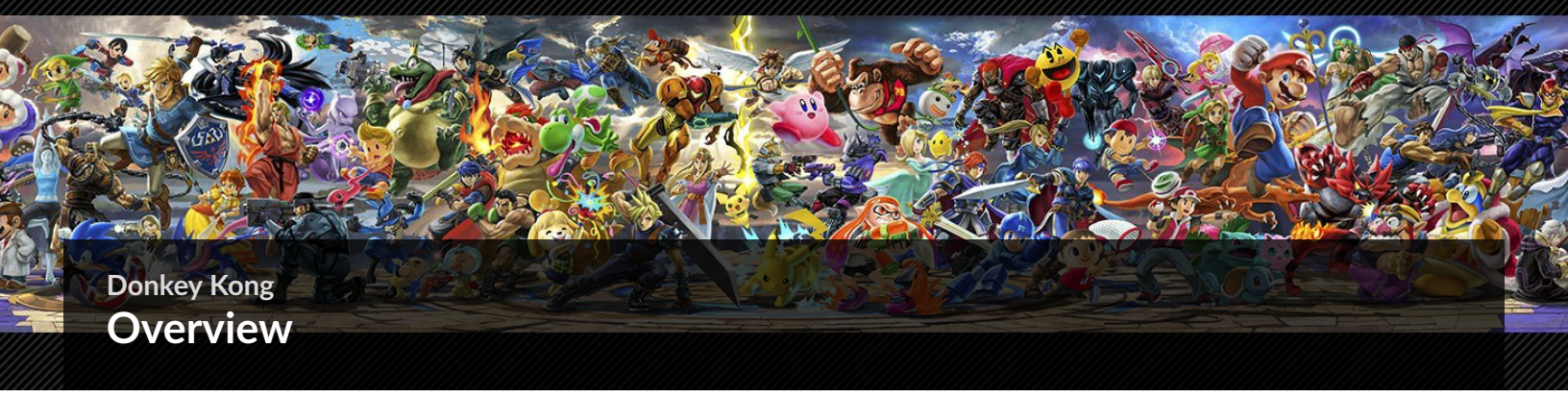
Banana Peel is an incredible edge-guarding tool. If you throw an enemy off a ledge, your best follow-up is usually to set up a Banana Peel near the ledge. Alternatively, you can toss one up and catch it with your Grab button in midair, then save it, threatening the enemy with a quick projectile.

Like most items, you can throw picked-up Banana Peels in any direction. To efficiently pick them up (without committing to an attack animation), use the Attack button while grounded. While airborne, use the Grab button. To seamlessly hop into a Banana Peel pickup, input Jump into immediate air grab, which allows you to hop and pick up the item without extending an aerial attack.

FINAL SMASH: HYPER ROCKETBARREL



Diddy Kong multiplies himself and flies around the stage. He sometimes targets an opponent and charges at them. At the end of the attack, Diddy Kong charges at the opponent he's damaged most to launch them.



Donkey Kong

Overview

Mario's old nemesis-turned-ally packs the power of 10 plumbers in his swollen frame. He's a heavyweight for sure, but more agile than the other bruisers. Donkey Kong's fighting style is straightforward and honest brutality. He's strong and most of his strikes have intangibility of some kind, whether to protect his arms during swipes or his topcurl during headbutts. Well-spaced, his priority is top-notch. His attacks do what they look like they'll do, and he's brimming with ways to grab, juggle, and spike challengers into submission.

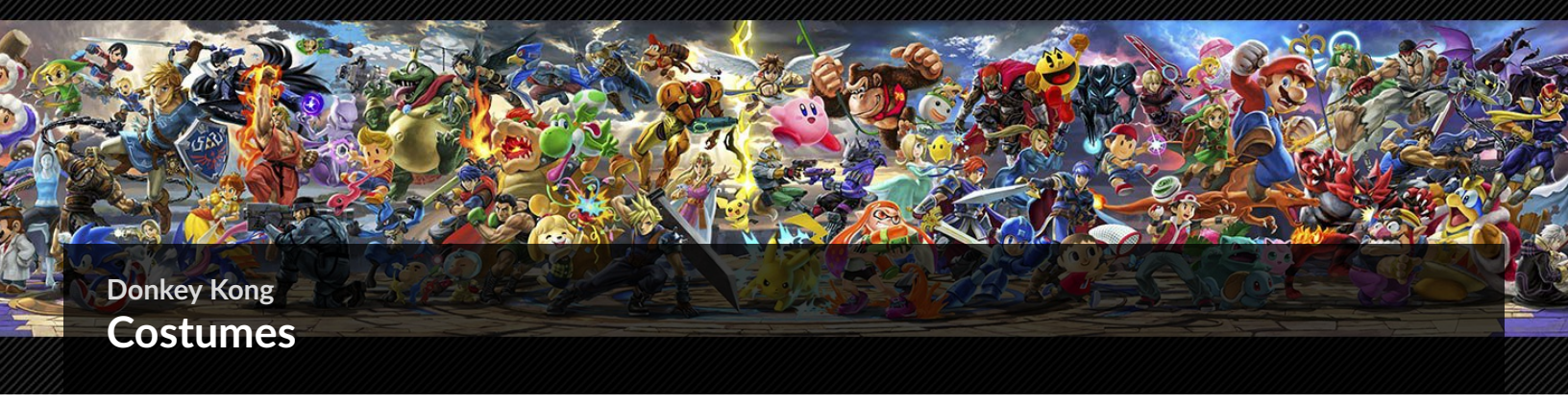
Donkey Kong's effortless strength allows him to scoop up his sparring buddies after grabs, relocating before tossing them. After tossing someone off a platform, DK has four different ways to smash them downward, with forward air (late hit), down air, air side special (hit with bottom edge), and air down special (second hit) all spiking. On top of all that, charging up his Giant Punch gives instant and obvious KO-punch potential.

If Donkey Kong has weaknesses, they're simply that many fighters are faster, and his recovery is on the predictable side. Spinning Kong pretty much must be used at some point when floating back to safety from an offstage hit, and he doesn't have a great option for hitting straight down against some opponents who have fast, far-reaching up air attacks and up tilts.

DONKEY KONG VITALS

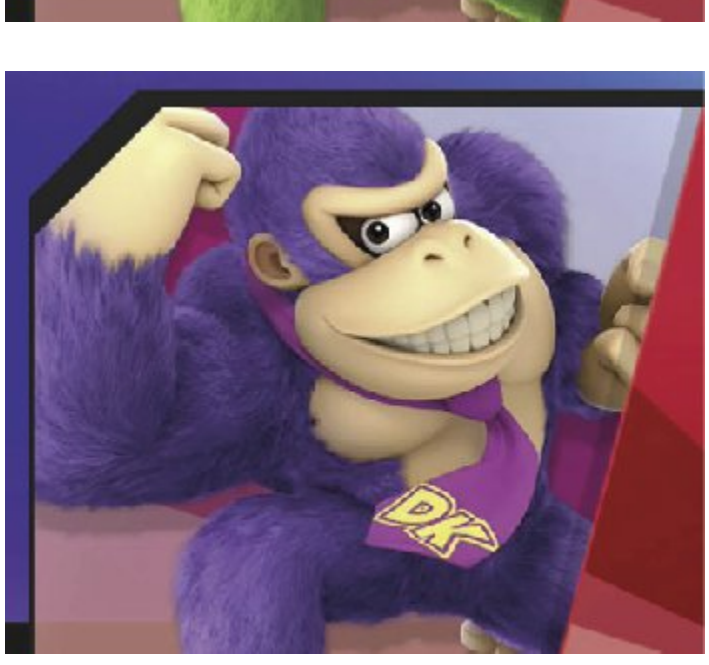
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

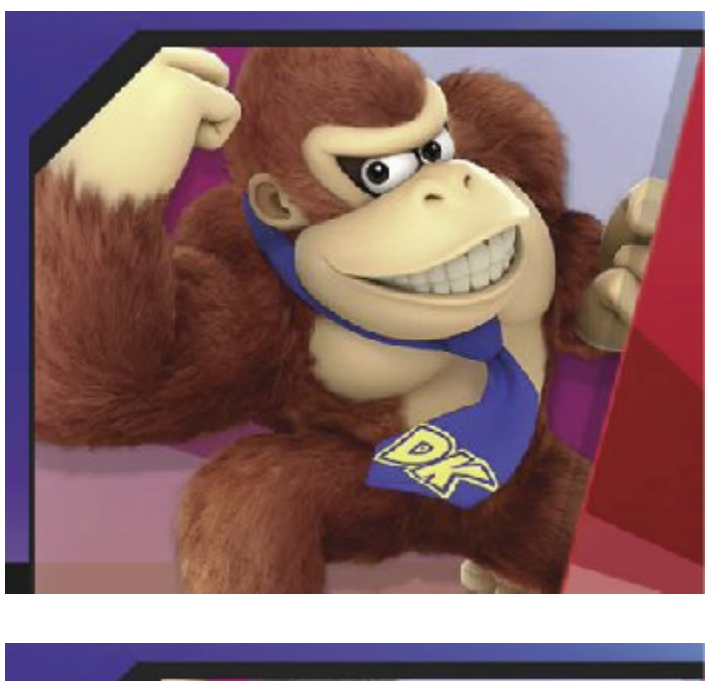
MOVEMENT RANKS	
Ground speed:	C (25)
Air speed:	B+ (12-16)
Falling speed:	C (34)
Weight:	A (3-4)

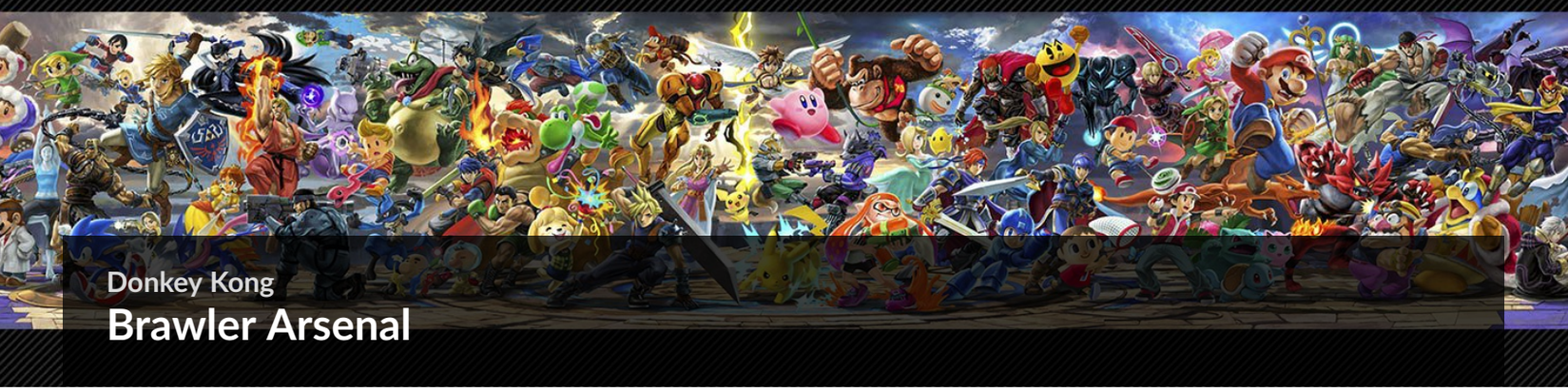


Donkey Kong

Costumes







Donkey Kong
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

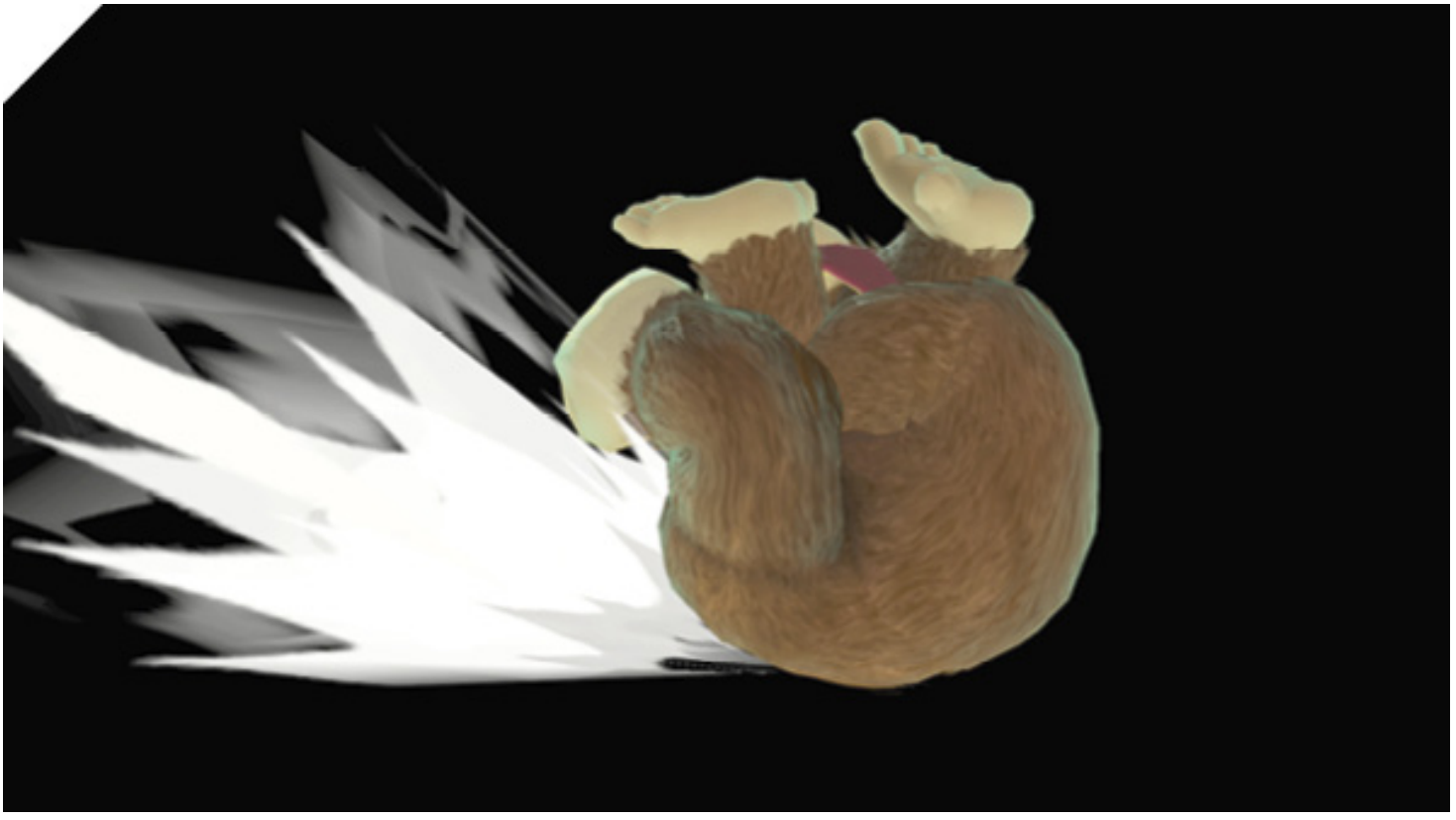
NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	4	—
Neutral attack 2	6	—

The original Nintendo bruiser attacks directly in front of him with a hook punch, followed by an uppercut. Most of Donkey Kong's other attacks are fairly slow to hit compared to quicker fighters. Donkey Kong's punch combo is no Zero Suit Samus jab, but it's not bad, dealing solid damage with two hits. The first hit can be used as a poke to tick close-range foes and hold them in place, after which you can follow up with a grab attempt. The first hit shielded isn't disastrous for Donkey Kong, but both hits being shielded leaves him very open.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	12	Damage lower later in attack.



While running or dashing forward, Donkey Kong can start rolling, turning his body into an impromptu boulder! Anyone in the way is rudely displaced. Hitting with the early part of DK's boulder roll launches foes into the air, but hitting with the later part deals less damage and knocks them out of the way just a little.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	10	Intangible.
Wake-up attack (faceup)	7	Intangible.
Wake-up attack (facedown)	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	7	Arm intangible. Can be aimed up or down a little.
Up tilt	10	Arm intangible. Damage less away from hand.
Down tilt	6	Swinging arm is intangible. Turns opponents around when it hits them in the back.

SIDE TILT

Donkey Kong's farthest-reaching ground attack. He can't be hit on his punching arm, which helps him overwhelm other pokes. Aiming slightly up or down when performing side tilt angles it a bit, which is helpful for being sure when the target is slightly off-center.

UP TILT

Starting at his front shoulder, the gorilla takes a mighty swat front-to-back, covering all upward angles. Though up tilt is tailored mainly for anti-air and juggling, the very beginning of the attack hits close enemies on the ground.

DOWN TILT

The king of the jungle hunches low and swings with a far-reaching slap attack. Donkey Kong's arm is intangible for the attack, helping him out-prioritize enemy attacks within range.

Interestingly, this punch turns foes around if their backs are to Donkey Kong, forcing them to face him. Whether they're facing him or not, DK's down tilt also has an unusually high chance to trip them off their feet until damage gets well past 100% (at which point this slap starts knocking them down outright).

This poke is great for setting up grab attempts. Messing with enemy movement is always a bonus, and scoring a trip guarantees the follow-up grab succeeds. Down tilt does less damage than Donkey Kong's other ground pokes, but leads more directly to good stuff right after.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	22-30.8	Hands intangible.
Up smash	19-26.6	Hands intangible.
Down smash	17.2-25.2	Arms intangible. Less damage on shoulders.

SIDE SMASH

Donkey Kong reaches far forward with a mighty two-handed clap. Charging can increase the damage to absurd proportions for a single hit, if the opposition gives you the time to try it.

UP SMASH

DK brings both hands together above his head for another powerful clap. This attack's effects make it look a little bigger than it actually is. The hitboxes cover Donkey Kong's arms only while they're straight up, palms together. His arms don't hit foes to the sides on the way up, unlike up tilt. This is for clapping back at foes directly above, like on shallow platforms or ramps, or descending from a jump or launch.

DOWN SMASH

Donkey Kong brings both fists down with arms out, slamming both sides. He also has surprisingly good coverage above his shoulders. This is his most reliable clear-out move when surrounded on the ground. Also, keep Spinning Kong in mind, although it's a much bigger commitment. With this move's generous hitbox across the ground between his fists, down smash can work shooting for enemy fingers as they grasp for a ledge.

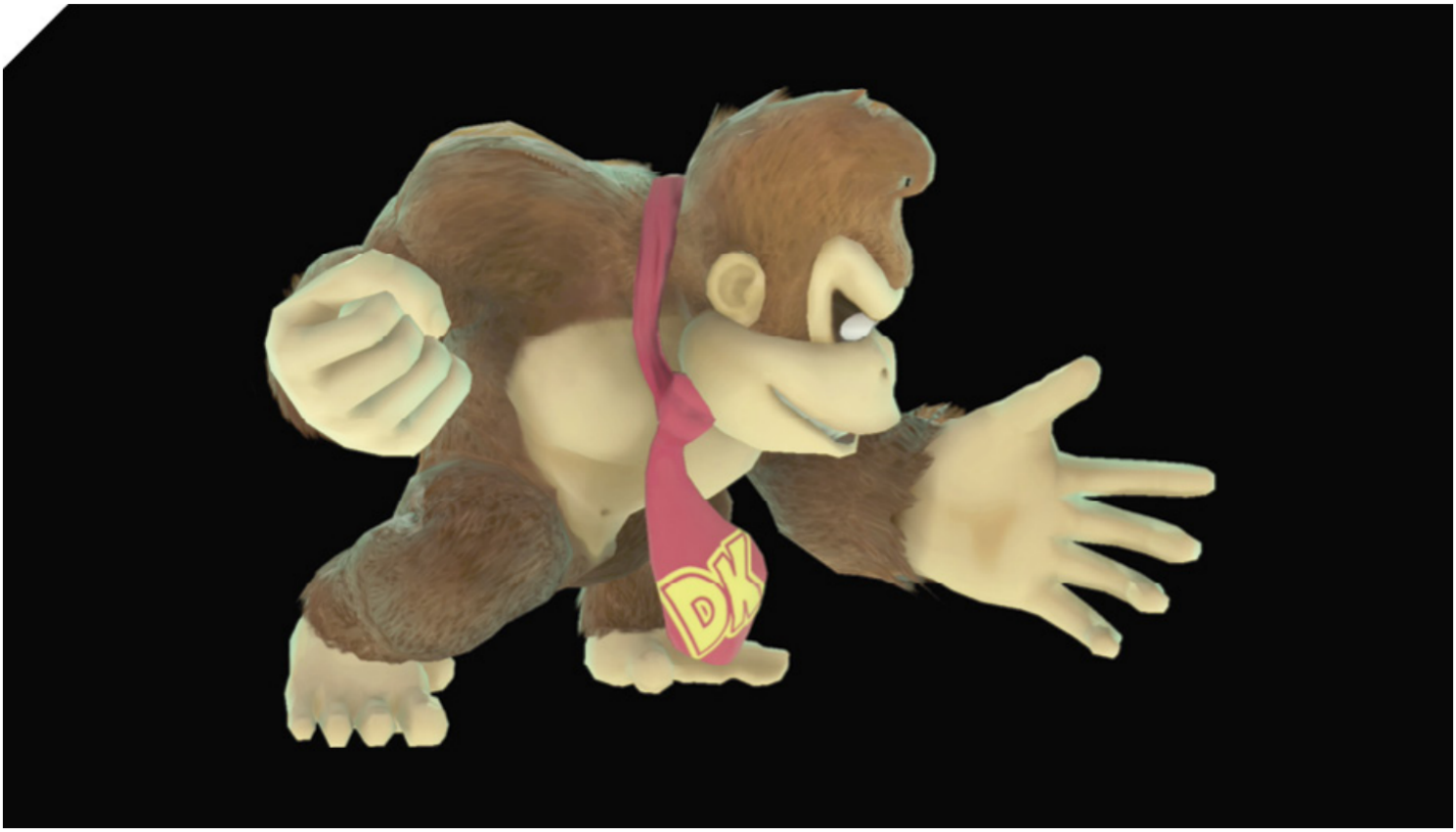
GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.6	—
Front throw	0	Kong Karry; see table.
Back throw	11	Backward throw.
Up throw	9	Hurls foe into potential juggle position.
Down throw	7	Bounces foe off ground.

KONG KARRY THROWS

MOVE	DAMAGE	NOTE
Front throw	12	Forward throw.
Back throw	13	Backward throw.
Up throw	12	Hurls foe into potential juggle position.
Down throw	11	Bear hug squirts foe forward.

GRABS



Donkey Kong's grab animation is quick for a heavyweight, but slow compared to most fighters. Once he pulls in a defender, he has lots of options. You can take the standard route and pummel them a couple of times before hurling them with back, up, or down throw, with up throw having the best follow-up juggle options.

But Donkey Kong can also throw the defender over one shoulder like he's carrying a sack of cargo with a maneuver called the Kong Karry. It is started by grabbing someone, then tapping forward on the stick. From here, Donkey Kong can move around and jump with the foe helplessly perched. Press direction+Attack/Grab to end the cargo carry by tossing them in the chosen direction. The throws during a cargo hold are unique and not the same as Donkey Kong's normal throws. Don't wait too long before throwing cargo, because the victim will recover and shake out of Donkey Kong's grasp after a few seconds.

Cargo throws cause a little more damage than normal throws, and allow for higher-altitude combos. Grab and shoulder a foe, jump up, throw them straight up, then double-jump after them for another hit. Depending on what they do in the air, you might be able to go for more juggles.

Being able to move around before tossing someone adds some tactical considerations. For example, Donkey Kong has an easier time than anyone when he wants to toss someone off a stage ledge: just walk over to the stage ledge and toss them off. If you're feeling adventurous, you can even step off an edge, cargo in tow, to fall and throw them back under the stage. This will either spike them off the wall or put them in a position that's very hard to recover from. With good timing, you can double-jump, then use Spinning Kong back to a ledge handhold.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	11	Less damage after initial spin.
Forward air attack	16	Strongest up-forward. Meteor smash from forward to down.
Back air attack	13	—
Up air attack	13	Head intangible.
Down air attack	16	Max damage and meteor smash with foot.

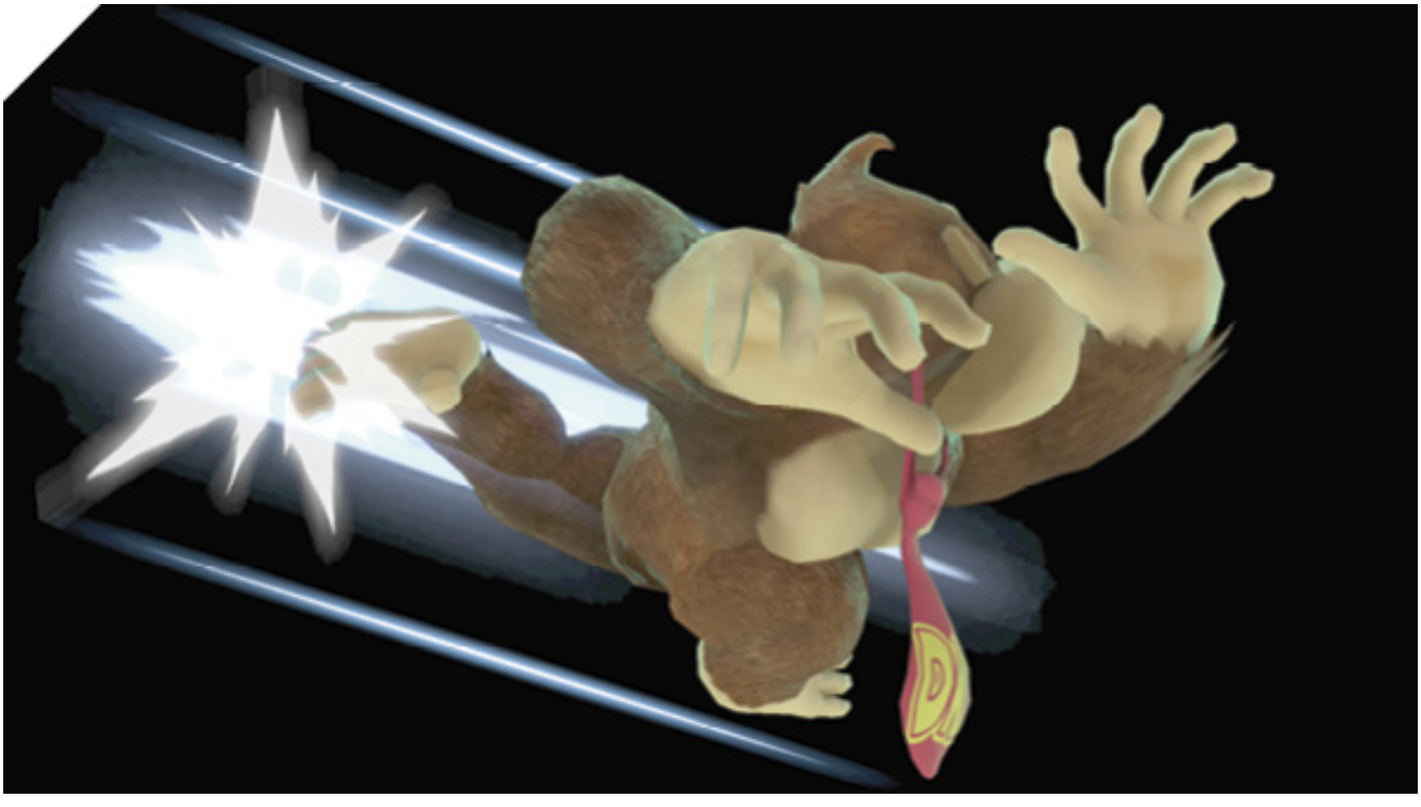
NEUTRAL AIR ATTACK

Putting his immense upper-body strength to work, DK spins himself like a top in midair. He hits to his front and back, with good attack duration for an air move. This is his best attack when trying to escape air scrambles. It's not multi-hit, though. It can easily plow through multiple opponents, but it hits them each only once.

FORWARD AIR ATTACK

Donkey Kong swings forward with his fingers interlocked, hitting anything in the way with a hammer-blow punch. The gorilla's wingspan gives the move incredible coverage. Starting almost straight back, swinging over the top, and ending at straight down, forward air attack covers almost 75% of the space around the ape at some point in its hit arc. It even has a meteor smash effect during later frames as the fists descend.

BACK AIR ATTACK



In a rare kicking maneuver, DK hits backward with one leg. Back air attack has surprising reach, and stays active for a long time for a move of its type (though not as long when compared to neutral or forward air attack). When going air-to-air with floaters, back air attack hits quicker than forward air and farther than neutral air attack, while requiring a little more precision than either.

UP AIR ATTACK

While down air attack, forward air attack's last third, and air side special can all spike targets to bounce or plummet off a stage, up air hits hard straight up, launching victims high and outright knocking out targets with high damage built up. Donkey Kong sweeps his head quickly upward, covering a little bit above his shoulders. The hitbox is just around DK's head and it's not active for long, so it requires precision when looking to headbutt someone into the sky. Don't expect this to hit anyone sideways or below.

DOWN AIR ATTACK

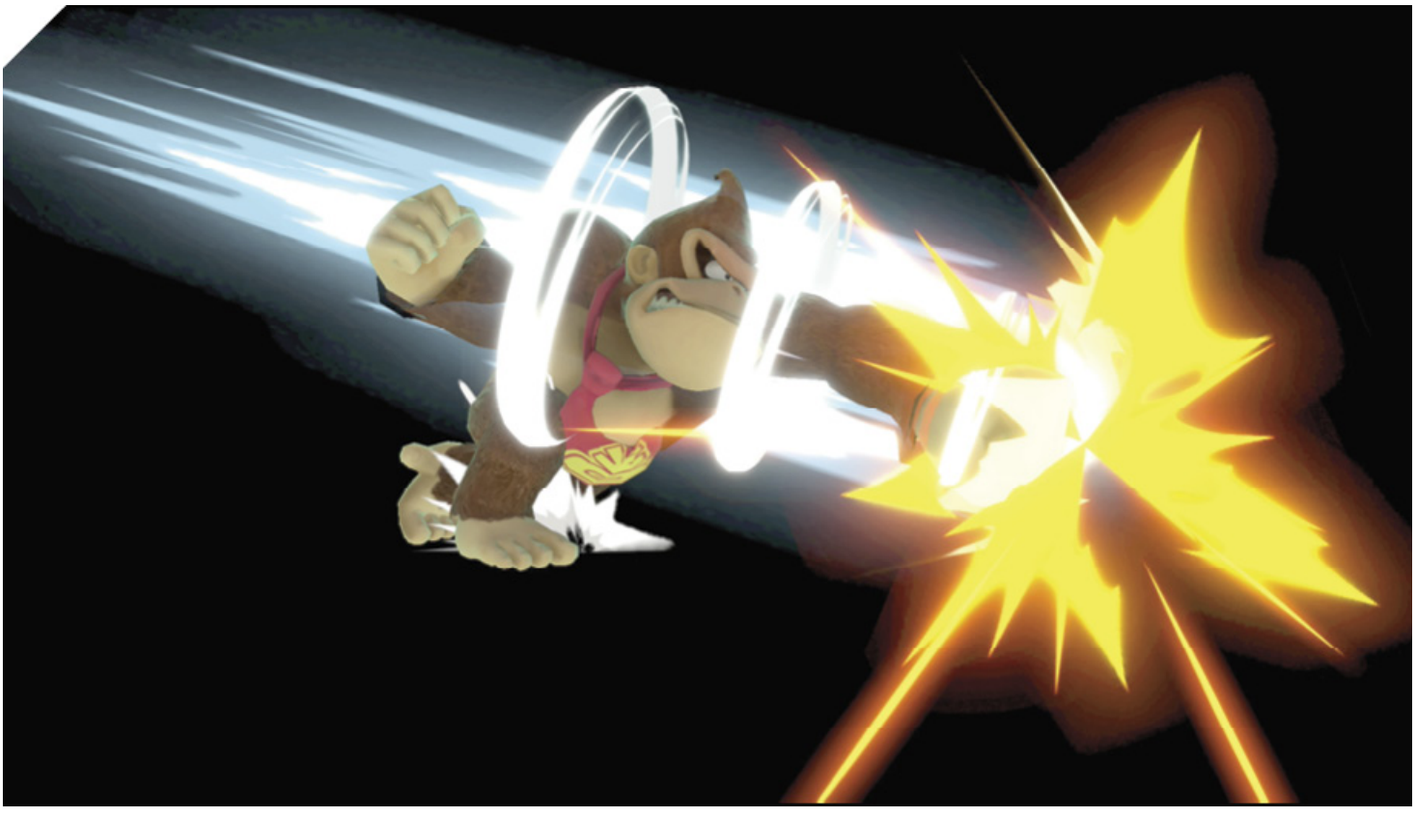
Donkey Kong stomps hard with one foot, spiking victims. Down air attack hits briefly and only around his foot, so it's harder to aim than some attacks. The rewards are worth it if you catch someone offstage or ledge-grasping. Off short hops it can help work the shield of overly defensive opponents, along with side special and air down special.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	10-28	6-25 in midair. Punch must be charged first (at least momentarily) .
Side special	10	Super armor before hitting frames. Plants standing targets. Meteor smash on downward air hit.
Up special (ground)	5, 1.4x5, 4	Backswings do 3.5 rather than 1.4 damage. Arms are intangible. Donkey Kong can move forward during attack.
Up special (air)	5, 1x11, 2	Arms are intangible. Donkey Kong can move forward or backward during attack.
Down special (ground)	14	Two launching slaps hit front and back.
Down special (air)	5, 6	Meteor smash effect on second hit.

NEUTRAL SPECIAL: GIANT PUNCH



Donkey Kong's signature megaton punch must be charged before it can be used. Start the charge with an initial neutral special input. Donkey Kong spins one arm, building up power. When Giant Punch is fully charged, DK stops spinning his arm and returns to a neutral state; you can tell he's got a max-power Giant Punch stored because of his enraged facial expression! Charging takes a while, though, and leaves Donkey Kong open to punishment. Luckily, the charge-up period can be cut short by tapping down (triggering an on-the-spot dodge), or left or right (triggering a side roll). You retain charge already built up, so it's fine to build up a maxed Giant Punch in bits and pieces, dodging whenever someone encroaches on your preparation.

With a max-power Giant Punch stored, Donkey Kong becomes much more threatening. Such a forceful blow is a KO threat even at medium percentages, and can seriously surprise enemies in midair or edge-guarding trying to keep DK off the stage. If you have your double jump remaining on an airborne period as you drift past a ledge with a fighter guarding it, you can take a shot at them with Giant Punch as you glide by, perhaps totally obliterating their attempt at playing king of the hill! With your double jump and Spinning Kong up special, you can still recover, too.

You can double-tap the Special button on activation for an immediate, weak-powered punch, but the lag on Giant Punch is so significant that this is not recommended. It's better to fully build up Giant Punch's charge, even if the charging is in bits and pieces. This assures the punch will be worth the lag when you decide to use it.

SIDE SPECIAL: HEADBUTT

Donkey Kong rears back for a moment before swiping forward with a mighty forehead headbutt. This move doesn't have much range, but it has a lot of uses because of some special traits. First, during the start-up, Donkey Kong has super armor. This means he can plow through incoming attacks and hit them back, if they strike him before he lunges with the headbutt. Second, on standing or crouching targets, eating a Donkey Kong headbutt briefly plants them in the ground like one of Peach's turnips. They're totally vulnerable to more hits while they try to shake out of the dirt. Third, when using a headbutt to joust with other jumpers air-to-air, hitting squarely with the bottom of the hitbox can spike them straight down with a meteor smash effect, scoring fast KOs offstage and leading to bounce combos midscreen. Finally, when shielded, the headbutt deals tremendous damage to an opponent's shield. If it doesn't outright break their shield, it'll put them in serious danger of it should they block any more attacks.

The only caveat for such a strong, multipurpose attack is that it's slow to hit, a deficiency mostly covered up by the initial super armor phase. Whereas other slow attacks often get interrupted by faster strikes beating them to the proverbial punch, DK's headbutt can soak those hits up.

UP SPECIAL: SPINNING KONG

On the ground or in the air, Donkey Kong spins furiously with a powerful multi-hit attack. Does the ground version remind you of anything, Street Fighter V fans? Perhaps a certain grappler's V-Trigger? Anyway, Donkey Kong's up special is the culmination of his brute-force approach. He whirls with intangible arms, striking both sides, fast enough to slightly lift himself in midair like a hairy helicopter. The first and last hits are the most powerful whether on the ground or in the air, and in between are lots of lower-damage hits that pile up quickly on anyone close.

During Spinning Kong on the ground, Donkey Kong advances if you hold forward on the stick. During aerial Spinning Kong, Donkey Kong can be piloted in either direction. Aerial Spinning Kong is DK's main (or only, really) recovery move when punted offstage. It doesn't gain much height, and its trajectory is extremely predictable. It's lucky, then, for Donkey Kong that his brute force keeps it effective; opponents might be able to read the path Donkey Kong will traverse using Spinning Kong to float back to safety, but if they can't overpower his size, weight, and intangible spinning arms, they can't stop him.

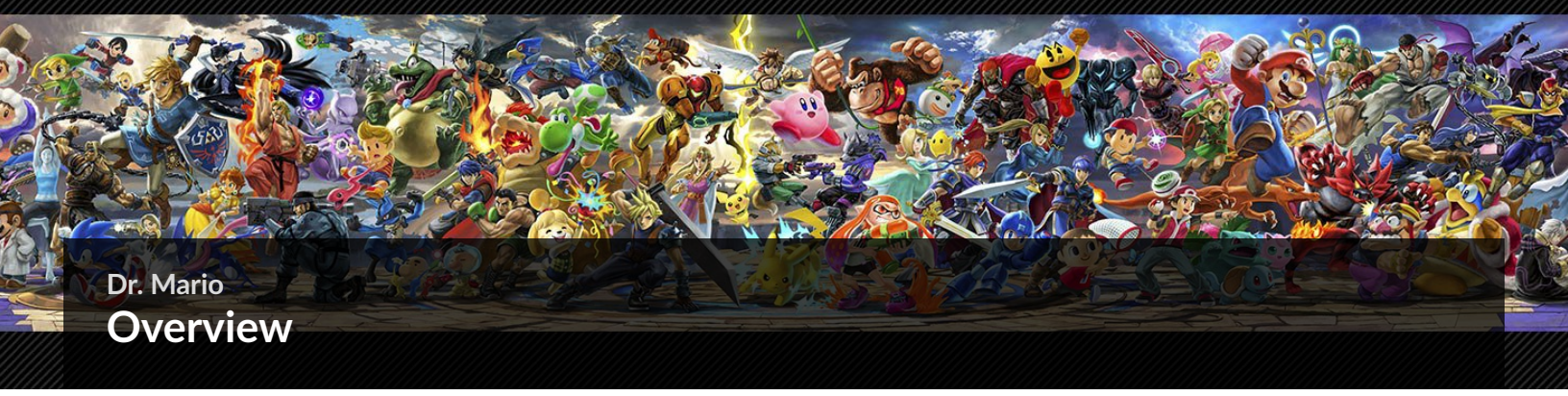
After aerial Spinning Kong completes, DK floats back to the ground, unable to act until landing, apart from steering left or right a bit. So you might make it safely back above terra firma, but don't be surprised if antagonists are right back on top of Donkey Kong as soon as his dangerous spin slows.

DOWN SPECIAL: HAND SLAP

The gorilla slaps ferociously one hand after the other, with different results depending on whether it's used on solid ground or flying through the air. In midair, down special is basically a powerful two-hit frontal jump-in, covering only diagonal down-forward angles. Used near the ground, it has minimal lag when landing, and deals huge amounts of shield damage against defenders. On the ground, each slap causes a minor local tremor, launching anyone caught in a wide swath. On the ground, down special is basically an area-of-effect explosive in the form of DK's hands. You can perform it over and over again to keep slapping the ground, perhaps repeatedly juggling challengers who react poorly or misjudge counterattacks.

FINAL SMASH: JUNGLE RUSH

If you thought charged Giant Punch was scary, wait until you see Jungle Rush. Load up by breaking a Smash Ball (or filling FS Gauge, if enabled), then get into punching range. Neutral special unleashes a terrifying hook punch, which traps anyone struck by it in a hugely damaging rapid-fire combo. For a Final Smash this has unusually small range, so make sure the target would be viable to swing at with Giant Punch. Groups are even better; Donkey Kong can make multiple defenders into punching bags together.



Dr. Mario

Overview

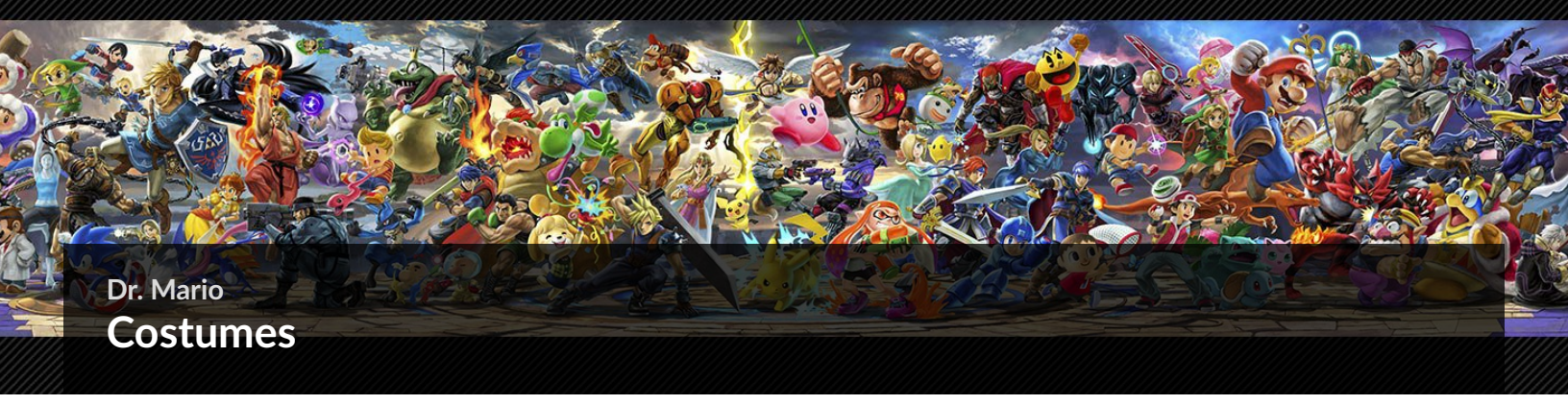
Weighed down by his smock and stethoscope (not to mention the weight of duty conferred by taking the Hippocratic oath), Dr. Mario is a bit denser and slower than off-duty Mario. His jumps and hops are more compact and quicker to return to the ground (with the good doctor retaining standard Mario's wall jump ability), and his attacks hit harder. If you want a little less finesse and a little more oomph behind the famous plumber's stomping kicks, you might find Dr. Mario more to your liking than normal Mario. In some ways, he's like a hybrid of Luigi and Mario, but with his own spin on things.

Dr. Mario improves on Mario's spinning down air attack with the much more powerful Dr. Tornado down special (mashable for extra height). The doctor replaces down air attack with a double-boot stomp aimed straight down, great both for fast-falling on defenders with solid ground below, and for trying to spike fighters into pits where the ground drops out. Dr. Mario's dash attack slide kick looks like Mario's, but instead of punting victims away, it pops them straight up, creating a juggle combo opening. Dr. Mario's challenger-spinning Super Sheet covers more area than Mario's equivalent cape (though it doesn't float like the cape).

DR. MARIO VITALS

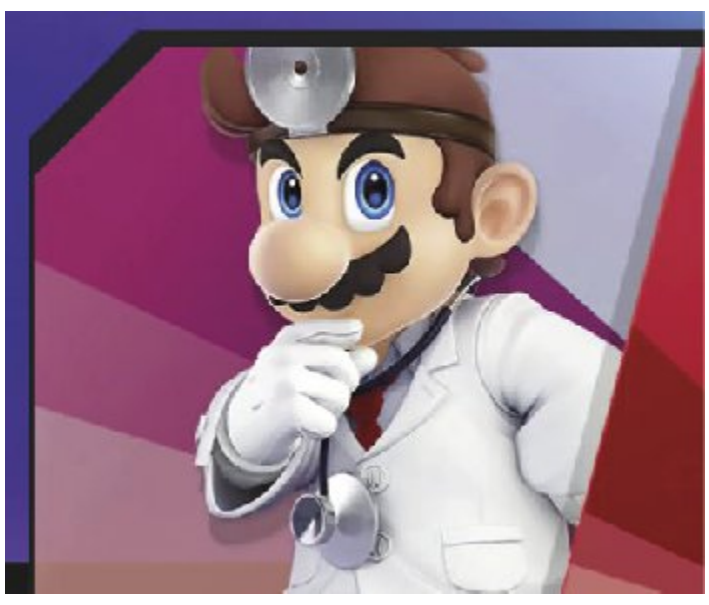
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	Yes
Wall cling:	No

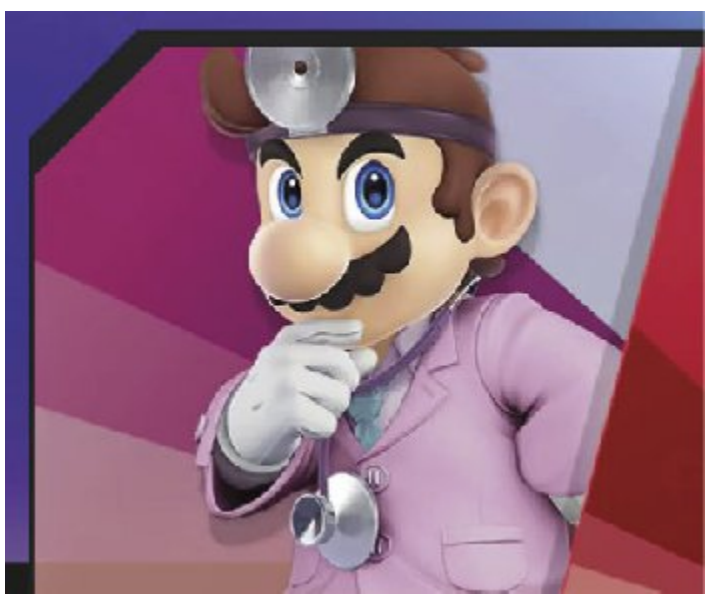
MOVEMENT RANKS	
Ground speed:	F (70)
Air speed:	D (64-69)
Falling speed:	C- (49-51)
Weight:	B- (27-29)

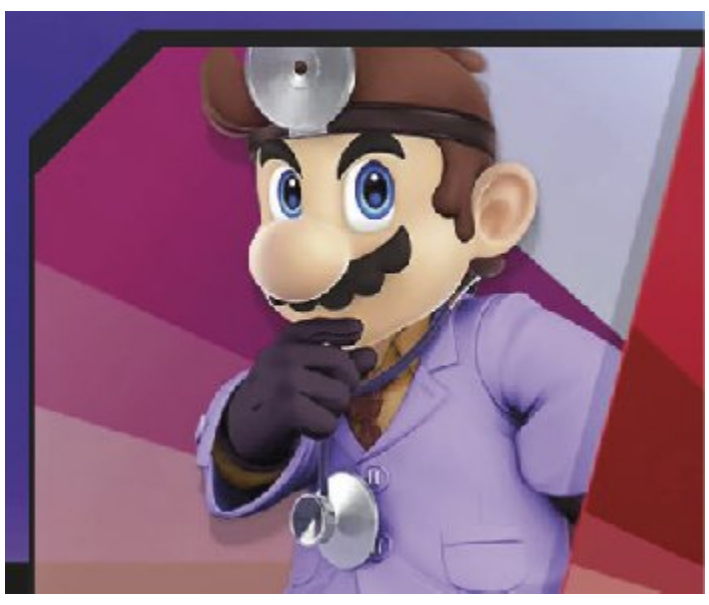


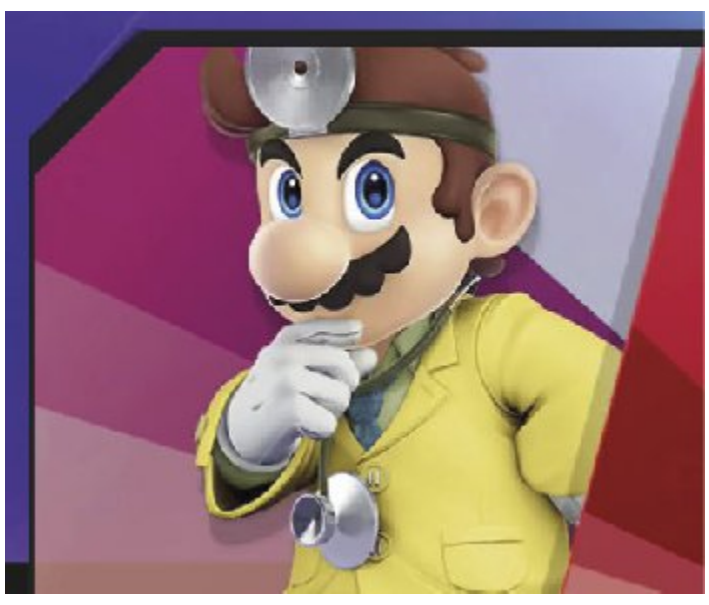
Dr. Mario

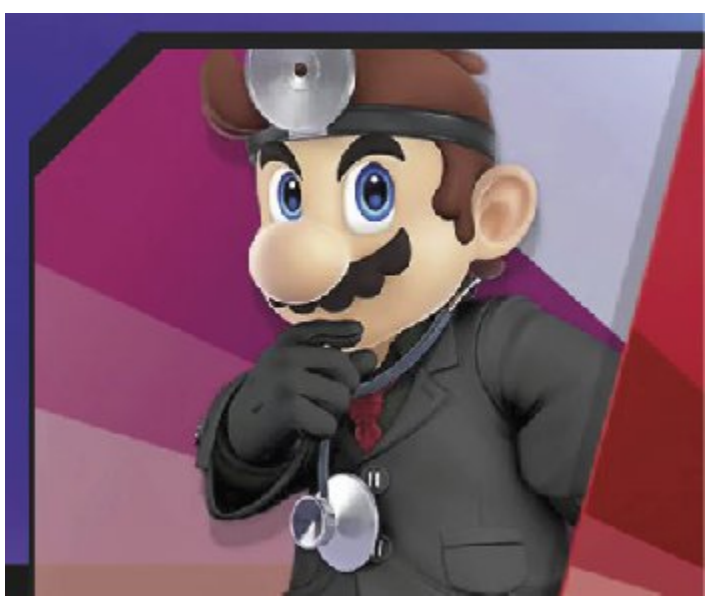
Costumes

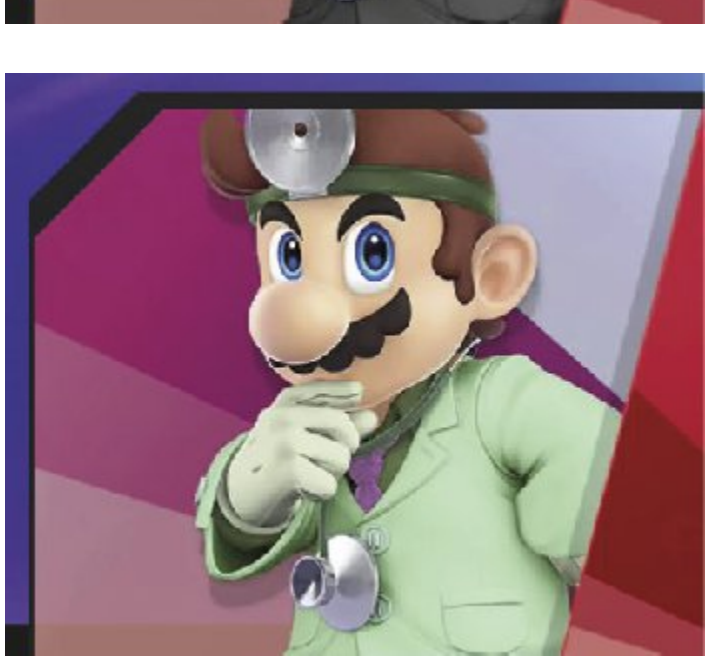


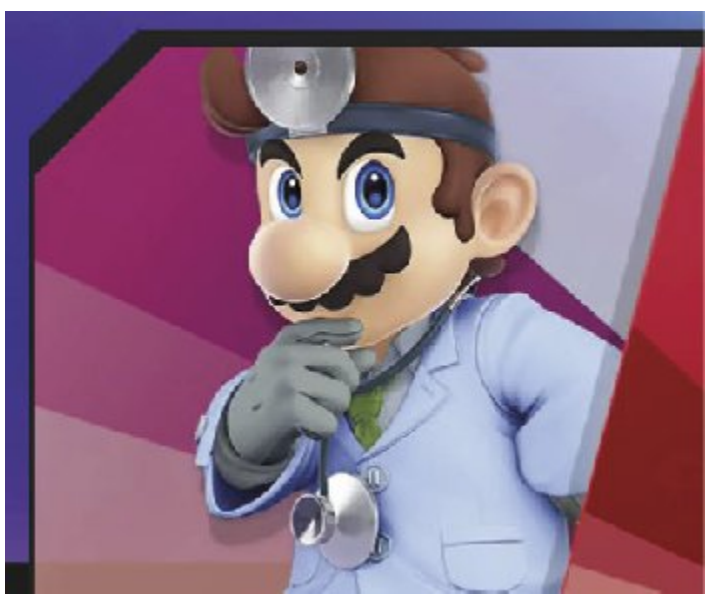


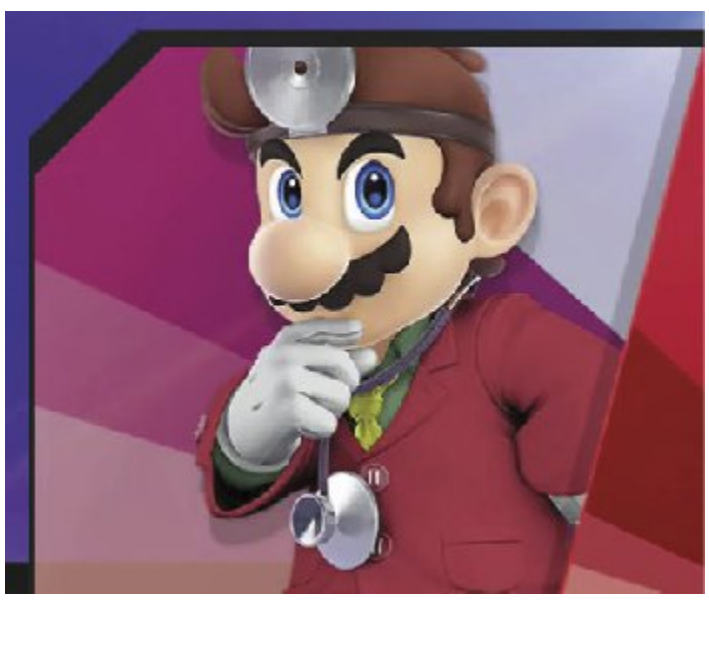


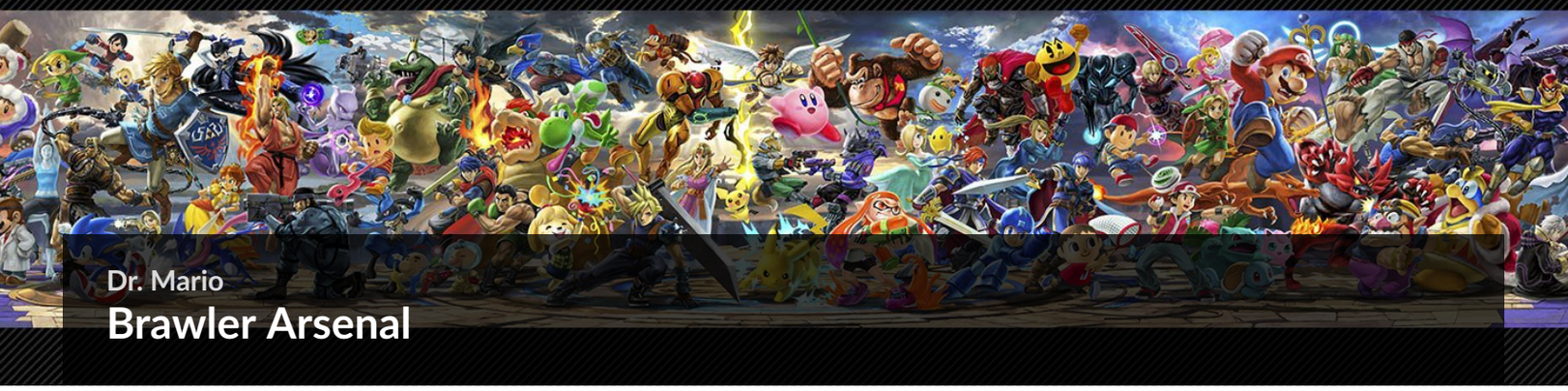












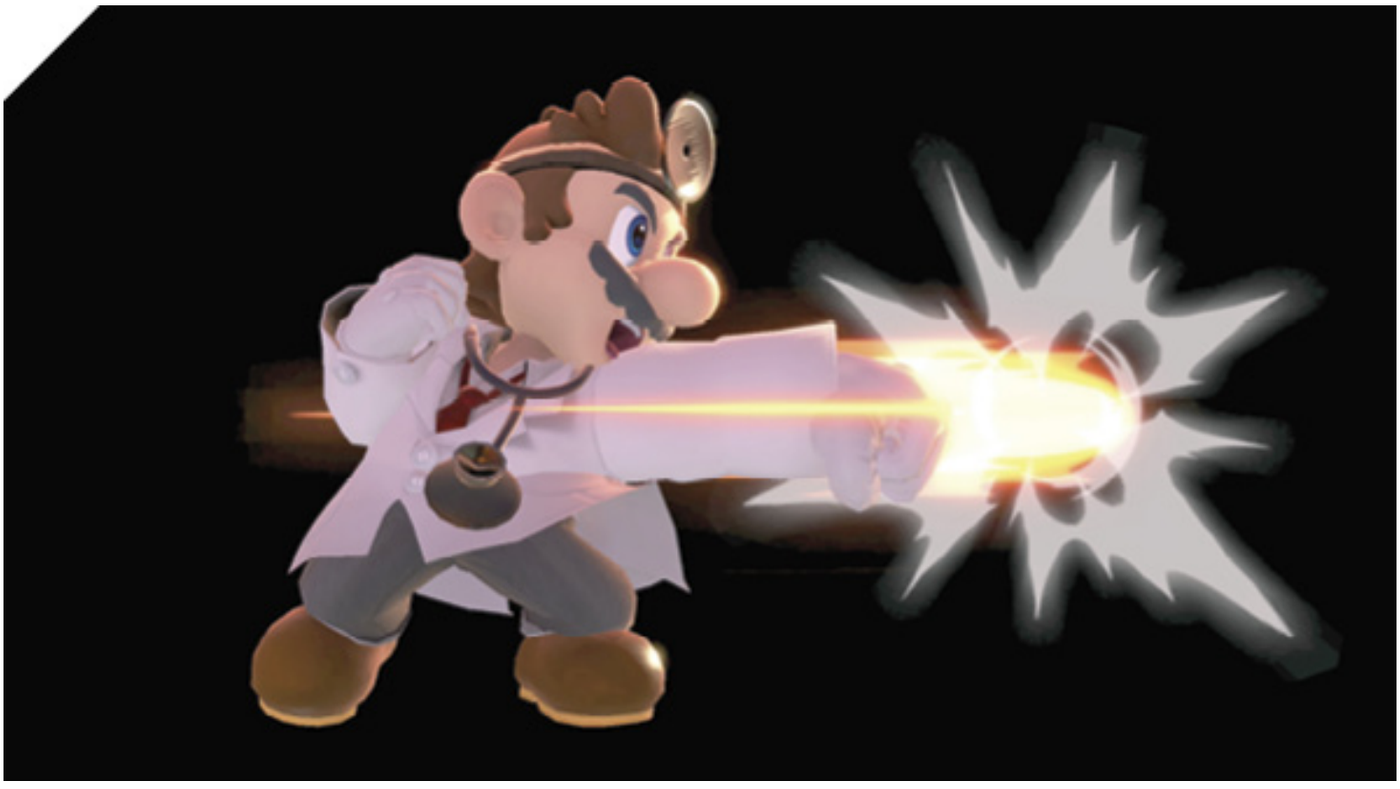
Dr. Mario
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2.9	—
Neutral attack 2	1.8	—
Neutral attack 3	4.7	—



Dr. Mario's most basic attack is a three-hit, punches-into-kick combo. Tap or hold the Attack button to perform the combo; from afar, holding it down produces a flurry of whiffed jabs, while tapping repeatedly whiffs the whole three-hit sequence. Up close, with a defender in attack range, holding and tapping both suffice to produce the combo.

Like when using Mario without his medical license, or his brother Luigi, the first hit of Dr. Mario's neutral attack combo is terrifically fast, striking up close almost instantly. This means it's a great punish tool when someone leaves themselves open, whether by whiffing an attack, dodge-rolling poorly, or giving you something laggy to shield against before counterattacking.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	11.5	Causes recoverable knockdown.

Dr. Mario's sliding dash kick resembles Mario's, but does a tiny bit more damage, like most of the doctor's attacks. On a solid hit, it also pops the victim straight up above Dr. Mario, leading to better immediate juggle combos than in off-duty Mario form.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	10	Intangible.
Wake-up attack (faceup)	7	Intangible.
Wake-up attack (facedown)	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	8.2	Can be angled up or down with diagonal input.
Up tilt	7.4	Pops foe up into potential juggle position. Tendency to whiff against floored fighters or point-blank crouching/short fighters.
Down tilt	8.2	—

SIDE TILT

Dr. Mario quickly sticks out a spinning front kick. As with Mario sans smock, or Luigi, this basic kick can be angled slightly up or down with a subtle diagonal input (not quite 45 degrees on the control stick, or an up or down tilt is produced). This attack has the farthest forward reach of Dr. Mario's grounded strikes, slightly outranging down tilt, side smash, and down smash. A dashing attack has more range on the ground, but that's a much more committed action, more like a running special move than a poke.

UP TILT

The good doctor swings upward with a punchy uppercut, spinning himself around with the follow-through. Like normal Mario's up tilt, this attack has very little horizontal range and might even whiff completely against a fighter standing next to Dr. Mario, depending on the size of their profile (for example, if they're crouching). Still, this is a terrific move because of its usefulness aiming straight up, swinging at airborne foes and juggling floating targets, and for enabling combos. There are lots of situations where you can convert stomping with falling down air attack into up tilts on standing or low-altitude patients, or float them with up tilt after up or down throws at low percentages.

DOWN TILT

Dr. Mario sweeps enemies in front of him with a quick kick, popping them off their feet on contact if they fail to shield. Like Dr. Mario's side smash, down tilt deals more damage at point-blank range, close to Dr. Mario. Hit with just his foot, and he deals out slightly less damage.

Down tilt can lead straight to guaranteed combos at low to medium percentages. Against an opponent between 10% and 30% damage, down tilt can be followed immediately by Super Jump Punch for big damage out of only two hits (the whole thing can be preceded by a last-second neutral air attack or down air just before landing next to the victim). At higher-damage percentages, down tilt can be followed by up tilt to pop the foe higher, before you chase after them with a high-jumping up air attack.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	20.9-29.3	Does more damage closer in. Can be angled up or down with directional input.
Up smash	16.5-23	Has more reach toward Dr. Mario's back.
Down smash	11.8-16.5/14.1-19.8	Dr. Mario sweeps first in front, then behind. The hit behind is slightly stronger.

SIDE SMASH

Dr. Mario rears back for a second, charging the attack up if desired, before unleashing a close-range electrical punch. Like Mario's fiery version of side smash, this attack has range that extends beyond Dr. Mario's palm strike. But while Mario's fiery side smash deals more damage closer to the tip, at max range, Dr. Mario's side smash deals max damage at close range with the palm hit. Keep this in mind when poking with this attack. While charging, hold up or down to aim the punch slightly in that direction, which is useful when edge-guarding.

UP SMASH

Dr. Mario stretches way back, then whips his head forward in a ferocious headbutt. The head mirror Dr. Mario wears when carrying out his responsibilities as a physician adds to the attack's power, surely. Like with similar headbutt attacks from Mario and Luigi, this up smash has more range behind Dr. Mario than in front of him. It also covers the sky directly above him, since his head is intangible during the attack.

Immediately after input, this move hits behind Dr. Mario. Halfway through its travel, it's a great anti-air or juggling move; only during the final moments does it hit before him. Keep this in mind when deploying this attack. Rather than a frontal poke, it's better suited to clearing out all around Dr. Mario, juggling after down throws or up tilts, or covering short hop space above him. It also has some use aggressively if you first run, slide by tapping the other direction, then immediately up smash. Done quickly enough, it'll look like Dr. Mario transitions seamlessly from running to headbutting backward. (Tricks like this can be easier if the C-stick is assigned to smash attacks, so an upward C-stick flick always reliably smashes, rather than sometimes getting an up tilt instead of up smash when trying this entirely on the control stick.)

Whether he hits with the early backturned hit or the late forward headbutt, the doc floats the victim up over him. Hit with the backturned start-up and they'll float to Dr. Mario's front side; hit with a forward headbutt and they'll pop over and behind him. Plan for this when using up smash, and try to keep the opponent floating afterward. You can plan for these quirks and use them intentionally, like aiming to fall on someone with neutral/down air while landing just behind them, with Dr. Mario facing away. An immediate up smash on landing here will continue the combo by popping them to his front side, in place to be juggled further with up tilt, up air attack, or Super Jump Punch.

DOWN SMASH

Many of Dr. Mario's actions are different and slower than normal Mario's, but this breakdancing kick is just as fast and useful. Dr. Mario kicks to his front side first, then whirls and kicks behind too. In front of the doctor, uncharged down smash hits as quickly as side or down tilt, making that his fastest hard-hitting ground poke. The hit behind is great for covering both sides in party battle modes. When using smash attacks to ward off enemies closing in from both sides, remember that up smash hits behind Dr. Mario first, then the front, while down smash is the opposite, covering him in front first, then behind.

GRABS		
MOVE	**DAMAGE**	**NOTE**
Grab attack	1.5	—
Front throw	9.4	Forward throw.
Back throw	12.9	Backward throw.
Up throw	8.2	Throws victim into potential juggle position.
Down throw	5.8	Bounces victim off ground.

GRABS

Dr. Mario's grab motion covers a short range in front of him, and it's really quick. Always be ready to dash in close and throw when engaging enemies on the ground. To condition opponents to be vulnerable to dash-in/empty jump grab attempts, feed them a steady diet of short-hopping neutral air attack (performed early in the jump, before fast-falling) and down air kicks (performed later in the jump, to hit squarely with the sweet spot), not to mention dashing attacks, down tilts, and down smashes.

Back throw has the highest base damage, distance thrown, and high-damage KO potential. Up and down throw both lead to potential juggle follow-ups, though they're rarely guaranteed if the victim takes evasive action. At lower percentages you can always at least juggle with up air or Super Jump Punch, but at higher percentages with a bigger launch, you should switch gears from going for true combos and instead look to keep up offensive pressure against tumbling foes who take evasive action in midair with dodging or air attacks.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	9.4	Does more damage later in attack.
Forward air attack	17.6	—
Back air attack	14.1	—
Up air attack	10.2	Small hitbox behind Dr. Mario, but not as effective as it appears.
Down air attack	14.1	Meteor smash on sweet spot hit.

NEUTRAL AIR ATTACK

Dr. Mario's basic air attack is distinctive because it's stronger later in the attack's active period. You dole out the most damage and knockback by sticking out neutral air attack early and letting the kick travel into the target (or the target into the kick). Coupled with Dr. Mario's brief jump, this is an ideal air attack to use when jumping or hopping directly above intended targets before fast-falling with neutral air attack extended.

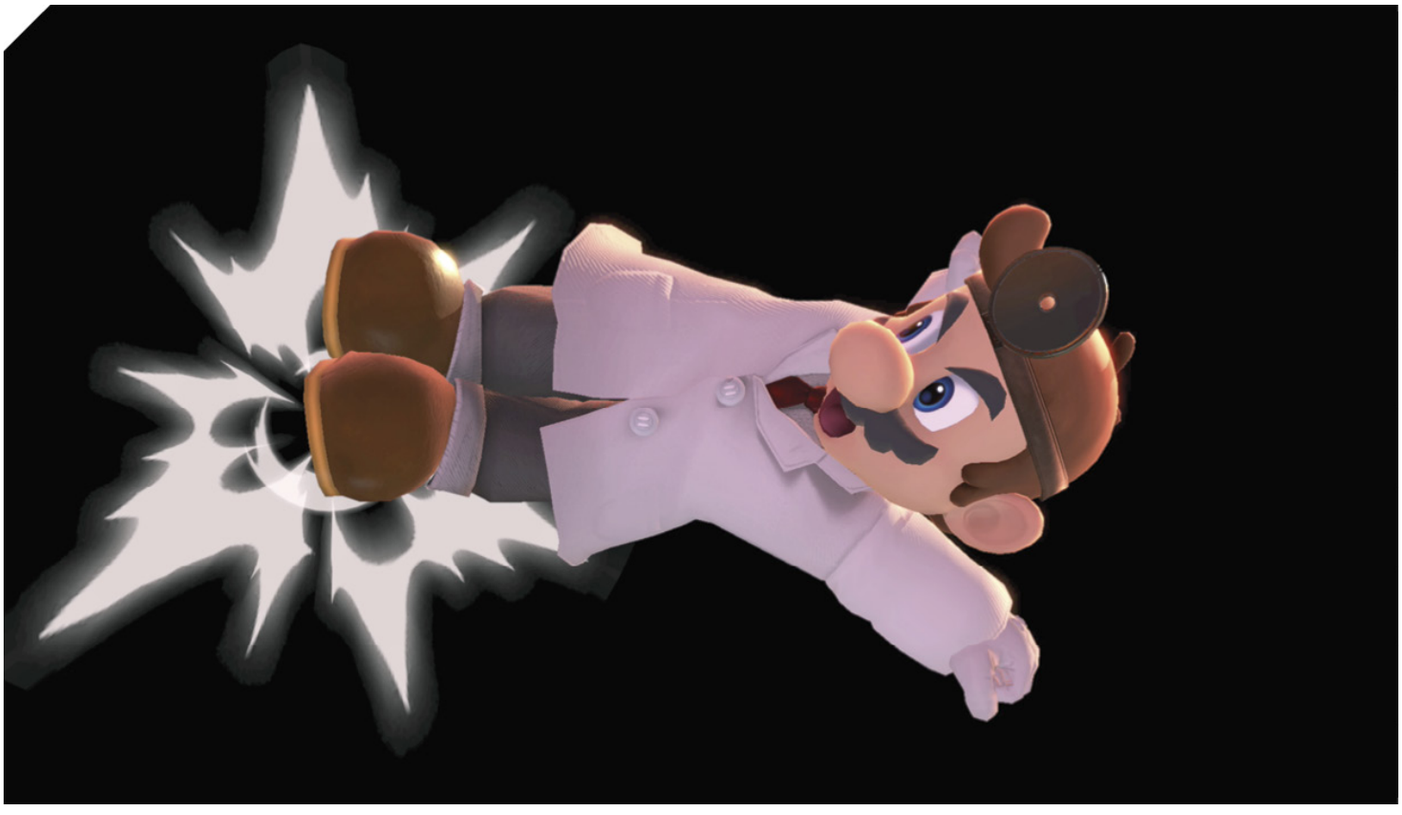
At low-damage percentages it doesn't knock standing victims away, which allows you to potentially tack on grounded attacks for a combo, if Dr. Mario lands facing them. For example, hopping/jumping neutral air attack, down tilt, then neutral attack x3 works even on 0% damage opponents. Neutral attacks, tilts, or Super Jump Punch all work after late neutral air attack immediately before landing.

The hitbox is generous, scoring hits on targets below even if Dr. Mario crosses over to their backs and lands facing away. In this case, to combo from falling neutral air attack, you have to perform immediate up smash upon landing.

FORWARD AIR ATTACK

Dr. Mario swings with a mighty hook punch in midair. The timing to hit just right with the fist forward for full damage is tight, but extremely satisfying when it connects. Dr. Mario's forward air attack doesn't cause a meteor smash effect, unlike Mario's; Mario in doctor mode relies on down air attack for bounce combos and spike KOs. But since Dr. Mario's short hop is even shallower than Mario's, it's easier to use short-hopping forward air attacks against standing/hopping enemies. With Mario, there's some timing involved to not whiff forward air just over a standing foe's forehead, or to start it too late and land without punching. With Dr. Mario, you can short-hop forward with instant forward air punches (easily accomplished with the forward+Attack+Jump input) and threaten most fighters.

BACK AIR ATTACK



Dr. Mario juts both legs out in a stout, hard backward kick. You won't go wrong relying on this attack in midair, unless the up air angle is required. Back air attack dishes out good damage and knockback, and is much easier to aim and hit with than front, up, or down air. The only issue is, unless it's a purely reactionary back air used against someone sneaking up from behind, you must have your back to the intended target. But there are reverse-rushing tricks to produce forward-moving back airs from a standing or running position at will. (Mario's back air description, along with the glossary section, contains more on hopping/jumping backward with sudden back air attacks.)

UP AIR ATTACK

Dr. Mario flips backward, kicking along the way. Though it looks like he'd be attacking behind him as well as in front and above, the hitbox to his back is deceptively small. Unless a foe is a little above the doc and just barely past him, it'll likely whiff against fighters behind him. It's intended for chasing down challengers floating above. Sometimes a quick up air juggle is assured, like at low percentages, short-hopping with up air after popping a victim up with up tilt/smash or up/down throw. At medium-damage percentages, a full jump is needed to rush higher after the target beforehand. At high damage, when they're launched too high for guaranteed follow-ups, it becomes a game of predicting where they'll drift while tumbling, and whether they'll choose to dodge/counterattack if you go after them.

DOWN AIR ATTACK

A double serving of stomping boots is what the doctor ordered. This is Dr. Mario's meteor smash attack, capable of spiking recipients straight down into pits before they can recover. Midstage, it can bounce victims high off the ground, working as a juggle combo starter. The spike/bounce effects show up just short of medium damage, starting above 30%. Depending on how high the victim is bounced, which depends on total damage and the direction Dr. Mario faces when landing, you can juggle immediately with up tilts/smashes, or at least jumping up air attack, for starters.

When looking to stomp airborne foes, beware that this has a fair bit of lag in the air. If you're fishing for down air hits out over an abyss, be careful not to unintentionally fast-fall during execution, or you might lose too much height to recover.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	5.9 close, 4.7 far	Vitamin does more damage closer in.
Side special	8.2	Turns victim around. Reflects projectiles.
Up special	14.1	7 damage on glancing hit.
Down special	1.9x6, 3.5	Can be steered left or right. Mash Special button for extra loft.

NEUTRAL SPECIAL: MEGAVITAMINS

The doctor tosses multicolored Megavitamins in big, bouncing paths in the direction he's facing. The vitamins are heftier than Mario's fireballs and bounce a bit higher. Tossed on level ground, the bounce height isn't so high that they won't hit most opponents, but thrown from jump height, the vitamins can easily bounce clean over foes at ground level.

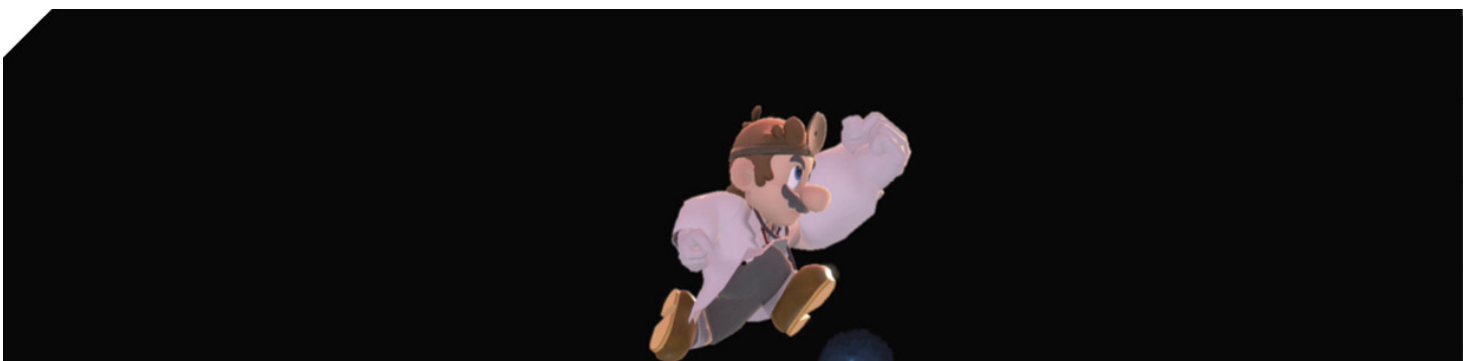
Megavitamins aren't energy, like Luigi and Mario's fireballs, so they aren't dissipated by the same things. Megavitamins can be swatted away or reflected, but it's more like dealing with items than energy shots for opponents.

Like most projectiles, Megavitamins are great for edge-guarding, defensive stalling, and moments when you're separated from the main battle and want to safely toss some hazards into the way. To retreat while throwing Megavitamins forward, first face the intended vitamin-tossing direction, perform a backflip from a standing start (accomplished by pressing Jump first, then immediately tapping the control stick backward on the next frame), then let the stick return to neutral before tapping the Special button.

SIDE SPECIAL: SUPER SHEET

The conscientious physician lays out a hygienic sheet for his patients. The sheet covers the air in front of Dr. Mario before whipping upward, briefly covering the airspace above, too. Anyone contacted by the sheet gets turned around! They also take a little damage, but that's not the important part. This is a variation on Mario's cape, but Mario's version doesn't hit upward at all. On the other hand, Dr. Mario's Super Sheet lacks the momentum-killing effect of Mario's cape, so it can't be used to alter airborne arcs.

UP SPECIAL: SUPER JUMP PUNCH



Dr. Mario leaps upward with a powerful uppercut. For full damage, hit up close with the beginning of the move. If Dr. Mario hits someone later, after he takes off, the damage is halved. Once the uppercut's upward momentum is used up, Dr. Mario lags until landing, drifting downward helplessly except for being able to steer slightly left or right. Take care with this move around ledges, because if you miss, it's a long way down.

Dr. Mario's move set provides ample opportunities to combo Super Jump Punch. At low percentages, down and up tilt, along with down throw, can all lead into immediate Super Jump Punch. With juggle combos at higher percentages, you might have to jump and attempt to Super Jump Punch flush against your target in midair for max damage. The precision required makes this mostly not worthwhile when it's much easier and safer to juggle in the same situations with up air or back air attack.

As a recovery move from offstage, Super Jump Punch has a bit of up-forward movement, which can be the last bit you need to grasp a ledge, but doesn't cover much horizontal distance. From way offstage, if you have enough height to work with, a directed air dodge or (mashed) Dr. Tornado special can help gain enough distance for Super Jump Punch to save the day at the end.

DOWN SPECIAL: DR. TORNADO

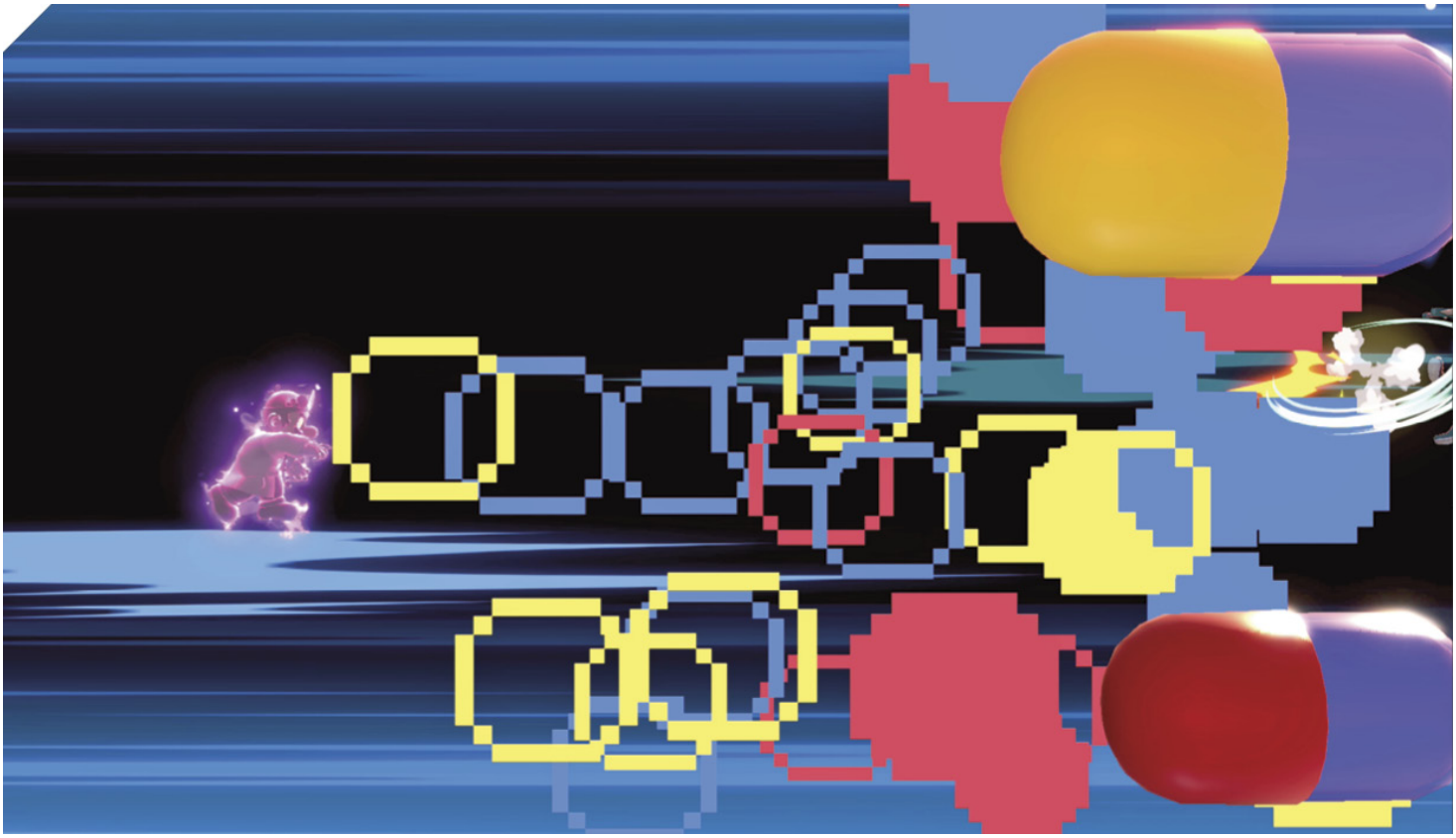
This whirling special move is quite flexible, allowing for a lot of variance depending on inputs. The initial input is enough for Dr. Mario to start up his tornado motion. Left or right inputs steer him, as he inflicts multiple hits on anyone caught in the vortex. A final heavy hit at the end of his travel launches them away.

Dr. Tornado isn't quite quick enough to pick up victims in guaranteed combos, but it can certainly sweep up tumbling fighters who don't fight back or air-dodge away, and it's great against groups of fighters.

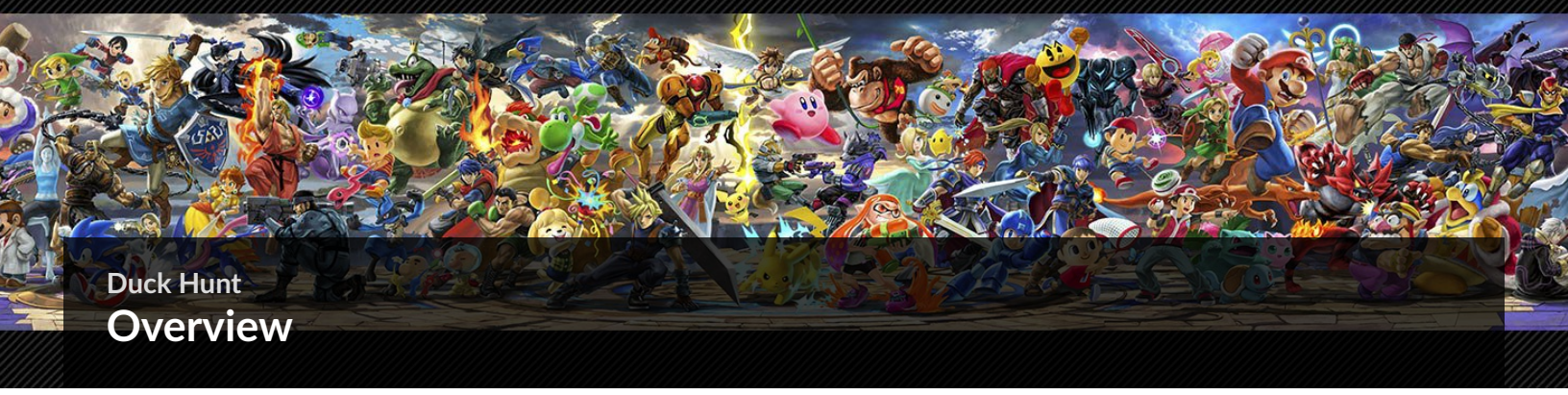
While he's swirling, repeated Special button inputs cause Dr. Mario to ascend. This is much more flexible than Luigi's similar move, Luigi Cyclone, which lets Luigi gain a hop's height with furious mashing. Dr. Mario's Dr. Tornado can give Dr. Mario another jump's worth of height with spirited (if not quite furious) Special button mashing. If you want the full-height Dr. Tornado, think of the input as being down+Special, then three or four more quick Special button presses during the spins. Used while moving left or right, an ascending Dr. Tornado can help Dr. Mario recover, putting him back in ledge-grasping reach (with Super Jump Punch available for that last bit if needed).

Dr. Tornado can only be used for upward loft once per airborne period; if you double-jump, use Dr. Tornado to soar up, then Dr. Tornado again, Dr. Mario just falls back to the ground with normal velocity. Interestingly, if the second Dr. Tornado hits the ground while it's in progress, then you can make it ascend again with Special button inputs.

FINAL SMASH: DOCTOR FINALE



Crack open a Smash Ball for access to Dr. Mario's strongest prescription. Draw a bead laterally on as many combatants as possible, then input neutral special to send two enormous vitamins spiraling across the battlefield. Fighters caught by either gigantic vitamin will likely be carried along in a combo by both of them, blended up by their motion around each other.



Duck Hunt
Overview

This tandem works together to put each of their distinct advantages to good use. The dog gives Duck Hunt decent mobility and the ability to wall-jump, while the duck grants far-reaching, sharp beak attacks, not to mention saving the dog's bacon over pits with the Duck Jump up special.

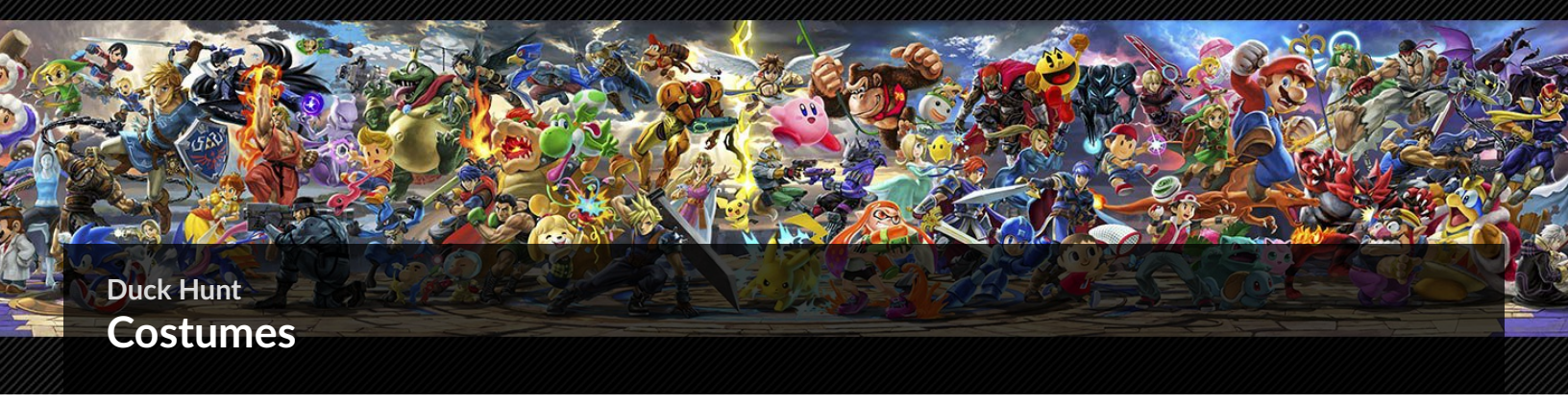
Many of Duck Hunt's attacks work like unique projectiles. All of the smashes are barrages from an NES Zapper light gun, striking all around the duck and dog and making them cower while dealing damage to their opponents. The Trick Shot, Clay Shooting, and Wild Gunman specials all offer different ways to put variable projectile threats on-screen, almost like moving land mines you can choose to detonate at will.

The quirkiness of Duck Hunt's attacks is both strength and weakness. There's nothing quite like Trick Shot, for example, which is both a grenade-type move and a bomb you can shift around the screen with secondary shots, even while performing other actions. But the specials require some premeditation and hard reads to use well, and the unique zapping smash attacks don't always hit like you'd expect them to.

DUCK HUNT VITALS

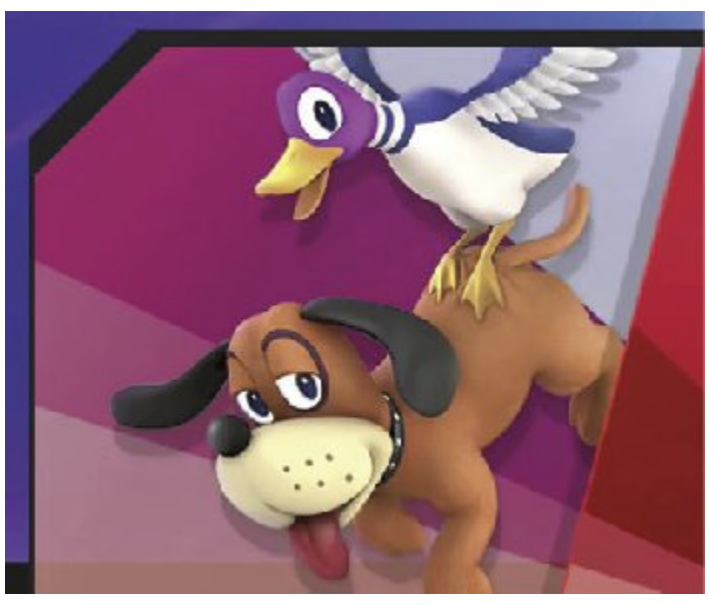
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	Yes
Tether:	No
Wall jump:	Yes
Wall cling:	No

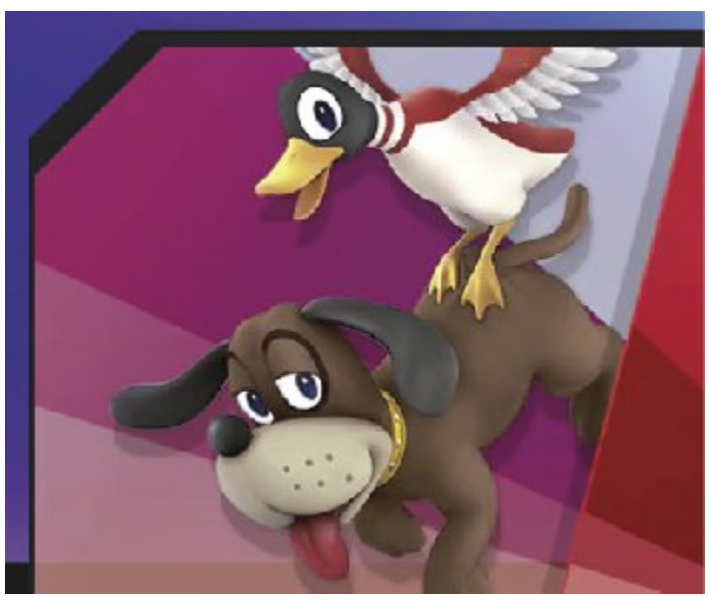
MOVEMENT RANKS	
Ground speed:	C- (30)
Air speed:	B (19-24)
Falling speed:	B- (28-33)
Weight:	D (59-60)

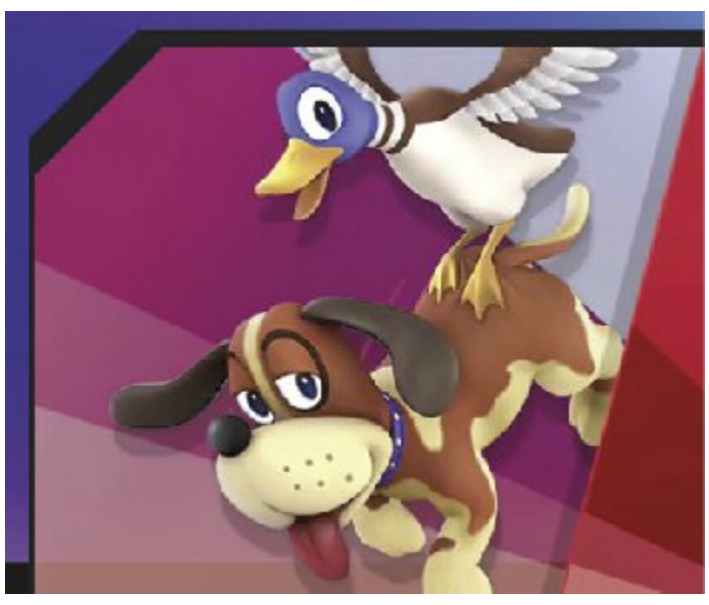


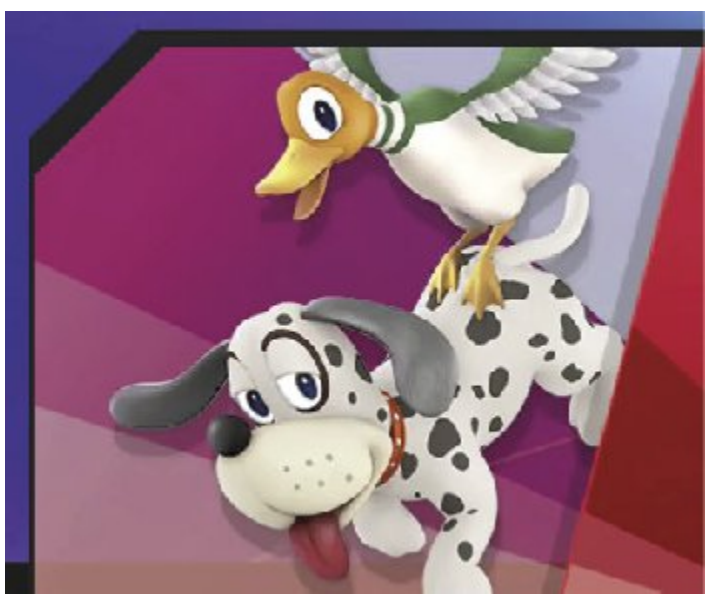
Duck Hunt

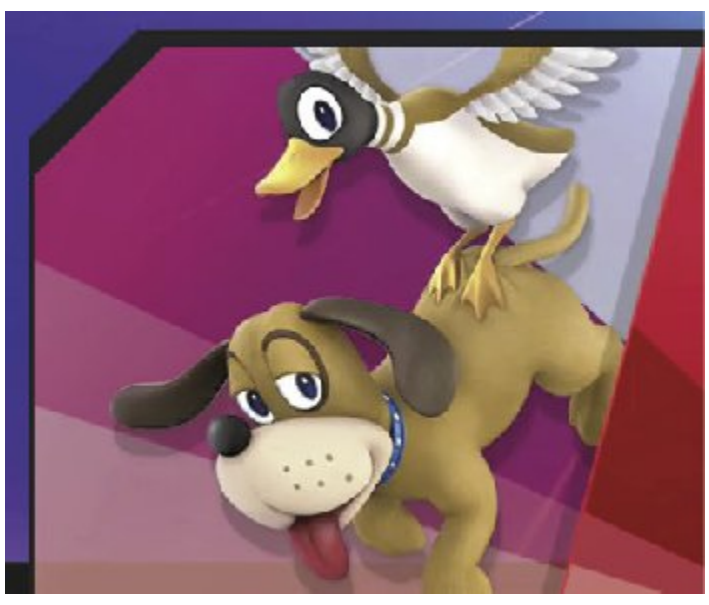
Costumes

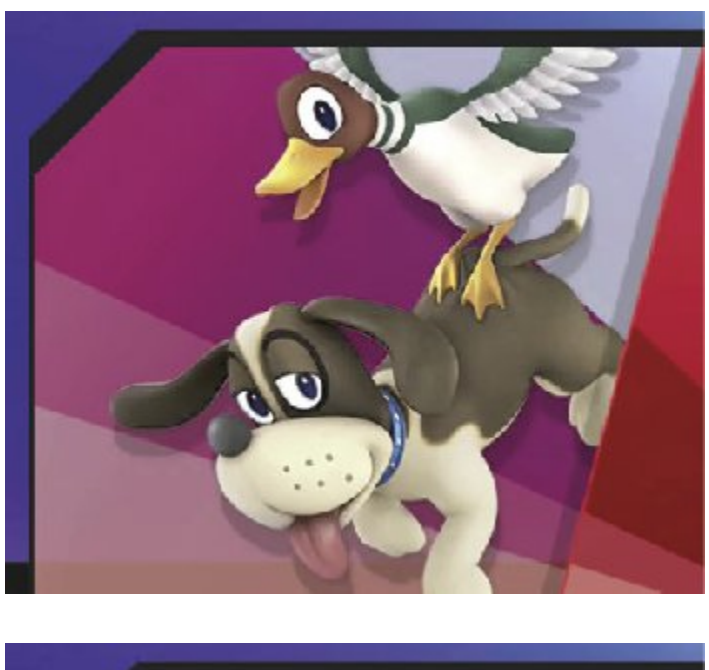


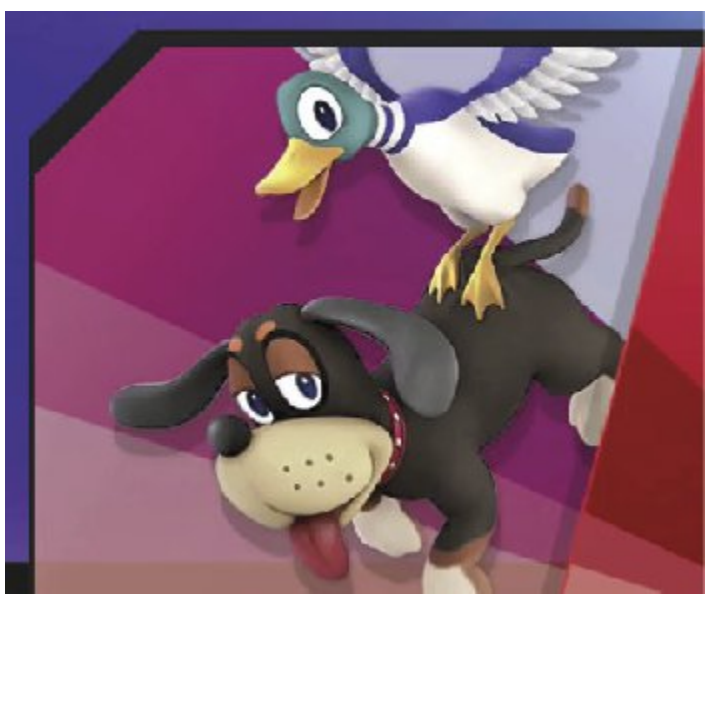


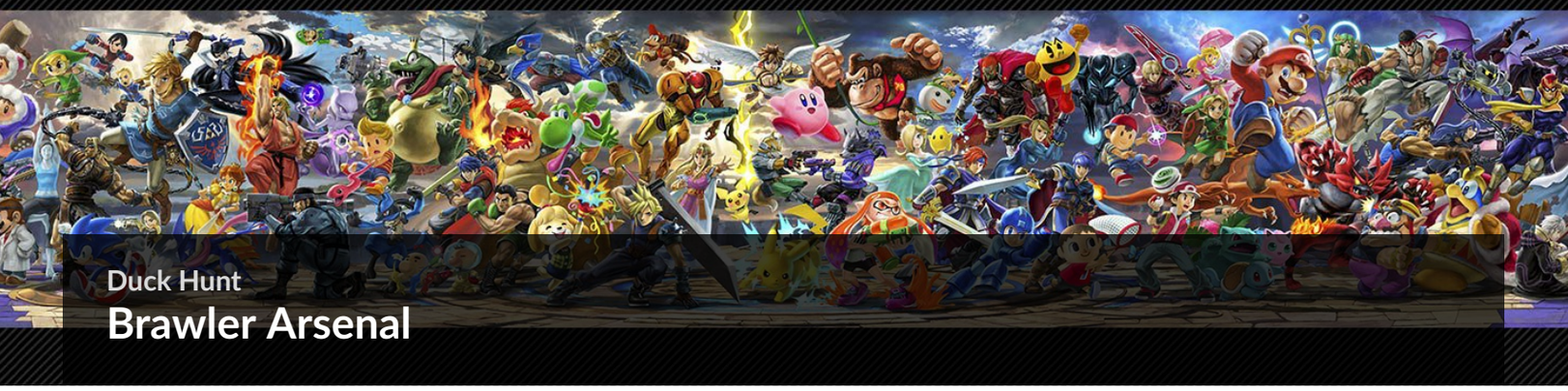












Duck Hunt
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	1.5	—
Neutral attack 2	1.5	Hold for auto-combo (neutral attack 3a).
Neutral attack 3a	5	—
Neutral attack 3b	0.4x8, 3	Activate with manual neutral attack taps. Hold for continuous attacks. Launches foe into potential juggle position.

There are two ways to perform Duck Hunt's neutral attack combo. The first is to hold down the Attack button. This speeds through Duck Hunt's basic three-hit combo: a quick paw swipe, a puppy headbutt, then a two-hind-legged kick with front paws planted. This is an easy punish out-of-shield when you block an opponent's attack.

Alternately, manually tap the button repeatedly for a different ender than the usually kick. Instead, the dog ducks while the duck thrusts forward repeatedly in a beak flurry. At the end, the dog launches at the target. At low percentages, you can pressure for a mix-up on their tech attempt; at higher damage, you can try for an air combo. During the duck ender, continue holding the button after the duck starts stabbing to add extra hits, but this eventually lets them fall out of the combo. Release to trigger the launcher before long. Without any extra hits, you get 9.2% damage, while holding out for 23 total hits scores 13.9%.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	10	Max damage early in attack. Launches foe into potential juggle position.

From a forward four-legged run, the dog leans out of the way so the duck can thrust far forward, issuing a high-damage hit that launches away. Early beak hits knock foes up and far forward, but late beak hits (just before the attack's active period ends) launch them up and over Duck Hunt, offering immediate juggle chances behind.

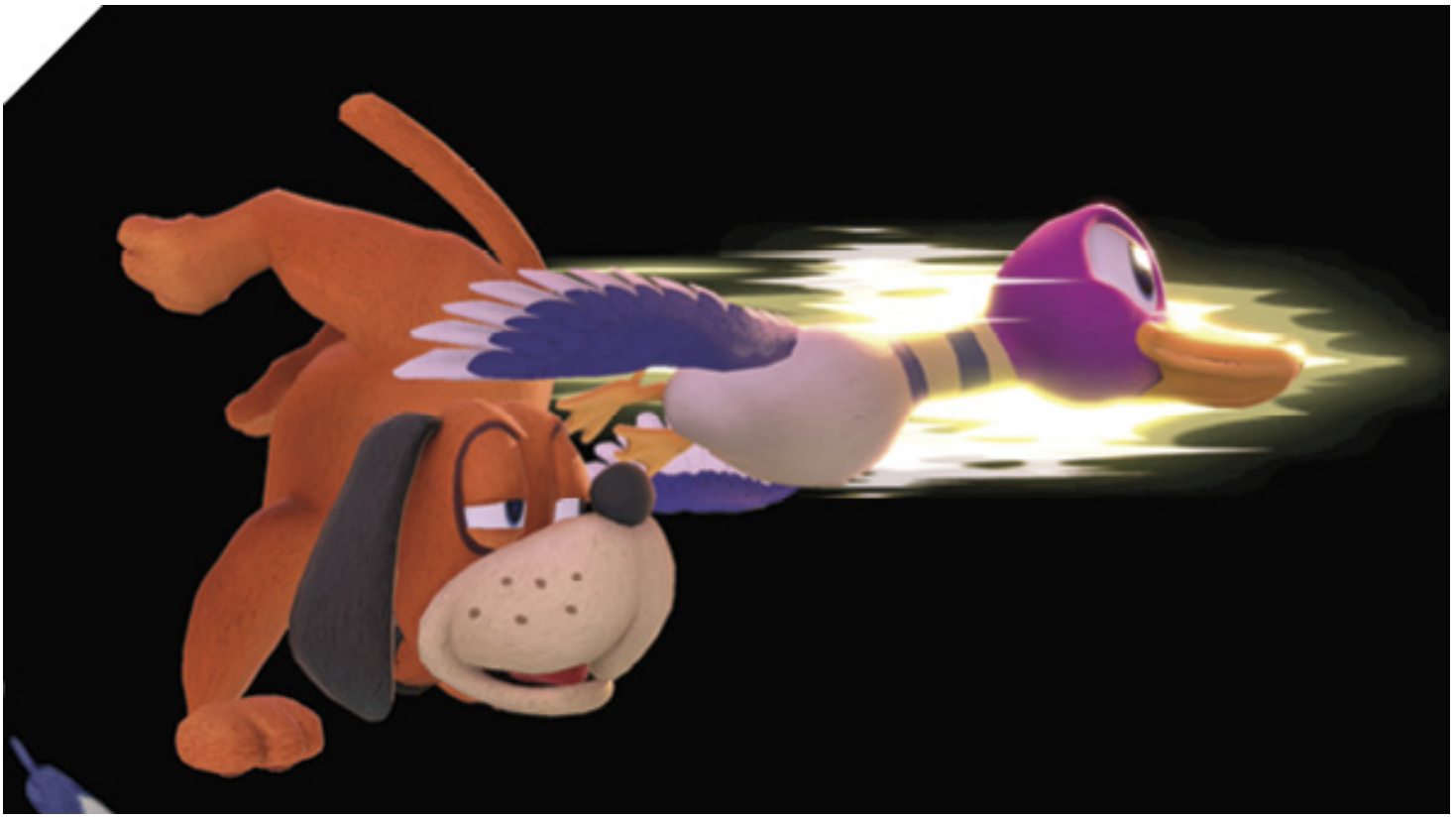
DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	8	Can be aimed slightly up or down.
Up tilt	7	Pops foe into potential juggle position.
Down tilt	8	—

SIDE TILT



The dog flattens and allows the duck to stretch ahead, striking far forward. Holding slightly up or down during execution aims the bird a little bit. The downward-angled side tilt can snipe recovering foes the instant they grab a ledge, dislodging them. Side tilt is slower to hit than down tilt or neutral attack, but has more reach.

Duck Hunt is technically at a very punishable disadvantage when side tilt is shielded, but if you aim to hit with the duck's beak, the enemy will be too far away for guaranteed reprisal.

UP TILT

Here, the duo aims a bird swing upward. This move is mostly intended for use against foes above. It can hit enemies pressed flush against Duck Hunt, but it might miss small or thin fighters even up close. Focus on using it for low-altitude juggles and knocking short hoppers away. When it hits, it pops the opponent into a vulnerable arc right above.

DOWN TILT

While the dog crouches low, the duck stretches around to poke with its beak. This has a low profile and hits with decent reach, pushing enemies away. It's the fastest move Duck Hunt has for neutral game dancing on the ground, besides a plain neutral attack or grab.

When shielded, down tilt is much safer from retaliation than most other Duck Hunt pokes, as long as you aim from max range. The pooch and bird are at a minor disadvantage, so immediate out-of-shield grabs will get you up close, but not farther away.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	4x2, 9-5.6x2, 12.6	Knocks foe away.
Up smash	2.5x2, 10-3.5x2, 14	Pops foe into potential juggle position.
Down smash	5x2, 6	Double-sided attack.

SIDE SMASH

For Duck Hunt's smash attacks, it's time to break out the trusty old NES Zapper! For each smash, a series of light gun reticles appears and explodes, automatically juggling anyone in the way before launching them. The last shot is always the strongest, so it's sometimes wise with smashes to aim to hit with just that shot, which requires you to "lead" targets. For side smash there are three light gun shots in front of Duck Hunt, starting right next to the duo and proceeding outward, each comboing to the next on a clean hit.

The speed is nothing to write home about, hitting at slightly below average for a side smash. The hit area is a little variable, too: although the shots always appear at the same horizontal distance from Duck Hunt, they don't always appear at the same height. The first shot isn't absurdly high or anything, but the shots can vary from toe to head level, perhaps affecting how foes hit at the very edges of range.

Shielded up close, side smash leaves Duck Hunt vulnerable, since the third shot will probably strike behind their shield, not even forcing them to block. In this case, anyone can hit Duck Hunt back right away. If you space side smash so that it doesn't hit at point-blank range, and so the third shot forces enemies to guard, it's generally safe from punishment.

UP SMASH

Three quick shots above the uneasy alliance of dog and duck. The first shot zaps a bit above and in front of Duck Hunt, with the same speed as down smash, decent for a smash attack. The second shot is slightly above and behind, and the final shot is centered directly above the pair, hitting much harder than the preceding shots and launching quarry straight up into juggle position. Any of the hits connecting carry prey forward into the rest.

DOWN SMASH

The duo ducks together while NES Zapper shots go off on both sides. The first shot hits in front with decent smash speed, the second shot is behind (getting kind of slow, if someone's standing behind Duck Hunt), and the final shot occurs in front, almost a half-second after input. Any of these shots, if they connect, pull the victim over Duck Hunt, ready to eat the next shot. Someone standing in front and not shielding during the first hit is launched behind Duck Hunt, then relaunched forward.

When defenders block down smash, Duck Hunt is technically at a punishable disadvantage. But the dog and duck stay hunched low to the ground during end lag, terrified of the loud gunshot noises, which means that many opposing neutral attacks and grabs will whiff right over them even up close!

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.2	—
Front throw	8	Forward throw.
Back throw	9	Backward throw.
Up throw	6	Launches foe into potential juggle position.
Down throw	5	Bounces foe into potential juggle position.

GRABS

Duck Hunt's grab speed is very good, just shy of the fastest grabs. The dog also leans forward, adding decent reach. It works well with neutral attack paw pokes and down tilts, not to mention short-hopping air moves. Putting Clay Shooting and Trick Shot projectiles on-screen near enemies can also create doubt in opponents about when you'll cut loose with Zapper shots to detonate the target, giving you a chance to dash in and sneak a grab.

Front and back throws offer the usual options, letting you pick a side to toss foes. Up throw has the dog launching them upward with a hind-leg kick, allowing for follow-ups straight above, like with hopping up air attack. Down throw smacks them off the ground, meanwhile, for follow-up chances lower to the ground and in front.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	11	—
Forward air attack	10	Max damage at beak.
Back air attack	12.5	Max damage at beak.
Up air attack	3x2, 6	Third hit launches foe into potential juggle position.
Down air attack	5, 10	Second hit can meteor smash.

NEUTRAL AIR ATTACK

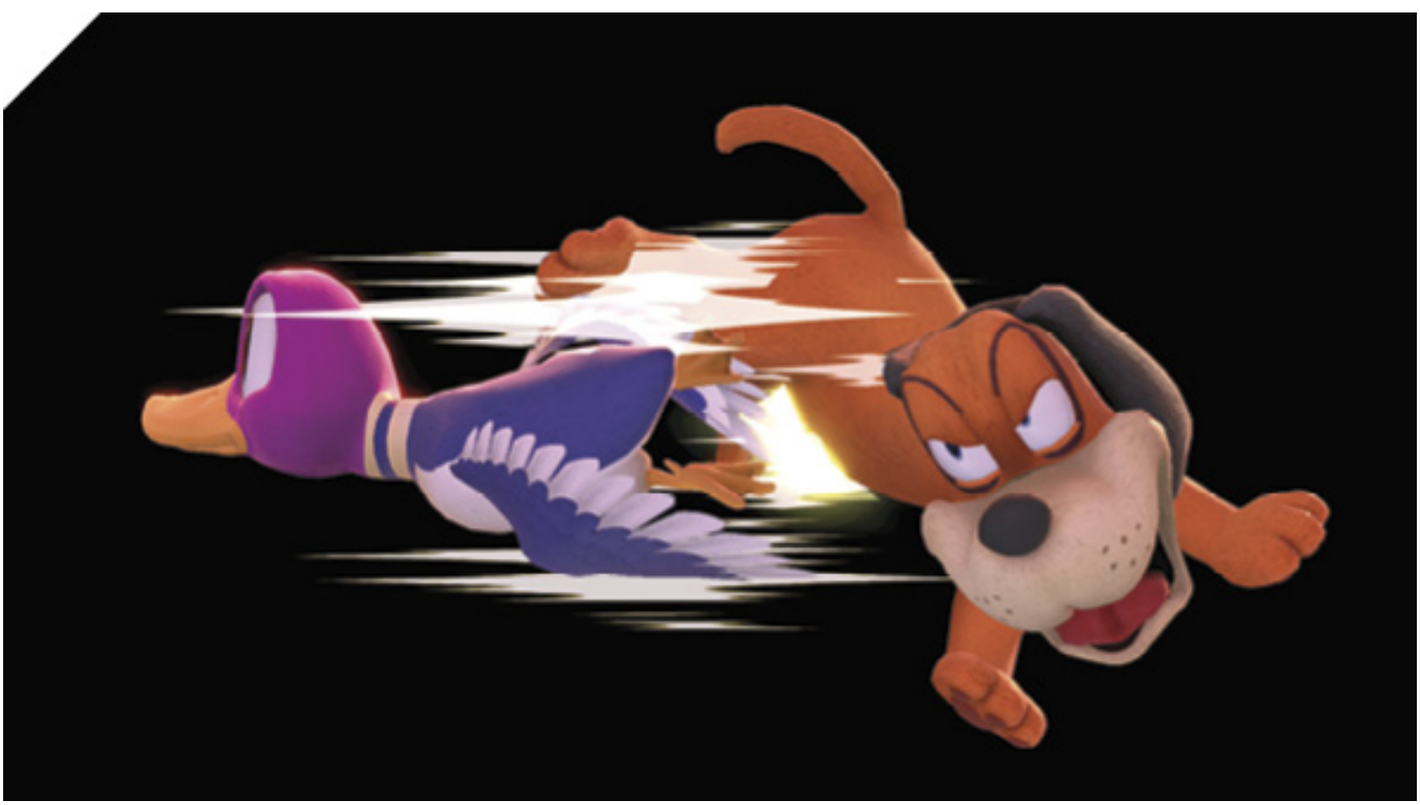
The dog spins in midair, all limbs active. The whole dog is basically a hitbox, and the attack is active with good speed. It lasts just short of half a second, making it an extremely useful jumping move. It's a sure thing ramming into other fighters air-to-air at any angle (of course, whether they have their own air moves that'll win cleanly is up to the matchup), and it's easy to deploy and then pull down into foes from above via fast fall.

Against opponents standing on the ground, it doesn't start knocking them back very far until high damage is built up, which means you can go right into ground combos or grab tries.

FORWARD AIR ATTACK

The first active part of this attack is the dog checking with a shoulder, but the duck then jabs ahead with the strongest part of the attack. The attack is stronger when aimed with the beak. It's active starting just a tiny bit slower than neutral air attack but with more forward reach. The lag on landing is slightly less too, allowing even tighter combos and grab pressure.

BACK AIR ATTACK



The dog leans aside so the duck can spear sharply behind the duo. The damage is good, and the knockback is great starting at mid percentages and higher. The only downside is the long landing lag is used near the ground.

UP AIR ATTACK

The duck snaps upward quickly three times, with the final hit being the strongest. With three snapping attacks, this has a decent active period, but only the final hit launches enemies back up, so it can be hard to get all three hits. If foes get bitten by the first or second beak hit but then glance off, they fall alongside Duck Hunt.

With the duck perched on its canine friend and jabbing upward, this doesn't have good hitboxes or landing lag for using low to the ground, as air-to-ground offense. Forward air attack and neutral air attack are best for hitting standing opponents.

DOWN AIR ATTACK

Unlikely animal friends work together, with the dog and duck flipping one after the other with downward-aimed headbutts. The speed is like an average smash attack. Like up air attack, the separate hits can make it hard to aim and get both hits. The second hit, from the duck, is a powerful meteor smash on a clean hit.

Landing lag used near the ground is bad, with the poor dog flopping hard.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	10-14 (shots 1.7)	Tap Special button for gunshots at can.
Side special	2 pigeon	—
Up special	0	Movement only. Lag until landing. Can be canceled with other air moves, delaying helplessness.
Down special	Varies	See table.

WILD GUNMEN

DESCRIPTION	DAMAGE
Red bandana, black vest	8
White shirt, no vest/duster	8
Black duster	9
Red duster	10
Sombrero	11, fire rounds

NEUTRAL SPECIAL: TRICK SHOT

The duo tosses out a Hogan's Alley can, ripe for target practice. This is an explosive, and detonates for solid damage on contact with enemies (higher downward velocity on the can leads to slightly more damage). This means the simplest way to use it is as a grenade, chucking it on a shallow arc. If a can hits the ground without detonating, it comes to rest. If nothing happens to it, the can disappears after 11 seconds. Both Duck Hunt and foes can swat at the can, knocking it around. It's possible to physically assault it enough to detonate it, but it makes a lot more sense to use the rest of the special to do it with light gun zaps.

While a Trick Shot can is on-screen, further inputs of neutral special result in NES Zapper shots aimed at the can. This works no matter what Duck Hunt is doing. Up to eight shots can be pumped into a can before it finally can't withstand any more and explodes. Shots on target spin the can up and forward, extending its downward arc if it's falling, and popping it off the ground if it's still. From one side of a stage, you can jump, toss a Trick Shot can, then rhythmically tap out shots slowly to keep the can bouncing in midair across most of the stage, eventually dropping it before the eighth shot quite far from where you threw it. If enemies are near a can when the light gun shot nails it, they take a little damage. If they're near the explosion at the end, they take a lot.

Offensively, as mentioned, Trick Shot is basically a grenade. It has defensive applications, too. If you toss a can, then stand near it (but not too close; Trick Shot explosions can hurt Duck Hunt too!), foes will be wary of approaching from that angle, since you can unleash a quick flurry of gunshots along the can's ascending path. It's good dropped near stage edges for the same reason, to deter recovering opponents.

When tossing projectiles, you can throw a Trick Shot can, then a Clay Shooting pigeon. But not the other way around, since neutral special with a clay pigeon on-screen just results in a Zapper shot at the target.

SIDE SPECIAL: CLAY SHOOTING

The dog spins to hurl a clay pigeon forward like a Frisbee. It travels either a medium or long-range distance, depending on whether you use a tilt-style side special input (holding direction in advance, or gently angling control stick) or a smash-style input (flicking the stick plus the button). The smash-style input tosses the disk farther and faster. Either way, the disk itself is a projectile attack with a weak hit on its own.

While the pigeon is on-screen, inputting neutral special takes NES Zapper shots at the disk. This works whether it's in motion or lying still but not yet vanished. These individual gunshots are weak, like when pinging shots off a Trick Shot can. But if a shot strikes the clay pigeon, it shatters, dealing extra damage to anything nearby.

For a defensive/close-range Clay Shooting detonation, use a tilt input for a slower clay pigeon toss. Not only does this keep the projectile closer to Duck Hunt, but the slower speed means Zapper shots are more likely to hit.

For a series of harassment projectiles, use jumping smash throws to fling clay pigeons just over enemy heads. As the disk travels quickly, any shots you take will probably miss the pigeon—but those missed shots become hazards for foes. Plus, the pigeon is still a minor projectile whenever the shots catch up and detonate it.

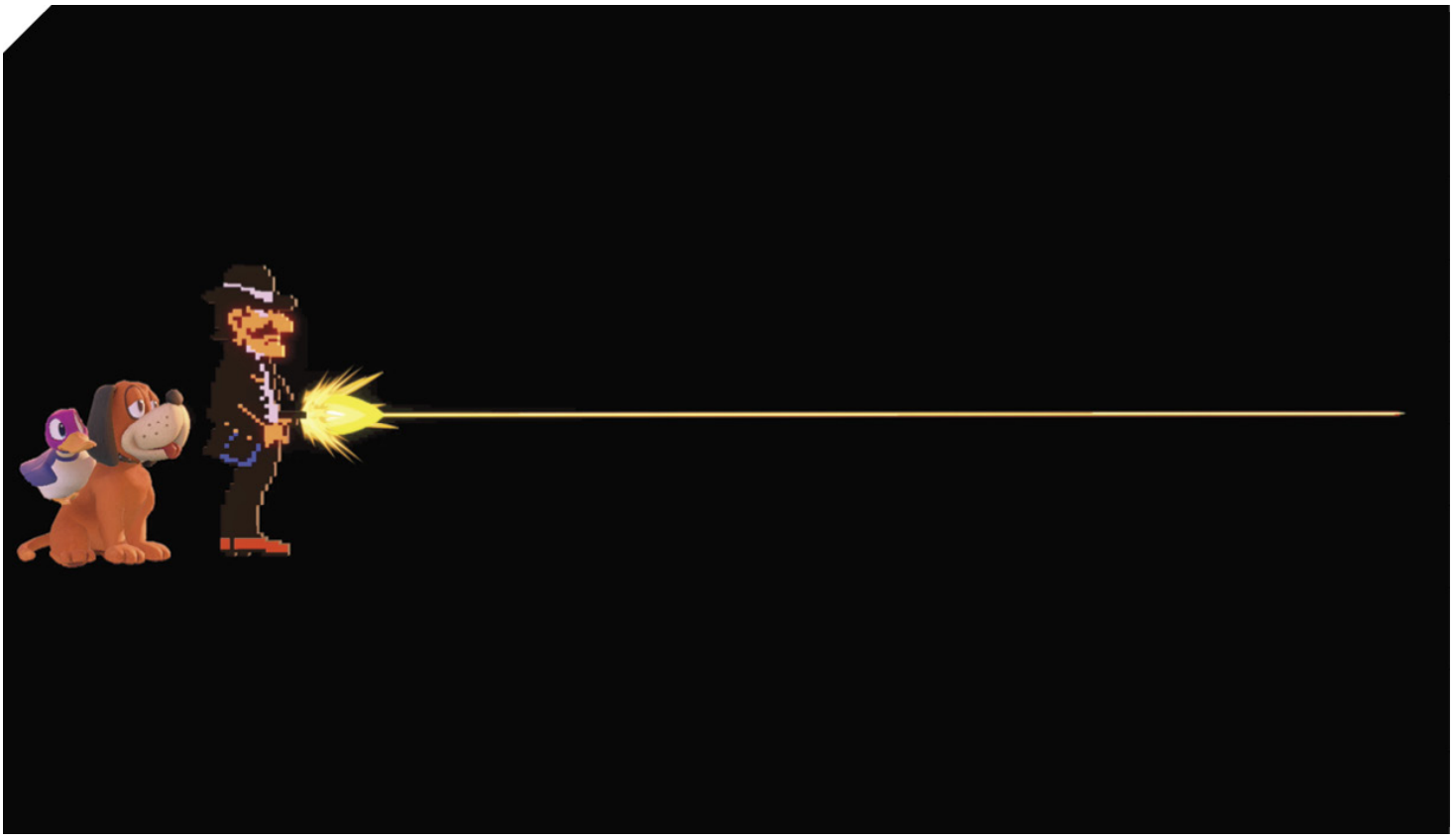
UP SPECIAL: DUCK JUMP

The duck briefly, nobly resists gravity, lugging the dog upward as long as it can (which is just a second). As the duck flaps, holding the control stick up-forward gains the most distance traveled in a desired direction. A flapping duck can also easily change directions, like Villager and Isabelle during Balloon Trips, but turning while flapping reduces how much distance and height the duck achieves.

There's no innate attack portion of Duck Jump. On its own, this is a movement-only special. However, Duck Jump is a unique up special in that it can be interrupted partway up by any other air move. You can Duck Jump and ascend for a moment before swinging with air pokes, Clay Shooting, Wild Gunman, and Trick Shot. The catch is, you still enter the usual helpless drifting state that most fighters end up in after up specials. It just happens after your choice of move, done in the middle of Duck Jump.

Ultimately, physics wins, and the duck and dog drift back down to the ground, whether you interrupt Duck Jump with another attack, or use it to turn in midair, or use it for max distance in one direction.

DOWN SPECIAL: WILD GUNMAN



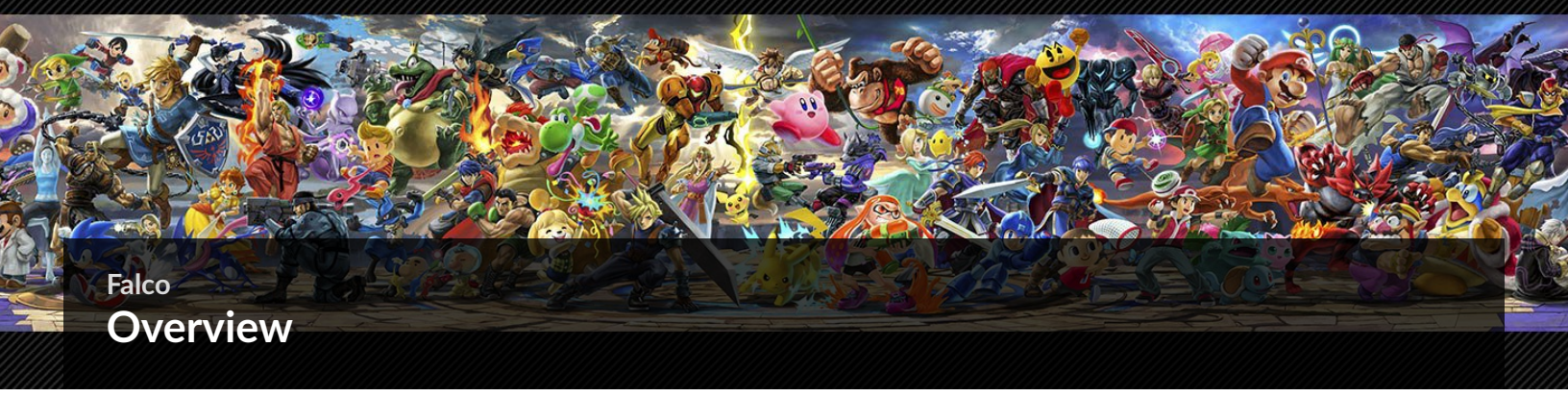
Duck Hunt deploys a pixelated helper, plucked straight from 1984's NES light gun title Hogan's Alley. If used in midair, Duck Hunt's air momentum is briefly slowed. Whichever 8-bit gunner it is, they drift downward for a moment (or just stand there, if they're already on the ground) before firing straight ahead. This is basically a drop-and-forget projectile, which goes off much later, giving you time to vacate the area or press ahead for a pincer attack on the Wild Gunman's target.

Different gunmen have different armaments, so they deal slightly varying amounts of damage. The important one to remember is the fellow in the poncho and sombrero, who's packing the most serious heat. Quite literally, since he's using explosive flame rounds, not only dealing the most damage but launching seared victims. The heavier shells come at the expense of some range for this gunman, though.

Sombrero-wearing gunman shoots explosive rounds, which have less range but put the victim into a jugglable position.

FINAL SMASH: NES ZAPPER POSSE

With Final Smash stocked and viable targets relatively close in front of Duck Hunt (they don't have to be point-blank, but they can't be too far), cut loose to summon a sudden flock of ducks. If the ducks nail anyone in the way, those opponents find themselves in a recreation of Hogan's Alley, at the whim of all the Wild Gunmen. (Their whim is to shoot things.)



Falco

Overview

Falco is one of three Star Fox fighters in Super Smash Bros. Ultimate, sharing a similar special moves list with both Fox and Wolf. Whereas Fox is a hyper-agile fighter and Wolf is a heavy-hitting brawler, Falco is a graceful combo-centric combatant with the highest jump in the game. While Falco is faster than Wolf, he isn't as speedy as Fox, nor does he have huge hitboxes on his attacks, so his playstyle is much less offense-based and is more centered around waiting, baiting, and punishing with high-damage combos.

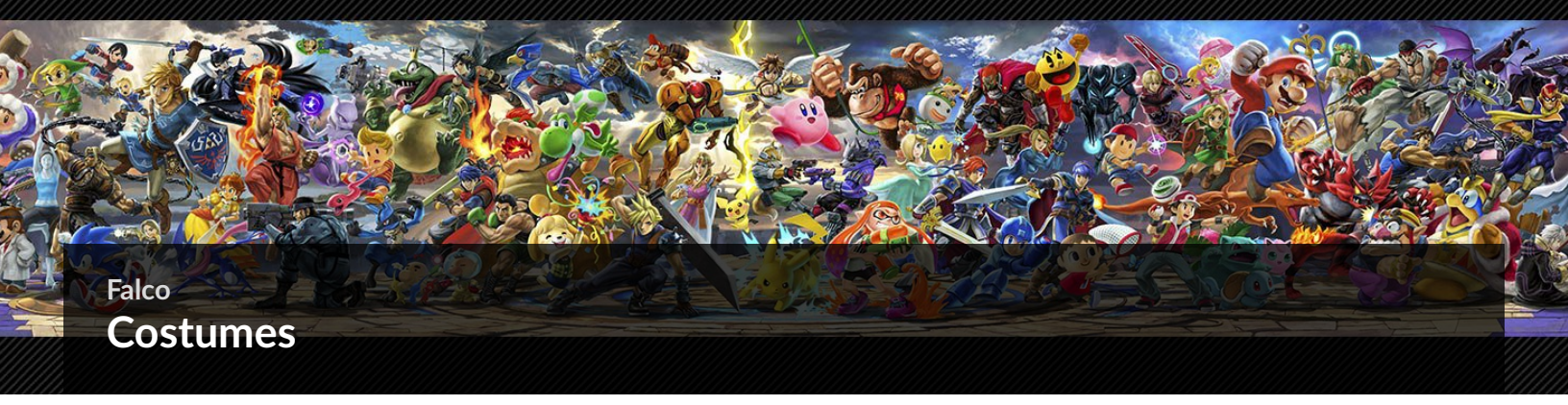
Falco's individual strikes don't cause absurd amounts of damage on their own. Instead, he has a plethora of combo-starting attacks that lead into damage-racking opportunities. Furthermore, most of Falco's attacks have amazingly fast start-up times, making it much easier for him to punish whiffed and shielded attacks. Falco's staple neutral-game attacks include: up air attack, neutral air attack, down tilt, neutral attack, forward air attack, and dash attack. However, his slower ground speed makes it more difficult for him to apply offensive pressure from range.

Falco's jump height, ability to wall jump, and his myriad special recovery tools can potentially make him difficult to finish off. However, some of his recovery moves are predictable in their linearity, so quick-witted opponents may be able to punish him as he dashes onto a ledge.

FALCO VITALS

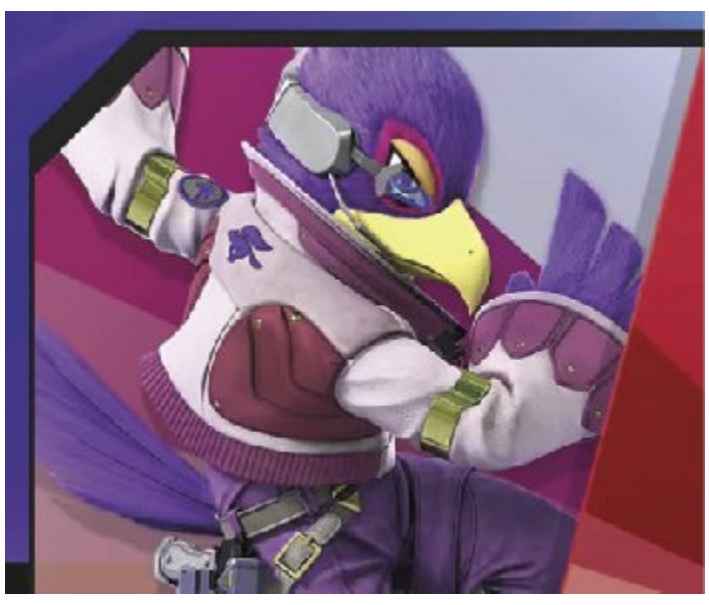
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	Yes
Wall cling:	No

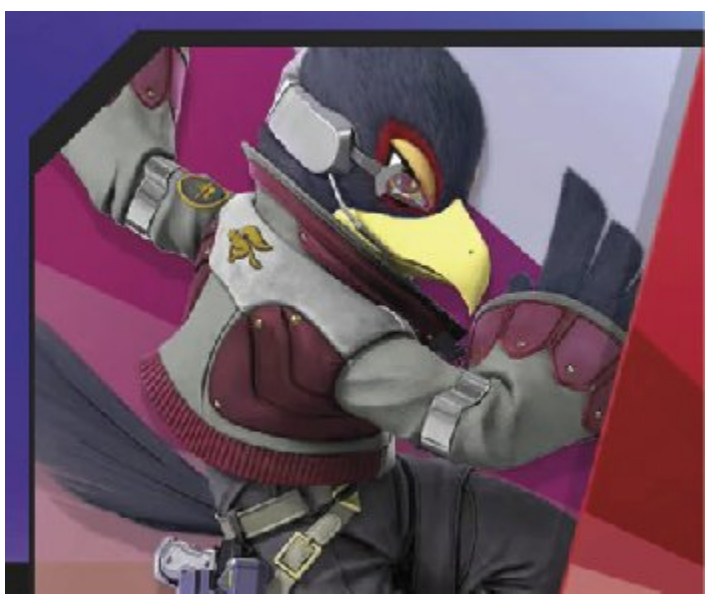
MOVEMENT RANKS	
Ground speed:	D (47)
Air speed:	D+ (58)
Falling speed:	B+ (10-15)
Weight:	D (62-63)

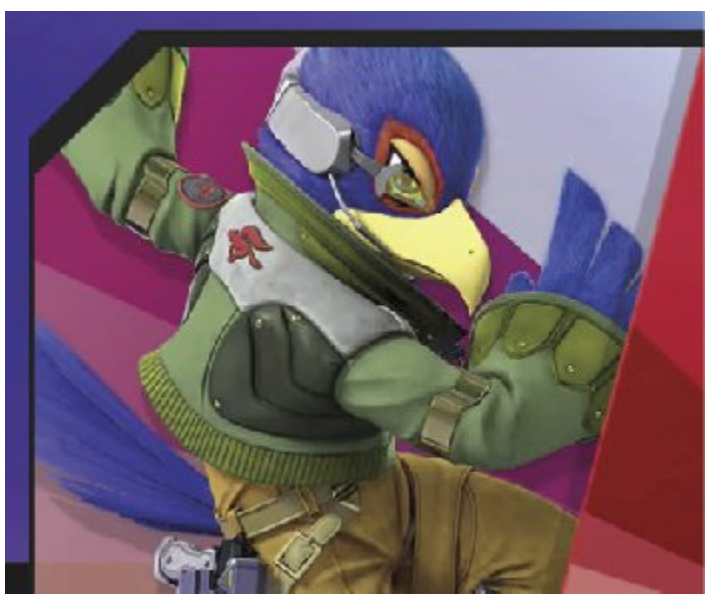


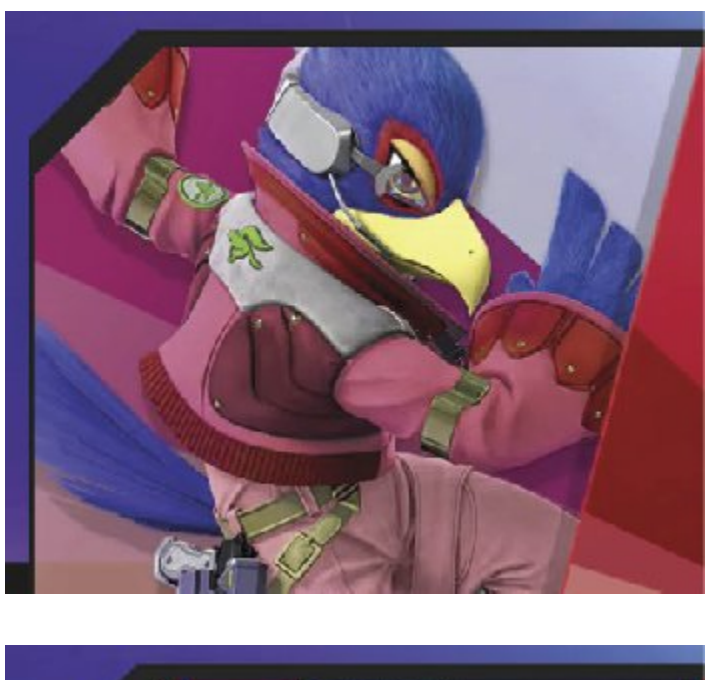
Falco

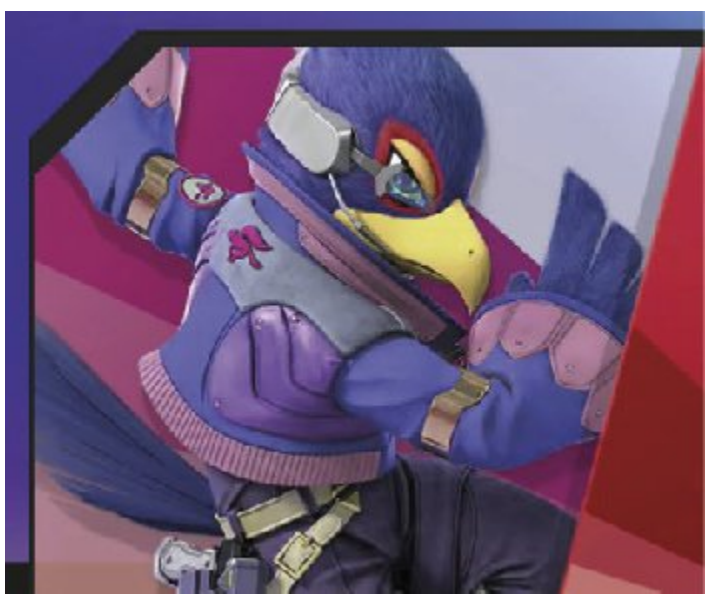
Costumes

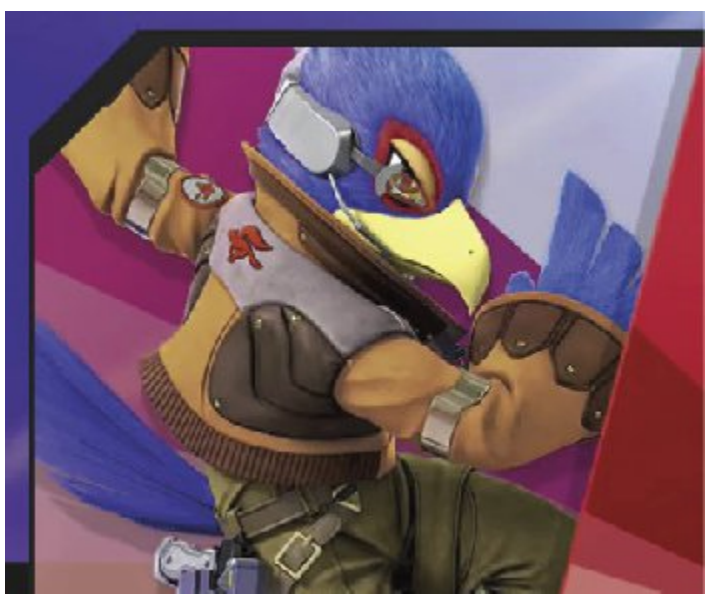


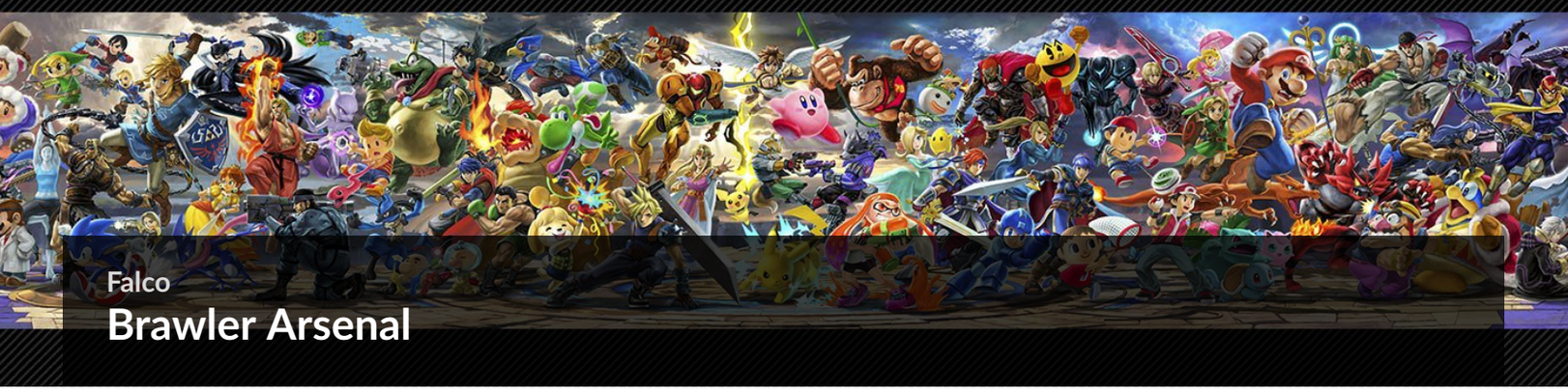












Falco
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACK

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	1.5	—
Neutral attack 2	1.5	—
Neutral attack 3	0.3xN, 3	Launches enemies up and away. Input attack rapidly to execute.

Falco performs an incredibly swift two-hit slap combo before transitioning into a wind-based flurry attack that ends with a final overhead axe kick. The first jab is limited in range, but starts up extremely fast. Falco extends the second jab farther than the first, coming out quickly, but he becomes punishable by most out-of-shield jab reprisals.

As an out-of-shield option, Falco's neutral attack works from point-blank range, but up tilt and grab generally lead to more potential damage.

You can use Falco's jab combo to frame-trap enemies between the second and third attacks. Perform the first two attacks, and if your opponent shields, counter their incoming attack by transitioning into the third rapid-hit attack (press the Attack button twice quickly). It's relatively risky, but if your opponent uses out-of-shield attacks often, this tactic can be effective.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	9	Higher damage early. Launches up at a slight angle. Otherwise, knocks back.

Falco dashes at the enemy and then delivers a flying side kick, driving them diagonally into the air.

This is your primary midrange whiff-punish attack while dashing on the ground. The initial hitbox launches foes up into the air, but this doesn't lead into a guaranteed combo follow-up. However, it does allow you to transition into a strong juggle-trap game. Hitting with the tail end of the kick causes small knockback.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	6	Can be angled up or down. Causes standing hitstun until higher percentages.
Up tilt	3.5, 4	Launches directly above. First hit can deal higher damage with non-feather portion.
Down tilt	13	Launches upward at a slight angle. Deals more damage point-blank.

SIDE TILT

Falco unleashes a quick side kick to the enemy's midsection, staggering them briefly. This attack can be angled up or down using the control stick. Falco aims the downward angled side tilt at the opponent's feet. When angled upward, Falco targets the foe's head.

Side tilt is a solid aggression-deterring attack and a good poke that extends beyond his neutral attack range. However, it doesn't lead into extra damage, so it's best used sparingly.

UP TILT

Falco performs two consecutive slashes above him in a wide arc. The first hit pops the opponent into the second hit, which launches them directly above him into the air, setting up a potential juggle combo. Up tilt starts up quickly, though its total animation window is relatively short. It's a remarkably versatile attack and can be used as an out-of-shield option, an anti-air, a combo-starter, and to extend combos. At lower percentages against heavier fighters, you can combo up tilt into up tilt into up air attack.

DOWN TILT

Falco crouches low and sweeps the ground in front of him with a powerful tail attack that launches foes vertically into the sky for a potential follow-up combo. Down tilt has a relatively slow start speed when compared to Falco's other attacks, but has strong KO potential. It's also safe when shielded, especially if you space it. Against high-damage foes, you can fish for knockouts against grounded enemies by sticking out down tilt as your opponents approach you with an attack.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	16	Launches away.
Up smash	4, 13	Launches upward at a slight angle.
Down smash	15	Launches away at a low angle. Double-sided attack. Legs are intangible before active window.

SIDE SMASH

Falco bends backwards and puts his might into a heavy overhead wing-slash attack, devastating foes in its path. Compared to the rest of Falco's attacks, side smash is super slow, but it can obliterate high-damage foes near an edge. It's unsafe when shielded as well, making it difficult to use in the neutral game. It does have its place as a ledge-grasping punish, if you can time the swipe to hit right when the opponent grabs on to the ledge.

While the hitbox is solid and reaches away from Falco's body, it's still a particularly risky attack to go for in most cases.

UP SMASH

Falco performs a quick double-rising kick that arcs in front of him and above his head. The first kick knocks the enemy up into the second launching kick. Falco's up smash is one of the better up smashes in the game. Its active window starts very early for a smash. It has outstanding area coverage (in front and above) and strong combo potential as it launches foes above you.

It's an excellent out-of-shield attack against high-lag moves. It's also effective as a defensive, reactionary tool against foes attacking you from the ground or from the air. If you can react to or predict enemy aggression with a well-timed up smash, you can finish off aggressive high-percentage foes.

It does have considerable end lag, so whiffing it or having it shielded can get you killed.

DOWN SMASH

Falco hops up and lands on the ground, extending a leg in front of him and the other behind him simultaneously, clearing out nearby enemies. Down smash's active window starts quickly, just slightly slower than up smash, so it's a relatively fast double-sided clear-out tool. It can be used effectively in rare situations, such as to punish a rolling enemy who ends up behind you, or a ledge-roll. Otherwise, you generally have better and safer options to go with in neutral.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	7	Forward throw.
Back throw	9	Backward throw with Blaster shot.
Up throw	8	Launches foe into potential juggle position. Blaster follow-up can be shuffled out of at higher percentages.
Down throw	5	Low knockback, launches away.

GRABS

Falco reaches out and holds the enemy by the collar, preparing with a follow-up attack. Falco can almost instantly begin grab-attacking enemies as soon as he grabs them, so you can usually sneak a few hits in before you go for your throw.

Up throw leads to the most potential damage since it propels foes directly above you after the Blaster shot follow-up. However, at very high percentages (above 100%), the opponent can shuffle (directional influence) out of the follow-up Blaster shot. At lower percentages, you can combo up air after the Blaster shot.

At lower percentages, down throw sets up a guaranteed combo into dash-in short hop forward air attack. However, up throw is generally better to use since it deals more damage up front and sets up vertical juggle-combo potential.

Forward and back throw can set up tech get-up situations at low to medium percentages.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	3, 2, 2, 4	Max damage early.
Forward air attack	1x5, 4	—
Back air attack	13	Stronger early. Knocks back slightly.
Up air attack	9	—
Down air attack	13	First hit meteor smashes and deals more damage.

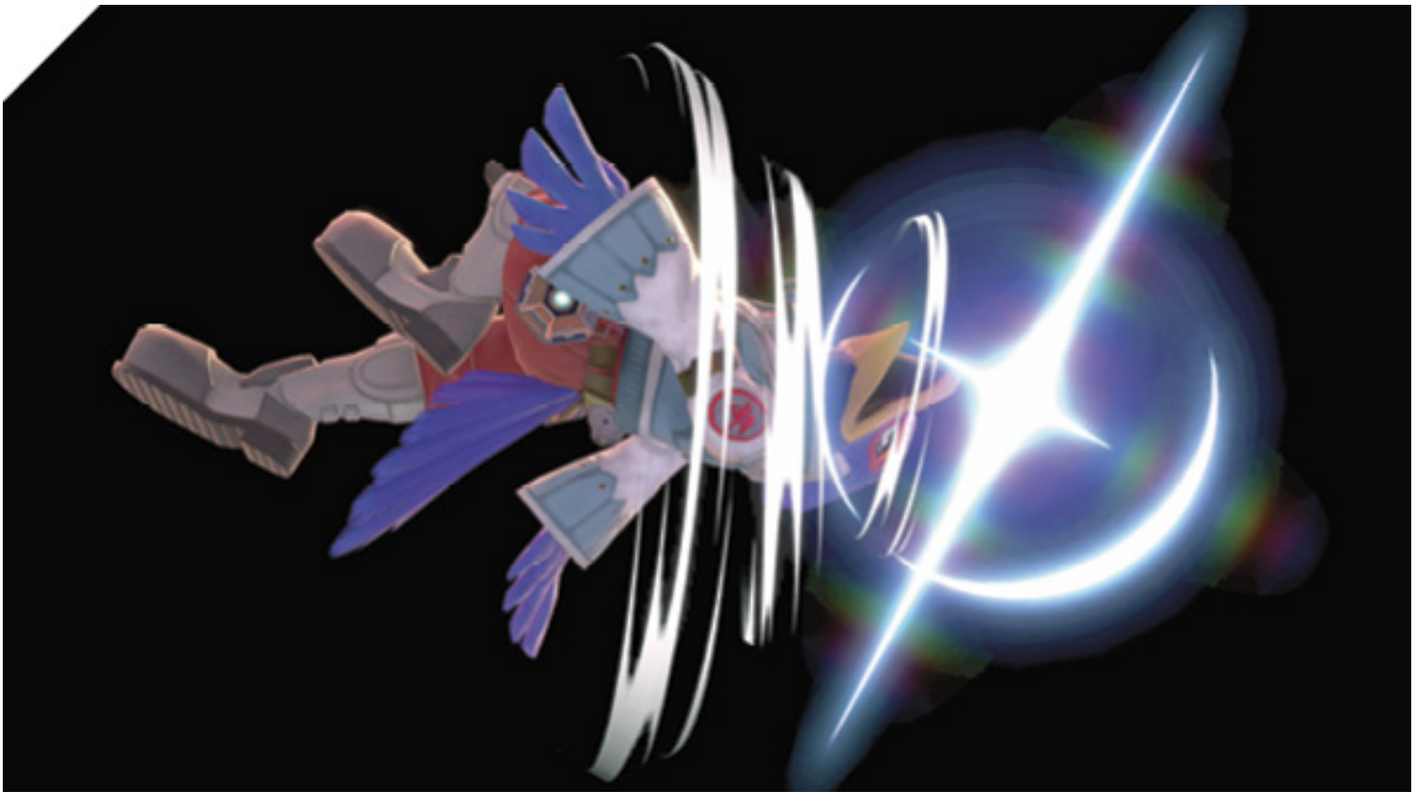
NEUTRAL AIR ATTACK

Falco performs a midair spinning attack that strikes foes up to four times. Neutral air attack is an incredibly versatile attack, effective in both the neutral game and in combos. It starts up quickly, hits several times, and has relatively low landing lag.

Many of your offensive sequences should revolve around using neutral air attack optimally. Off of a short hop, you can use neutral air attack as a rising attack (short-hop into immediate neutral air attack while next to an opponent), or as a falling attack (from midrange, short-hop toward an enemy and then neutral air attack at the peak of your jump, then fast-fall).

Although up air attack is generally a better anti-air attack, you can use neutral air attack to attack enemies standing on platforms above you, or to put them in shield-stun.

FORWARD AIR ATTACK



In midair, Falco becomes a bullet-like bird, spiraling forward, drilling his beak into the opponent several times, and knocking them back. Forward air has a unique landing attack: upon landing during the forward air animation (e.g., hitting forward air right before touching the stage), Falco extends a launching attack that knocks enemies up and away. This is essentially an instant launcher move that can punish foes attempting to meet you with an attack while you descend.

Forward air has uses in both combos and when poking at foes. Its persistence makes it a strong air-to-air attack and to grind at enemy shields when they're standing on a platform above you. Its landing lag can expose you to attacks, but if you end the attack animation while you're still airborne, you'll mitigate most of your vulnerability.

BACK AIR ATTACK

While airborne, Falco thrusts his leg back behind him for a powerful aerial kick attack. Back air is a solid attack for air-to-air and air-to-ground situations when your back is to the opponent. It has a short animation with low lag, so you can stick it out multiple times in a jump. From a short hop, it's best used early on while rising since its mid-animation landing lag can leave you exposed.

UP AIR ATTACK

Falco performs a forward-somersault axe kick, hitting enemies behind, above, and in front of him. Up air is one of your staple attacks. It has a short animation with low lag, allowing you to aggressively attack with it, swinging multiple times in a single jump. It also boasts wide-angle coverage, swiping from behind, above, then in front of you, so it makes for an excellent air-to-air juggle-trap attack.

Falling up air attack can be used to start air-to-ground combos. At low percentages, you can combo falling up air to up tilt into jump up air against certain fighters.

DOWN AIR ATTACK

Falco descends on the opponent with a spiraling drill foot stomp that spikes foes down, causing them to plummet into the ground. Although Falco's down air attack looks identical to Fox's, it doesn't actually hit several times. The initial active frames can meteor smash, spiking enemies off the stage if timed correctly. The smash effect can be used to launch grounded enemies into the air for a potential combo, but its landing lag when used this way can get you punished if it's shielded.

SPECIAL MOVES

SPECIAL MOVES

MOVE	DAMAGE	NOTE
Neutral special	3	Repeat Special input to fire indefinitely. Fires faster while airborne.
Side special	7	Spikes slightly if both Falco and his opponent are in the air.
Up special	2x7, 3, 2x8	Dash in any direction with control stick.
Down special	—	Reflector object: 5, Reflected projectile: 1.2x, Reflected projectile deals additional 20% damage.

NEUTRAL SPECIAL: BLASTER

Falco quickly draws his gun and fires a Blaster shot that stops enemies in their tracks. Blaster lasers don't interact with most projectiles, and they simply bypass each other instead of dissipating. If you end up trading blows, it's usually (but not always!) a bad trade for you since your beams don't do that much damage compared to most other projectiles. Unlike Fox's Blaster, Falco's shots inflict hitstun (flinching), although minor.

Falco's draw and holster animations are quite long, leaving you vulnerable even if your shots connect. At point-blank range, most fighters can punish you with their neutral attack.

Blaster is best saved for harassing enemies at long range, dealing some shield damage, and forcing them to attack you or at least reposition. It's also a solid tool against offstage recovering foes, giving them an additional obstacle to get by. You can use short hop Blaster shots to cover an enemy's air approach. If fired early during a jump, you can holster the Blaster in time to act again.

Blaster can be special-reversed in order to reverse your jump trajectory, albeit slightly.

SIDE SPECIAL: FALCO PHANTASM

After a brief windup period, Falco lunges forward at supersonic speed while leaving behind trailing phantasms. Enemies hit by the phantasms are launched into the air. If performed low to the ground, Falco suffers much less landing lag. If you perform a short hop into immediate side special, you can bypass several frames of landing lag when you land. The gap between inputting short hop and side special can be extremely small, so much so that you're barely off the ground. This applies to offstage Falco Phantasms as well. If you can accurately time and space your side special to fly back on the stage, but close to the floor, you can make it incredibly difficult for enemies to punish. However, sharp opponents can react and hit you out of your phantasm air dash since you're not intangible or invulnerable.

Falco Phantasm on hit usually combos into a buffered hop into back air attack. You can adjust your hop height depending on enemy damage. At low damage, use short hop, while at higher-damage percentages, use a jump. If you hit with phantasm and end up close to the enemy (i.e., with the tail end of your special) while they're spinning into the air, you can follow up with hop neutral air attack.

While Falco Phantasm doesn't leave you in a helpless state when it ends while airborne, it has noticeable air lag, so you drop for a while before you can double-jump or up special.

UP SPECIAL: FIRE BIRD

Falco becomes engulfed in fire, charging up a multi-hit flaming super-dash that burns foes. Fire Bird can be aimed in any direction with precision. Hold the control stick toward the desired direction while Falco charges up the attack. Like most special recovery tools, Fire Bird leaves you in a helpless airborne state after it ends, free-falling and unable to act.

Although it has an extremely long start-up time before it's active, hitting an opponent with the initial immolation along with the follow-up dash deals a massive amount of damage.

If you angle Fire Bird into the ground from the air, Falco bounces off the ground, leaving him exposed to attacks. It also has a significant amount of landing lag if you land from a horizontal aerial Fire Bird. Grounded Fire Bird launched horizontally has the least amount of lag, making it much safer when performed on the ground as a horizontal attack.

DOWN SPECIAL: REFLECTOR

Falco flings his activated Reflector device out in front of him like a boomerang. The Reflector device hits foes in close range before it returns to Falco. The activated Reflector shield reflects projectiles back to the shooter, with the projectile dealing an extra 20% damage.

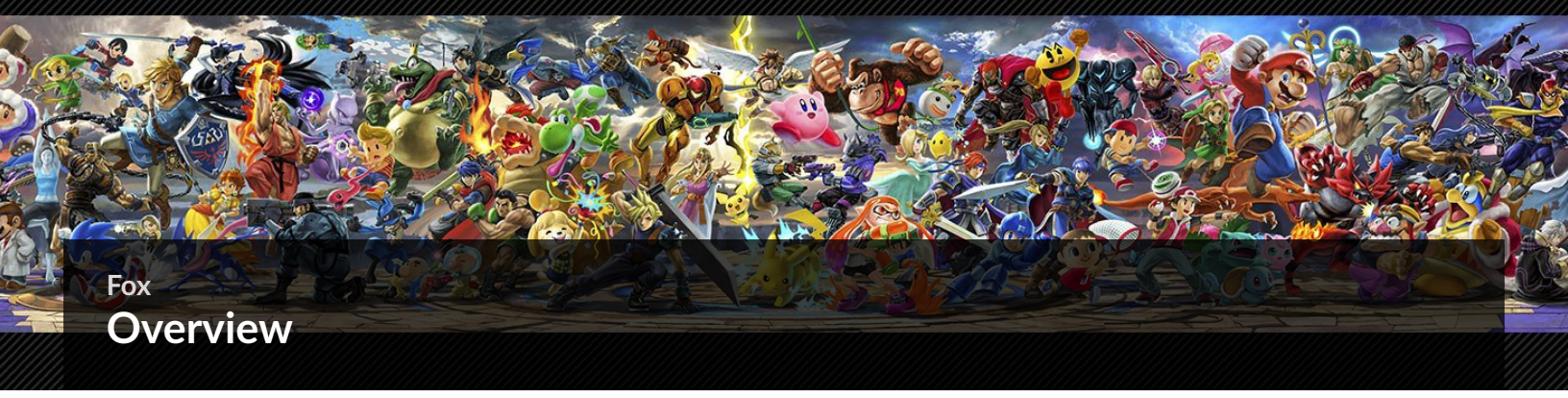
Reflector is an incredibly versatile attack, much more so than Fox's and Wolf's versions, thanks to how Falco uses the device as a boomerang.

Not only does Falco's Reflector reflect enemy projectiles, but it also extends a boomeranging persistent hitbox out in front of him, making it a strong defensive attack against approaching foes.

If you find yourself cornered at a ledge, you can protect yourself by throwing out Reflector at a rushing opponent.

FINAL SMASH: TEAM STAR FOX

Falco uses a targeting reticle to lock on to any opponents directly in front of him. If he acquires a target, a team of Arwings shows up and fires at will.



Fox

Overview

Fox is an extremely agile brawler with an aggressive hit-and-run playstyle, centered around snowballing combo momentum. With his incredibly fast fall speed and ground speed, he can create damage opportunities by baiting and punishing enemy attacks even while he's hopping around in the air sticking out safe aerials.

As a speedy fighter, Fox's tilt and aerial attacks are especially safe and fast, allowing you to rack up damage on foes while mitigating your own exposure to attacks.

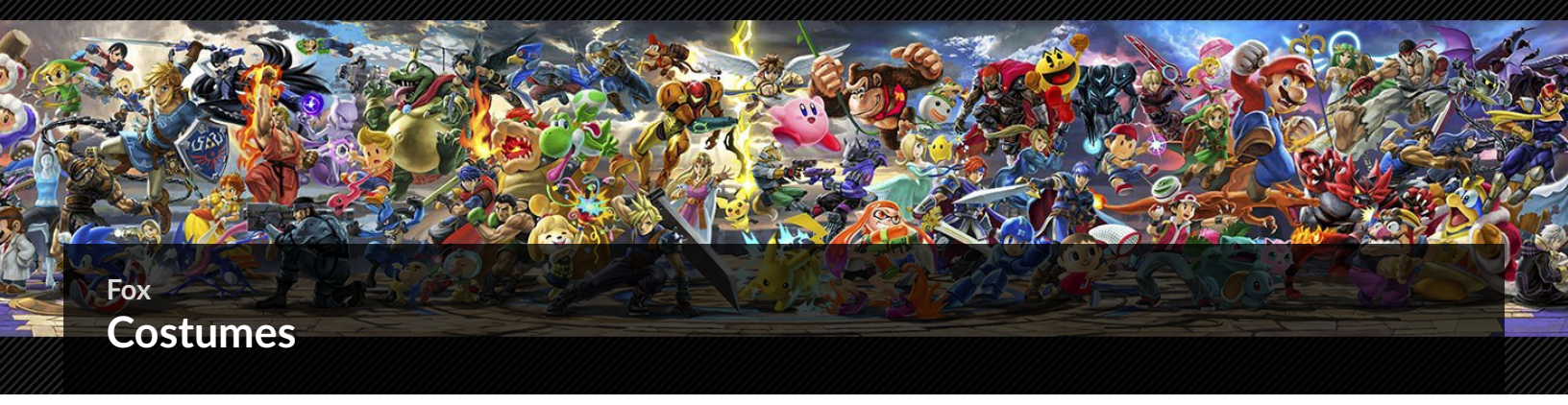
Fox has two main recovery specials in Fox Illusion (side special) and Fire Fox (up special), plus a wall jump, giving him several ways to recover back onstage without sacrificing the use of his crucial double jump. His Reflector (down special) can also be used to modify his fall speed, so in certain situations, you can trick the aggressor beneath you into mistiming or mispositioning their anti-air attack.

While his fast-falling attribute is generally a positive in the neutral game, it makes Fox a bit more susceptible to certain juggle combos. Fox can be considered a "glass cannon": he can dish out a massive amount of damage, but he can also be punished heavily if the enemy scores a combo-starting launch on him.

FOX VITALS

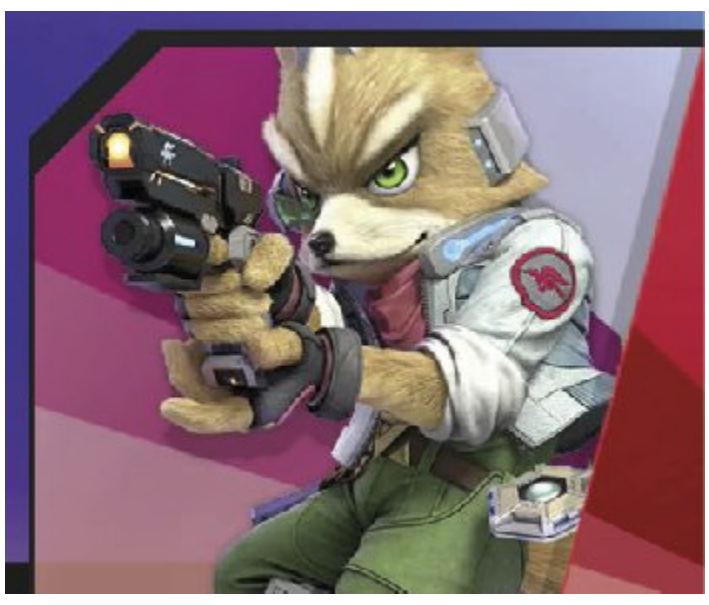
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	Yes
Wall cling:	No

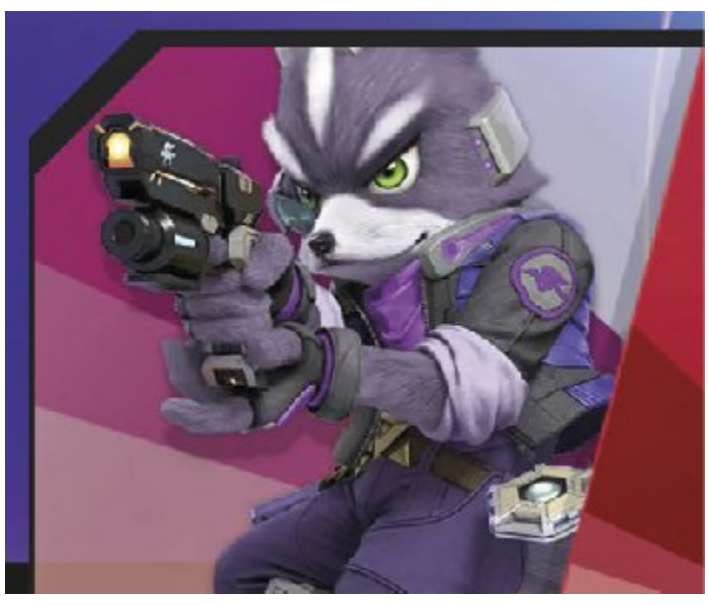
MOVEMENT RANKS	
Ground speed:	A+ (5)
Air speed:	B- (32)
Falling speed:	A+ (1)
Weight:	F (71-72)

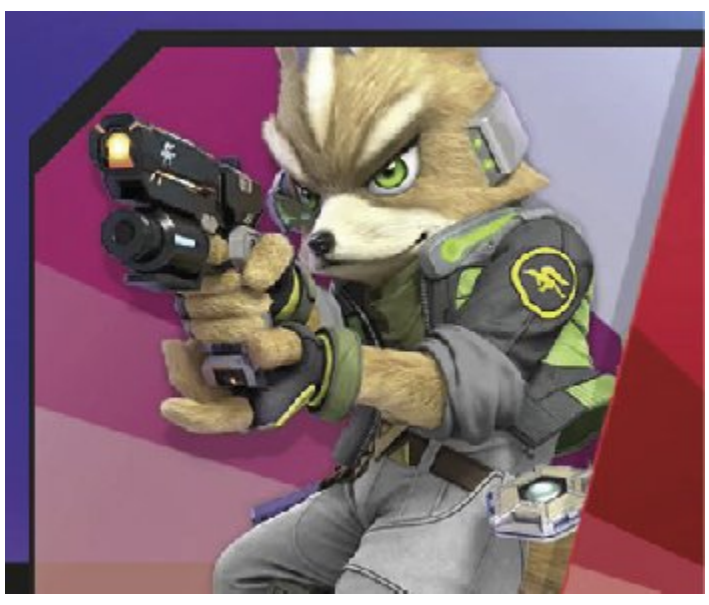


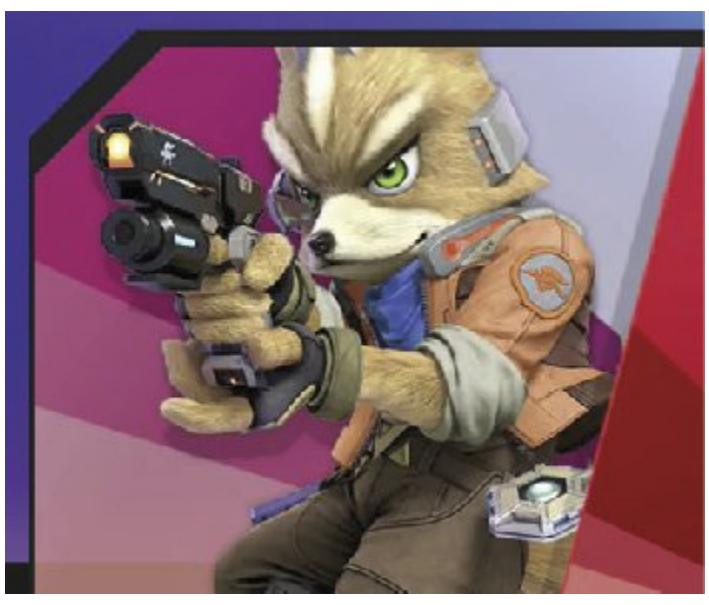
Fox

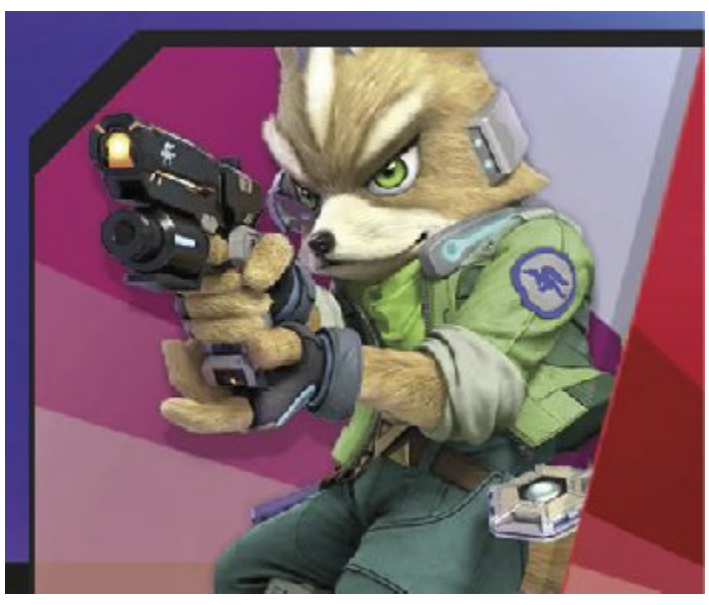
Costumes

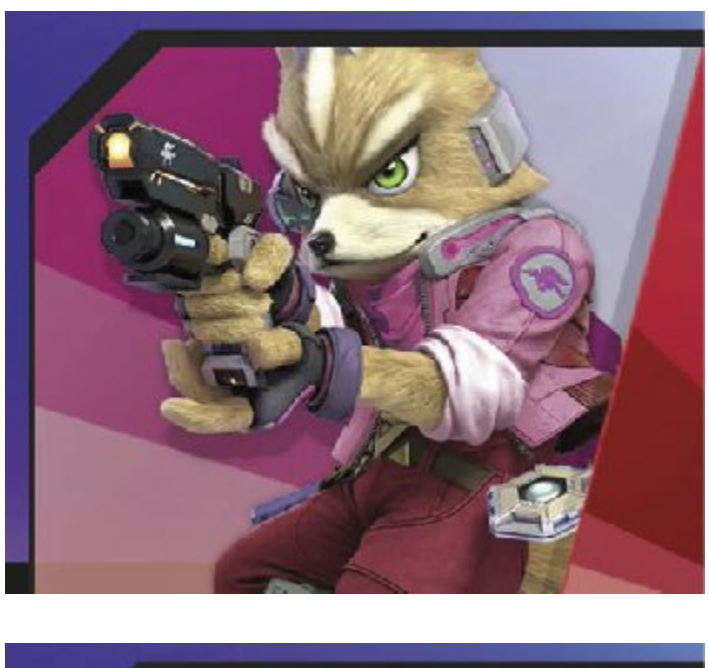


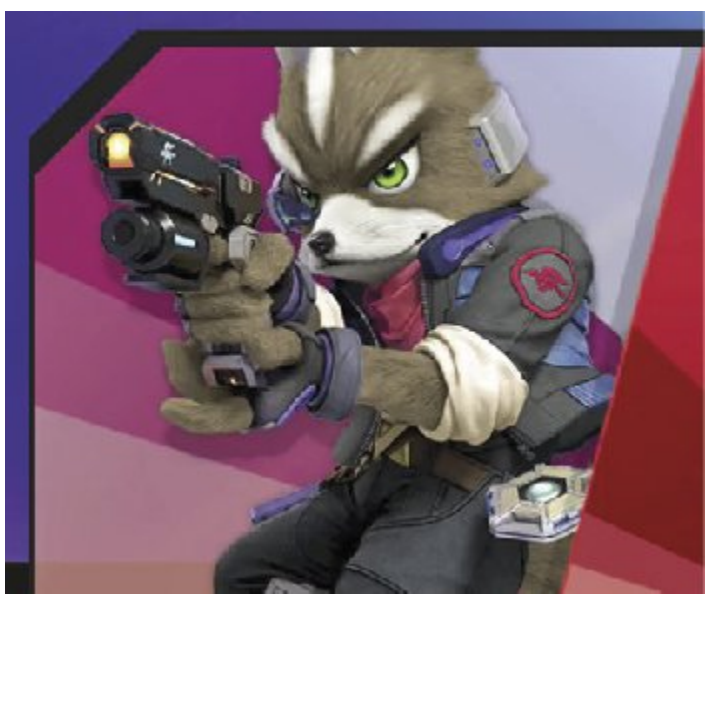


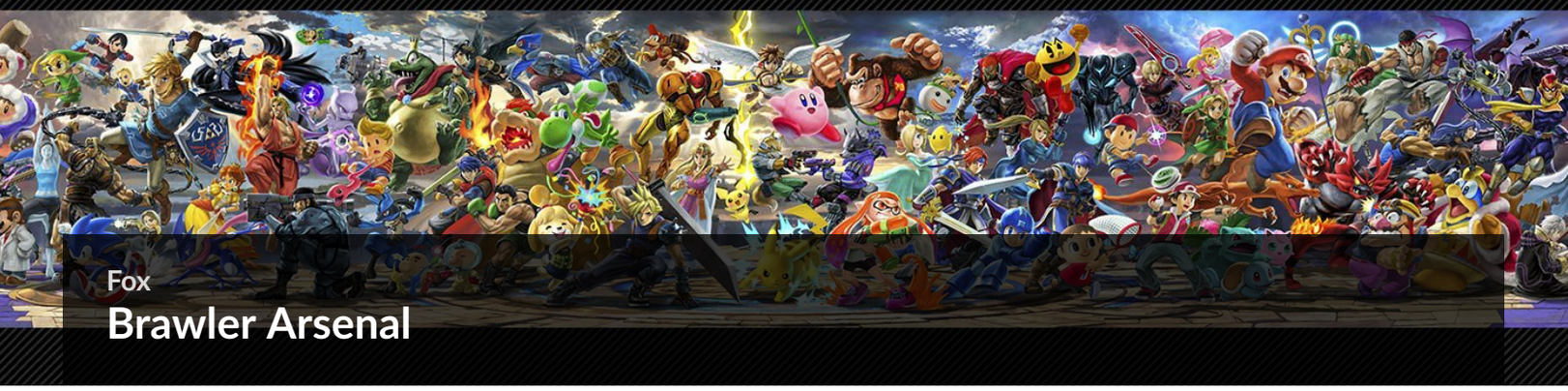












Fox
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACK

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	1.8	Hold attack to repeat rapidly.
Neutral attack 2	1	—
Neutral attack 3	0.6xN, 2	Knocks away. Hold attack to loop.

Fox performs an incredibly quick one-two punch combination followed by a flurry of lightning legs, finishing with a spinning heel kick that knocks enemies away. Fox's jab starts up ludicrously fast, able to essentially punish any attack within range after it's shielded.

Aside from being an excellent move to use after dropping shield at close range, it's great for stuffing dashing attacks, especially if you stick out neutral attacks 1 and 2. Neutral attack 1 is safe on shields. While neutral attack 2 isn't as safe as neutral attack 1, it's still relatively safe against most jab attacks, only punishable on shield if the opponent has a lightning-fast jab.

If you're sharp enough, you can hit-confirm your jabs into neutral attack 3 (lightning legs).

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	6	Knocks foe directly above.

While dashing, Fox delivers a swift leaping kick that launches foes directly above him into the air. Dash attack is your primary whiff-punishing attack against your enemy's missed attacks. It's quick and relatively difficult to punish and leads into combos depending on how you connect with it. Thanks to Fox's incredible ground movement speed, you can play an amazingly effective bait-and-punish style, dashing around the stage luring out misplaced attacks, then punishing them with your flying kick.

On hit, at around 25-30% damage, you can follow up dash attack into either neutral air attack or up tilt for a combo.

At very low percentages, you can generally combo with up tilt (easier if you hit with the tail end of the dash attack's active window).

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack (faceup)	7	Intangible.
Wake-up attack (facedown)	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	6	Knocks away, low knockback.
Up tilt	6, 8	Launches up and slightly behind. Tip of leg early hit deals more damage.
Down tilt	8	Deals more damage if hit with center and inner hitbox.

SIDE TILT

Fox does a swift far-reaching side kick in front of him. It can be angled upward or downward by tilting the control stick diagonally up or down for a little more damage. Fox's side tilt is a conventional one. It starts up quickly, provides a bit of knockback on hit, and boasts solid horizontal range. It doesn't start combos, but it's good for whiff-punishing attacks from midrange. Generally, it's recommended that you use side smash if you're going for a deliberate punish attack.

UP TILT

Fox performs a half-cartwheel kick attack, striking foes at his rear and those in the air above him.

Up tilt is one of your staple attacks and should be used often as a ground-based punish and ground-to-air anti-air, thanks to its speed and generous hitbox. Several up tilt attacks can be consecutively chained together in most cases, depending on enemy weight and percentage. For instance, against a 25% grounded Link, you can do up tilt four times, followed by a short hop forward air attack.

Up tilt's versatility allows you to use it against grounded enemies while they're both in front of and behind you. It's safer if you attack with it while facing the enemy, with the tail end of the active hitbox hitting them. However, if you perform a turnaround up tilt (tilt the control stick up-back + Attack), the attack hits at its earliest active frame, making it an incredibly fast attack for punishing moves.

DOWN TILT

Fox crouches down and sweeps the ground in front of him with his tail, which launches foes vertically into the air. Down tilt is an incredibly safe low attack with some combo-starting potential. When shielded, it's only punishable by the fastest moves (like neutral attacks from Zero Suit Samus and Little Mac).

Against heavier fighters at 0%, it's possible to land a three-hit combo starting with down tilt: down tilt into dash attack, followed by up tilt, then you can begin an air trap.

Down tilt is good for chipping away at enemy shields and deterring your opponent's approach. If the enemy shields your down tilt, you can likely interrupt their retaliation with another down tilt or a jab.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	14	Launches away.
Up smash	16	Launches up and away at slight angle.
Down smash	14	Launches away, low knockback.

SIDE SMASH

Fox pounces forward with a heavy axe kick that sends foes flying across the battlefield. Fox's side smash is one of the better smash attacks in Super Smash Bros. Ultimate and can be used effectively in the neutral game, thanks to its relatively quick start-up speed and solid damage. It's unsafe when shielded, so it's not an attack you want to poke with, but it's a solid whiff-punish attack against enemies within range.

UP SMASH

Fox performs a reverse-somersault kick attack with both legs extended, which launches enemies high into the air. Fox's up smash can be used as a finisher against high-percentage enemies. It deals a lot of damage and packs a lot of knockback, especially if you hit with the frontal hitbox (the first half of the somersault deals higher damage). While trapping the enemy in the air, you can bait out an air dodge and go for an up smash finisher, or you can use up smash if you make a good read on their descending attack, since it's a solid anti-air move. Against agile foes and experienced players, Fox's smash attacks may be difficult to incorporate into your game, as they leave you exposed if you miss with them.

DOWN SMASH

Fox does the splits, kicking both legs out to his sides simultaneously. Down smash hits on both sides, but isn't a particularly amazing attack in the neutral game. It's best used right after blocking an enemy's laggy attack into your back, or as a follow-up to one of your cross-up aerial attacks. Otherwise, it can be punished in most cases.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1	—
Front throw	7	Forward throw.
Back throw	8	Backward throw with Blaster shots.
Up throw	8	Launches foe into potential juggle position. Blaster follow-up can be shuffled out of at higher percentages.
Down throw	7	Launches foe up and away for potential follow-up.

GRABS

Fox reaches out and grabs a nearby foe in front of him. Fox's down throw leads into combo opportunities against low-percentage enemies. Follow down throw into dashing short or jump forward air for a combo. For an advanced combo, you can fast fall the forward air before its final kick connects, leaving the opponent in a knockdown state where they're forced to tech get-up or lie on the ground. If they miss their tech get-up, you can combo into side smash. If they tech get-up, you can punish them with a charged side smash. At higher percentages, you can go for a mix-up with a dashing reverse-rush back air attack. If they air-dodge the back air, you can fast fall and punish their air dodge with a fast fall into up tilt attack.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	9	Causes standing hitstun against grounded foes until higher percentages.
Forward air attack	1.8, 1.3, 1.8, 2.8, 4.8	First four hits cause knockdown, forcing tech get-up if final hit doesn't connect.
Back air attack	13	Knocks back.
Up air attack	5, 10	Launches directly above, slightly.
Down air attack	1.4x6, 3	First half of active window causes meteor smash.

NEUTRAL AIR ATTACK

While airborne, Fox lets out a remarkably fast kick attack and leaves his legs extended for a short duration. Against grounded enemies around 10%, fast fall neutral air attack is a remarkable combo-starter. Follow up with your jab combo for a solid amount of damage on hit. Neutral air attack doesn't start knocking enemies back until much higher percentages than attacks of the same class. For instance, against a grounded foe at 70%, you can do a fast fall neutral air attack that combos into down tilt, followed by a dashing hop into forward air attack. If timed correctly, this entire sequence is a guaranteed combo!

It's important to note that neutral air attack can leave you at a disadvantage on hit against enemies with very low damage percentages, so in some cases, if you connect with neutral air attack against a 0% opponent with a fast jab, it's likely they can beat out your follow-up jab with their own, even if you connect with your falling neutral air attack kick.

A solid attack sequence to "wall out" enemies is short hop neutral air attack (you can input Jump + Attack at the same time) into fast fall. This extends a hitbox for most of your jump duration that your foe has to respect.

FORWARD AIR ATTACK

Fox executes a sequence of five spinning kicks, with the final spin kick launching enemies directly above him higher into the air. Forward air attack suffers severe landing lag if you land while the kick sequence is still active. You can mitigate this by executing the move early on in your jump. Using fast fall forward air isn't recommended in the neutral game since it's highly punishable on shield. It deals good damage, so it makes for a good combo extension or for meeting enemies in air-to-air combat.

The first four kicks in forward air cause a forced knockdown state. In other words, if you connect with any of the first four kicks and then fast fall without connecting with the final kick, you can make your foe drop to the ground where they're forced to either tech get-up (which is punishable) or lie on the ground, in which case you can score a free hit (such as side smash) for added damage.

BACK AIR ATTACK

Fox delivers a mighty aerial donkey kick, knocking away opponents behind him. Like most back air attacks, Fox's back air is a superb edge-guarding tool. It deals a high amount of damage and knockback and has almost zero landing lag when performed at the start of a short hop.

UP AIR ATTACK

Fox performs a double-kick attack directly above him that knocks enemies up. This attack should strictly be used as anti-air. Its active window is short, considering it's a two-hit attack, and its hitbox is narrow. It deals solid damage and has very little air and landing lag, allowing you to go for jump up air attack without leaving yourself too vulnerable upon landing.

DOWN AIR ATTACK

While airborne, Fox descends with a multi-hit drill kick attack. The last hit of the drill kick pops foes airborne. Down air attack has a highly punishing landing lag if you land before the final attack animation completes, so it's recommended that you begin this attack early on in your hops.

If you can time your down air to connect with its final hit against a grounded foe, it pops up the enemy into the air with a considerable amount of hitstun—and at around 30% against most fighters, you can follow up with forward air for a combo (or back air if you end up behind them). Alternatively, you can go for a more advanced technique and perform a footstool follow-up into a fast fall neutral for an off-the-ground hit as the enemy is laid out on the stage.

While down air attack has a persistently active hitbox and is effective for air-to-ground assaults, its hitbox is narrow, making you vulnerable to attacks.

SPECIAL MOVES

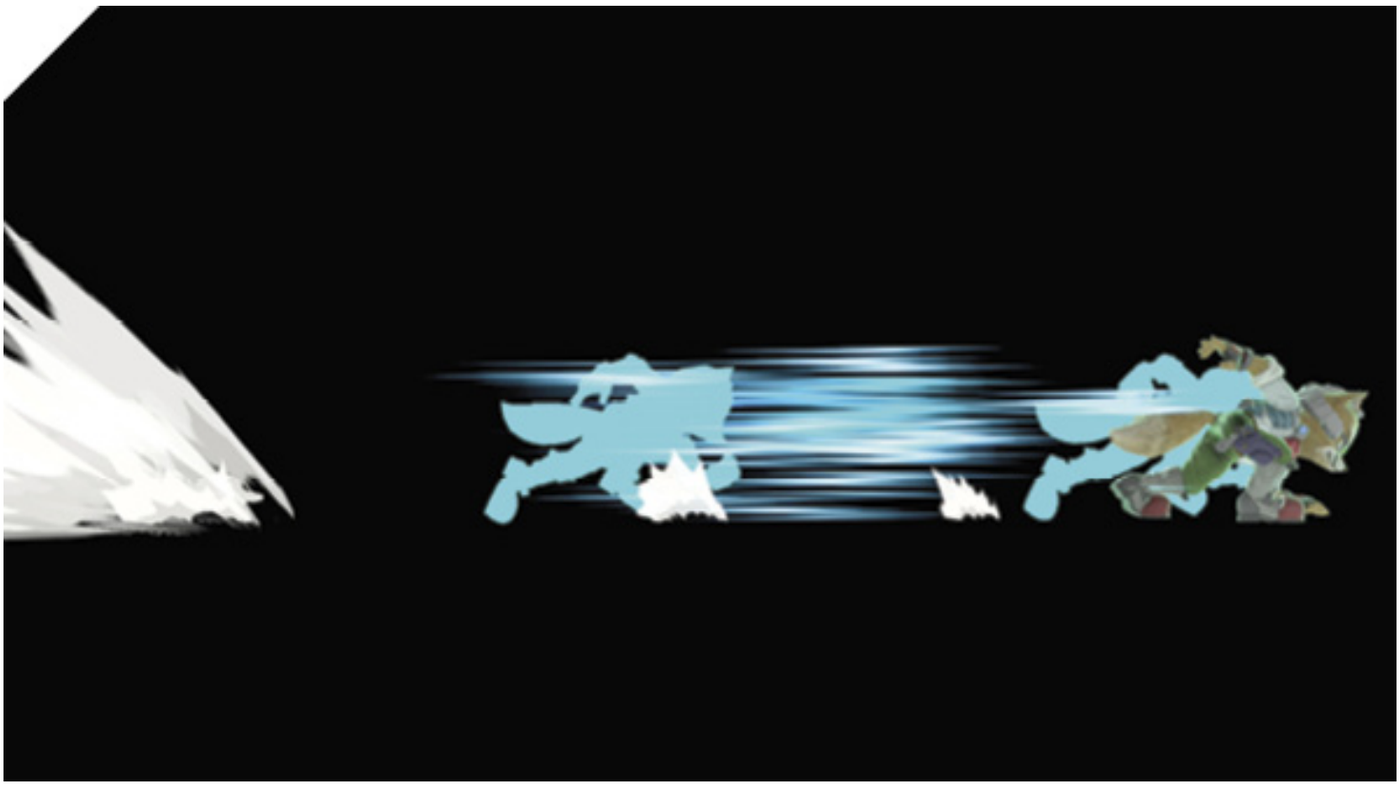
SPECIAL MOVES

MOVE	DAMAGE	NOTE
Neutral special	Up close: 3, Midrange: 2, Tail end: 1.4	Damage falls off as projectile travels.
Side special	8	—
Up special	1.8x7, 16	—
Down special	Activation: 2, Reflected projectile: 1.4x	Reflected projectile deals additional 40% damage.

NEUTRAL SPECIAL: BLASTER

Fox shoots rapid-fire laser beams that deal damage but don't knock opponents back (i.e., projectiles don't cause hitstun). Fox's Blaster shot is a unique projectile attack. The beams fire at high velocity but deal minor damage (the farther they travel, the less damage they do) and don't cause foes hit by them to flinch. That is, enemies can run straight through them, and while they take some damage, they aren't hindered in any way. You can rack up some damage with Blaster shots, but they basically can't set anything up. It's best used to pester offstage enemies, scoring some damage on them as they recover to a ledge.

SIDE SPECIAL: FOX ILLUSION



Fox dashes forward at supersonic speeds, damaging foes in the way, but leaving him incredibly vulnerable if they avoid or shield the attack. Hitting with the tail end of Fox Illusion can set up combo opportunities, but if your foe sniffs this out and shields it, you're going to be punished heavily. Fox Illusion is best used as an airborne recovery tool since you have much better options in the neutral game for advancing on enemies.

If used toward a ledge, Fox stops at the ledge instead of flying off.

UP SPECIAL: FIRE FOX

Fox engulfs himself in an inferno and then rockets into the sky. The rocket path can be altered by holding any direction on the control stick during Fox's immolation period. Like Fox Illusion, Fire Fox is difficult to use as an offensive measure and is best left as a recovery tool in most cases. It starts up slowly and leaves you in a helpless falling state. If you direct the Fire Fox rocket from the air into the ground, you bounce off, exposing yourself to a potential punish.

In the neutral game, Fox's natural ground and jumping movement is fast enough that you won't need to use Fox Illusion or Fire Fox to get around.

DOWN SPECIAL: REFLECTOR

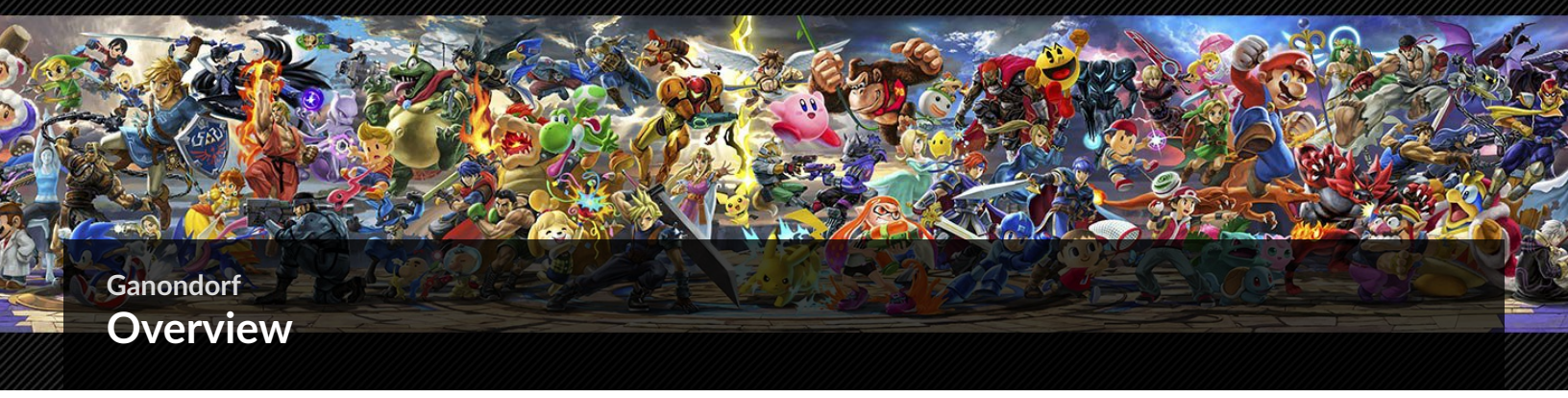
Fox activates a barrier that reflects incoming projectiles back at his attacker. Reflected projectiles deal 40% more damage. Naturally, Reflector shines against projectile-heavy fighters like Link and Samus and can totally negate certain fighters' game plans if your reactions are sharp enough, forcing your opponents into changing their approach. Once you reflect a couple of projectiles, enemies are likely to stop throwing them at you, which in turn affords you more freedom to approach on the ground with your high-speed dashes.

One of Reflector's most important properties is its fall speed reduction. You can use Reflector midair to slow down your fall speed dramatically, useful for mixing up your opponent and potentially baiting out an anti-air that would otherwise hit you.

Reflector damages nearby foes upon activation. The hitbox starts quickly, and is then active only briefly. You can use this as an edge-guarding tool to knock down opponents trying to ledge-climb or ledge-jump back onto the stage.

FINAL SMASH: TEAM STAR FOX

Fox uses a targeting reticle to lock on to any opponents right in front of him. If he acquires a target, the Star Fox team shows up and unleashes a formation attack.



Ganondorf

Overview

Ganondorf is a methodical bruiser, a slow heavyweight who mostly dishes out strong single hits. He's brought along a greatsword to boost his arsenal since the last time you saw him in *Super Smash Bros.*

As slow as most of his attacks are, this makes them bad bets to use frequently in the neutral game. But, thankfully, he has a handful of somewhat quick (or at least not painfully slow) moves to rely on as a foundation. These attacks can be used to safely poke and punish foes while you wait for them to make a mistake before unleashing one of Ganondorf's many stronger moves.

His quickest moves are neutral attack, grab, neutral air attack, side tilt, down tilt, and dash attack. Use these for minimal risk when fishing for hits. Short-hopping neutral air attack in particular can help Ganondorf threaten aggressively, making him seem faster than he is. This can help bait out overcommitted reactions from enemies, which is when you can safely strike with his special grabs (Flame Choke and Dark Dive), the fast-moving down special slide kick (Wizard's Foot), or Ganondorf's fastest reliable move not already listed, down smash.

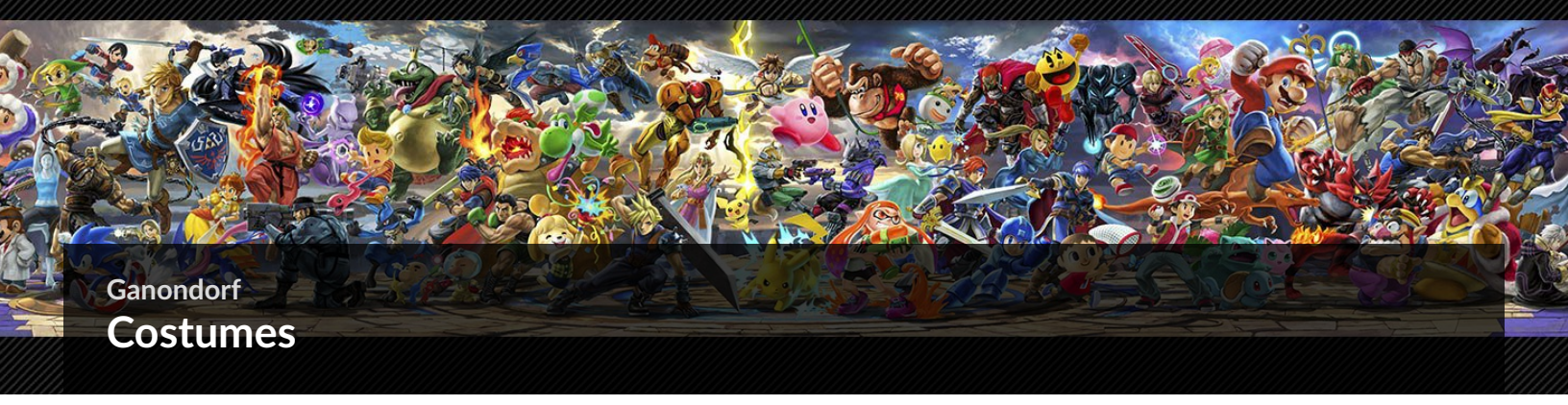
Ganondorf may not seem like the fastest-grappling heavyweight, and he isn't, but dash attack (and Wizard's Foot) aimed to hit foes either super early or super late can leave Ganondorf more or less safe from serious punishment. Running into defenders with these moves with good spacing can set the table for closing in and grabbing them, if they start shielding pre-emptively, expecting rushing launchers.

Any attack not already listed is powerful but too slow to use except for an occasional change-up or edge-guarding home-run swing. Moves like side smash, up tilt, and Warlock Punch are usually too slow against agile, savvy fighters (unless the previously mentioned poking/baiting/punishing game is really freezing them up, in which case swing away). On the other hand, they're brutally strong, and chew apart shields if targets try to block instead of dodge.

GANONDORF VITALS

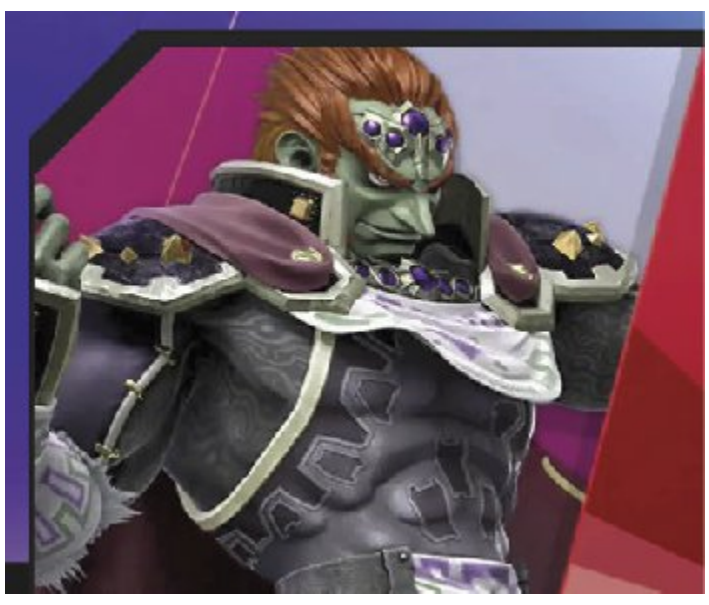
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

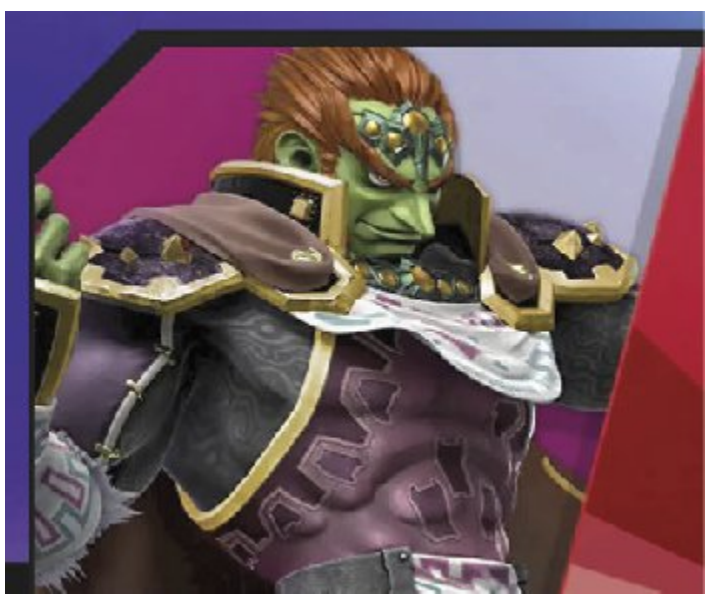
MOVEMENT RANKS	
Ground speed:	F (73)
Air speed:	F (73-74)
Falling speed:	B- (28-33)
Weight:	A- (5)

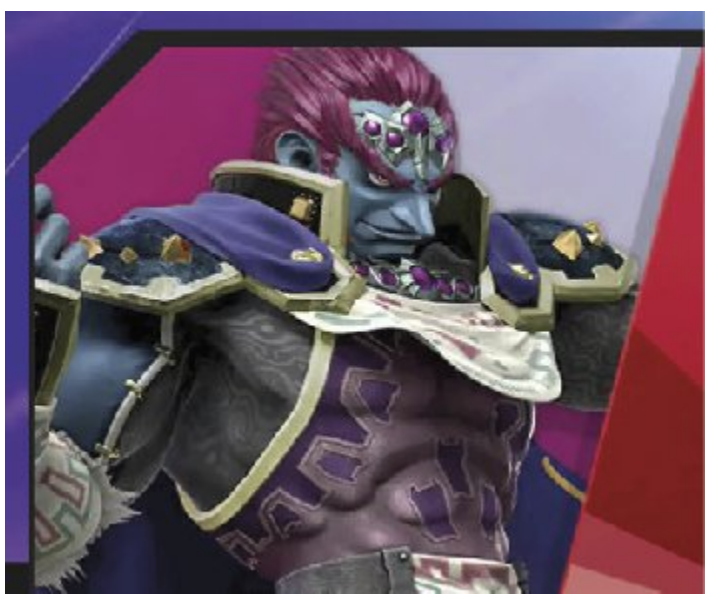


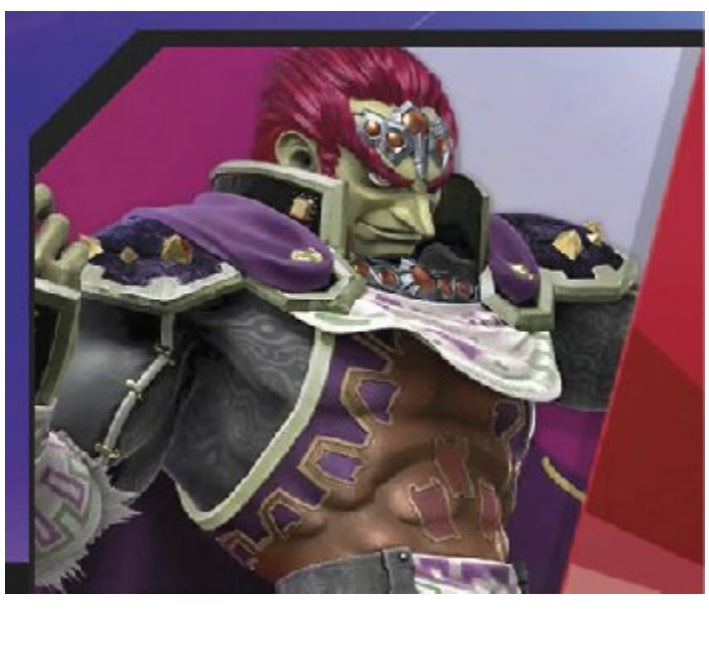
Ganondorf

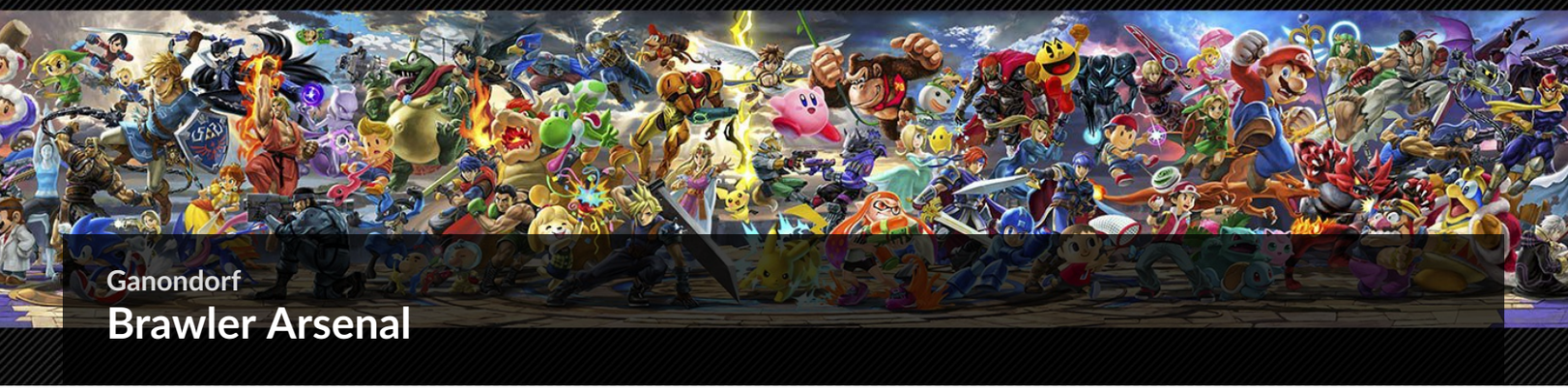
Costumes











Ganondorf
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack	11	Knocks foe away at medium or higher percentages.

Ganondorf strikes with a tremendously powerful, electrified palm punch. He doesn't have follow-up attacks for a combo with his neutral attack; it's just the one beefy hit. It's his fastest physical attack, and out-damages most fighters' neutral attack combos with one strike, so it's a staple for him by default. It has good reach, and if shielded, it's safe from guaranteed strike counterattacks! If foes are close enough, they can snag Ganondorf by canceling shield with grab, so it's not totally safe unless well-spaced.

This is a great poke for Ganondorf, useful on offense in a way most neutral attacks aren't. Even though it's his fastest swing, it's not a quick punish choice right after blocking an attack. If foes are close enough, a shield grab is the quickest response Ganondorf can muster.

This move has one glaring weakness: Ganondorf is so big that neutral attack totally misses very small or crouching fighters who are under Ganondorf's arm. Opt to grab the tiniest brawlers up close, or poke with short-hopping neutral air attack, fast-falling halfway through.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	15	Max damage early. Early hit knocks foes into potential juggle position.

Hunching to shift his weight, Ganondorf plows forward out of a run with a bruising shoulder check. This lasts a fair bit of time, with max launch acceleration and damage early. A hit late in active frames deals less damage and flips foes over Ganondorf's shoulder, so be ready.

It's not fast in general for a dash attack in *Super Smash Bros. Ultimate,* but it's almost as fast as Ganondorf's neutral attack and grab. It's technically unsafe shielded, but after an early hit, right as he juts his shoulder, Ganondorf's momentum can carry him clean through. If the opponent shields facing the shoulder, Ganondorf ends up to the opponent's back, safe from shield grabs and front-hitting pokes. (They might still get him with something that hits on both sides quickly, like some up tilts or short-hopping air moves. At least this checks how much attention they're paying.)

A blocked hit to their front side at the very end of active frames isn't too bad either, only vulnerable to guaranteed reprisal from the fastest jabs. But shield grabs probably get you.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	10	Intangible.
Wake-up attack (faceup)	7	Intangible.
Wake-up attack (facedown)	7	Intangible.

TILTS

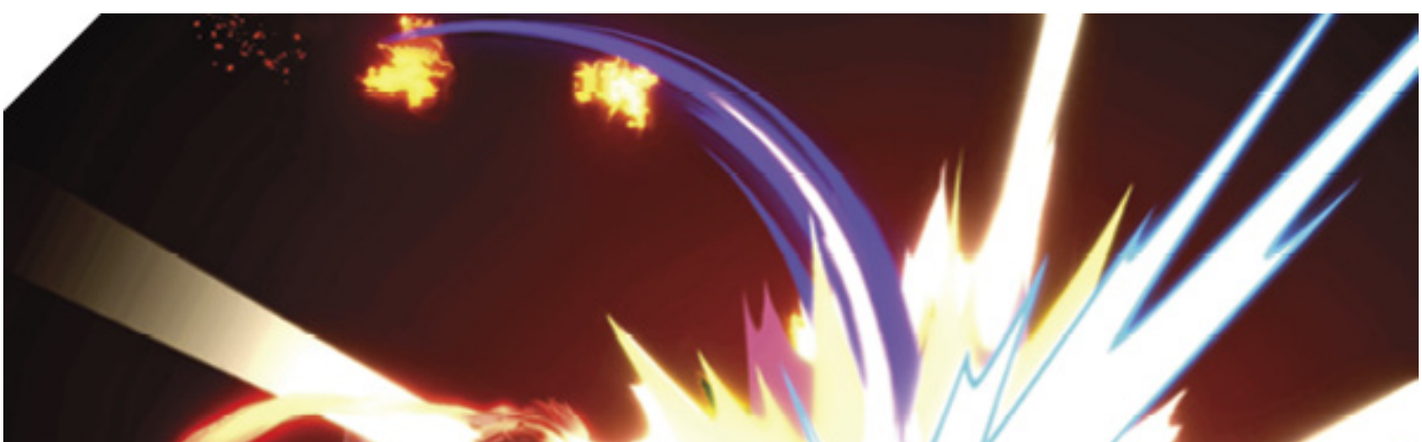
MOVE	DAMAGE	NOTE
Side tilt	14	Max damage at foot. Knocks foe away at medium or higher percentages.
Up tilt	24	Fire attack. Suction vortex for almost one second. Launches foe far away. Shatters shields if blocked.
Down tilt	14	Trips up foes at low percentages. Knocks them into potential juggle position at medium or higher percentages.

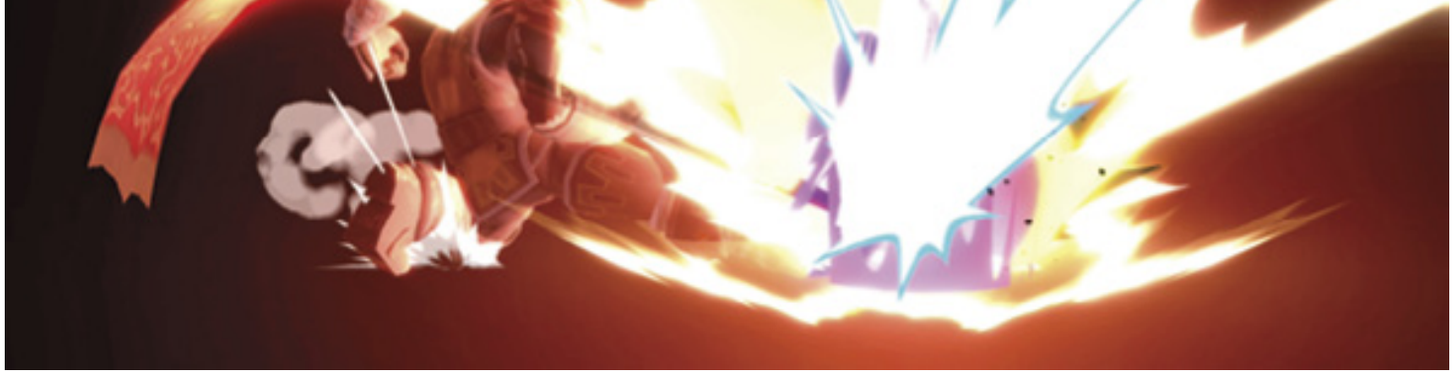
SIDE TILT

Ganondorf kicks straight ahead with a heavy boot kick, dealing the most damage at his foot. As damage piles up on opponents, this kick starts to knock them back low and far. It leaves Ganondorf punishably disadvantaged when shielded, but if you aim to hit with his boot, the sweet spot, the pushback is probably enough to keep him safe. Plus, it dishes out superb shield damage for a side tilt.

It's a tiny bit slower than neutral attack, but doesn't whiff over smaller fighters. (This is only good from its max range, against the smaller fighters. They'll probably jab you three times point-blank before you extend side tilt once.)

UP TILT





This unique tilt attack is one of the most unconventional moves in the game. Ganondorf begins by holding a leg aloft for a full second, gathering strength. During this time, when wind is kicked up ahead of him, opponents are sucked in toward him, pulled from a distance of about two dashes. At the end of the second of gathering power, his foot crashes down in a powerful, burning axe kick. On hit, this deals incredibly high damage for a tilt attack, and if blocked, it shatters their shield in one blow!

In terms of use, this serves as a kind of slightly faster alternate version of his neutral special (Warlock Punch), an extremely slow, extremely powerful single hit. Both have a gimmick to help mitigate lengthy start lag. For Warlock Punch it's super armor, while for up tilt it's the wind suction, which can drag in foes who react poorly. It also makes up tilt useful on the edge of other skirmishes, when a fighter not paying attention to Ganondorf might wander into suction range just in time to get burned by the kick.

DOWN TILT

Ganondorf lies low and sticks one leg way out in front. This hits at the same speed as side tilt but with a lower profile for both Ganondorf and the hitbox. At medium-damage percentages and higher, it launches on hit, allowing for immediate air hits or follow-up mix-ups. It's at a small disadvantage on block, like neutral attack, but only the fastest attacks can hit him back. As usual, with such long limbs, making sure you aim with the extended foot goes a long way toward preventing successful clapbacks.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	24-33.6	Knocks foe far away.
Up smash	24-33.6	Double-sided attack. Less damage on arm. Knocks foe into potential juggle position.
Down smash	5, 15-7, 21	Double-sided attack. Front hit knocks foe to Ganondorf's back. Back hit launches foe far away.

SIDE SMASH

Ganondorf comes a little more heavily armed this time, using a massive greatsword for his smash moves. For side smash, Ganondorf brings his greatsword crashing down in front of him, slashing in an arc from up-back to down-forward.

Even for a heavyweight side smash, this is slow, not hitting until a half-second after initiation. The first hitting frame is aimed up-back, but with such a long lead-in time, this is impossible to consistently aim on purpose. It's more likely to result in an accidental hit sometimes against someone who's not the primary target.

On hit, the damage and KO potential are amazing, especially charged. Since the sword slashes in an arc forward, charging it can be an intimidating gambit while edge-guarding, waiting for someone to drift back to a stage edge. If it's shielded, it does enormous shield damage. It's punishable on block, but the move's pushback might save Ganondorf. If the opponent's shield is broken, the disadvantage on block becomes irrelevant.

UP SMASH

Ganondorf attacks in a rainbow arc covering first in front, then slashing above and behind. Its angle makes it appropriate for anti-air swings and low-altitude juggles, but not on short notice. It's not quite as slow as side smash, but it's below average even for a heavyweight up smash, hitting in a third of a second. Once it gets going, it has the same advantages as side smash: Ganondorf covers a huge area with the sword's hitbox, which beats out anything in the way. Again, quick defenders can block and strike back and hit Ganondorf before he can shield up, but the strong move's pushback might gain enough space to protect his end lag.

DOWN SMASH

Crouching down, Ganondorf strikes first in front with a weak hit from the pommel at the base of his greatsword, then drives the blade backward for a strong finish. Victims struck by the pommel are driven back over Ganondorf's shoulder, so the follow-up stab strikes for a two-hit combo.

This can be a good close-range punisher against laggy, missed moves and shielded attacks. It's around the same speed as Dark Dive, Flame Choke, and Wizard's Foot, but with higher damage potential (and shorter range).

As a two-sided attack it's also decent as a clear-out in free-for-alls. Getting it blocked in front of Ganondorf basically guarantees he eats something strong. Having it blocked behind him is better, but still unsafe.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.6	—
Front throw	5, 8	Forward throw.
Back throw	5x2	Backward throw.
Up throw	10, 3	Punches foe upward into potential juggle position.
Down throw	7	Bounces foe into potential juggle position.

GRABS

Ganondorf's grab has decent range and pulls in with typical heavyweight speed. It's a good complement to his neutral attack, dash attack, and hopping neutral air attack. His throw game should include mention of Dark Dive and Flame Choke, special grabs that both lunge toward potential victims, either upward or sideways.

Front and back throws can slam into other combatants near Ganondorf and his throw victim. Up throw punches them up high for potential pressure or hits as they fall. Down throw bounces them off the turf for a juggle chance at lower altitude.

AERIAL ATTACKS

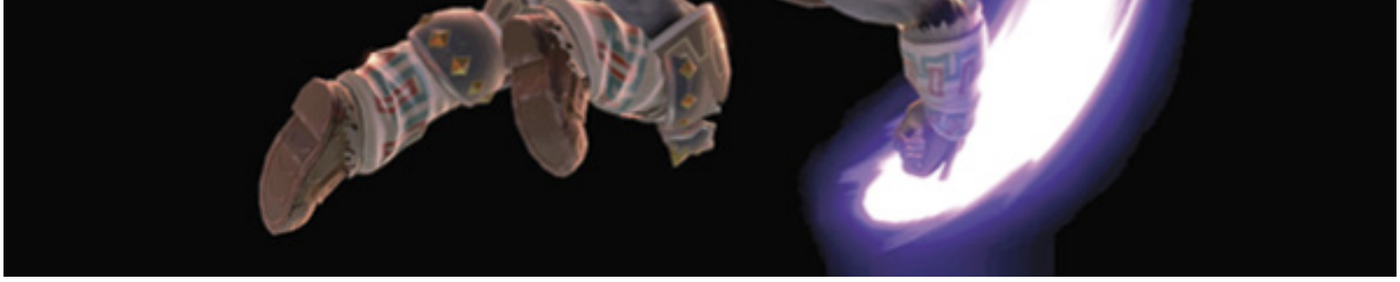
AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	7, 12	—
Forward air attack	18	Max damage at hand.
Back air attack	18.5	Max damage at hand.
Up air attack	13	Max damage at knee. Launches foe into potential juggle position.
Down air attack	19	Meteor smash.

NEUTRAL AIR ATTACK

Ganondorf lashes out in midair with two surprisingly nimble kicks back-to-back. Each kick does max damage and knockback early, but persists a few more frames, making aim easy. The second kick hits harder and lasts longer. Together, they make the move perfect for use in both aggressive and defensive hops. Learn the timing to hop or jump to full height, neutral air attack to start kicking, then fast-fall down, covering the plunge. Against grounded enemies, connecting with the second hit of falling neutral air attack lets you combo neutral attack or side tilt immediately upon landing.

FORWARD AIR ATTACK



This crescent punch in front feels like a jumping smash attack. Ganondorf swings across most forward angles with about a typical side smash's speed, hitting up-forward first before slashing his hand forward, then down-forward. Depending on timing and angle jumping into enemies, this can hit targets above early, or below late, as long as Ganondorf faces them.

BACK AIR ATTACK

This midair backhand swats directly behind Ganondorf, faster and harder-hitting than forward air attack, but with a shorter, less-generous active period and hitbox. This just hits around his hand, and only momentarily. Still, it's quicker, more powerful, and takes up less of his aerial time, making it better for use during repeated short hops.

UP AIR ATTACK

A spinning aerial kick strikes 180 degrees, from forward to up to back. The forward-hitting portion is the second-fastest aerial move Ganondorf has, hitting slightly slower than neutral air attack's first kick. When poking at targets higher in the air, up air attack is the move to use.

DOWN AIR ATTACK

Ganondorf's downward double stomp hits hard, spiking enemies on clean hits. It takes a lot of precision, kicking downward even slower than forward air swings, and active for only a couple frames. A clean hit is worth it, though, especially against an offstage foe underneath.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	30 (37 if turned)	Super armor. Knocks foe far away. Damage increases with turning input. More powerful in midair.
Side special	12 ground, 15 air	Dashing grab. Slams victims downward. Slam can be directed. Helpless until landing.
Up special	1.9x4, 9	Upward-lunging grab. Hold left or right to direct. Helpless until landing.
Down special	16 ground, 15 air (8 air landing)	Launches foe on hit.

NEUTRAL SPECIAL: WARLOCK PUNCH

Ganondorf crouches low, gathering dark energy for a long time before unleashing a scathing magical punch. The start lag for this special punch is even longer than for up tilt, over a full second. Ganondorf has super armor while charging the punch, though, allowing him to absorb attacks without flinching, which helps with connecting with this move.

Warlock Punch has an easier version of the common special-reversing trick, often crucial for some fighters to properly aim neutral specials and up specials under duress. Start up Warlock Punch, then tap toward Ganondorf's back. This must be done early, but nowhere near as instantly fast as a typical special-reversal, because this is built in. Doing this turns the dark lord around while powering up the punch even more, delaying the eventual hit by another sixth of a second but amping up damage and knockback.

If you're going to use Warlock Punch, you might as well use the full-powered one, so make a habit of aiming it *away* from desired targets, then immediately redirecting it early during start lag. If this has an ideal time to go for it, it's almost certainly in edge-guarding scenarios. Either aim a Warlock Punch directly at the edge where foes might drift/up special past, or back off a bit and aim a Warlock Punch for where they might roll or jump forward after ledge-hanging.

SIDE SPECIAL: FLAME CHOKE

The evil king rushes forward, covering about two dashes' worth of territory, grabbing anyone in the way to follow up with a flaming body slam. It's slow compared to the average grab but generous when you consider Ganondorf rushes forward for a fourth of a second.

Damage on the slam is a bit higher air-to-air than ground-to-ground. Like with Bowser's special grab, grabbing someone and slamming them offstage isn't a winning idea. Ganondorf will be KO'd first, and (in party battles) whoever touched the throw victim before Ganondorf gets KO credit. Keep Flame Choke aimed onstage.

Victims can try to shake out before being slammed, but the more damage they've accumulated, the less likely they'll be successful.

UP SPECIAL: DARK DIVE

Ganondorf surges upward, fist glowing with dark power. If someone's in the way, he grabs them and bounces off with high damage and knockback. Think of this as the XXL version of Captain Falcon's similar up special! This is also a bit like Flame Choke aimed upward, gaining about as much altitude as Flame Choke travels laterally. Ganondorf's ascent can be directed away from the standard up-forward path by holding left or right just after input.

This is a somewhat risky juggle tool for grabbing at tumbling targets (if you miss, you're helpless until landing). In his grab game, it also works together with Flame Choke and normal grabs to make him scary to be around up close. Midstage, mixing between Flame Choke and Dark Dive should rapidly deter careless short hoppers.

Up special is also Ganondorf's main recovery tool. Ganondorf is bulky enough to be difficult to punt far offstage, but when enemies are successful, you need Dark Dive to make a play back onstage.

DOWN SPECIAL: WIZARD'S FOOT

This heel slide burns with dark power. On the ground this is like a sliding dash attack, while in the air it's like a dive kick. Like dash attack, it can push through someone blocking the beginning, sliding Ganondorf well past them and probably messing with their attempt to punish. On the other hand, sliding to hit late in the attack is disadvantaged, but surprisingly safe, unless they're close enough to shield-grab out of blocking.

Unlike dashes or many other sliding special moves, there's nothing stopping grounded Wizard's Foot from skating right off a stage edge, so be ready to recover suddenly should you overshoot (perhaps on purpose, at someone about to return to the stage!).

The air version plunges diagonally, a powerful hit against anyone airborne in the way. An early Wizard's Foot hit can meteor smash foes, giving an alternate downward angle for spikes alongside down air attack. If the ground is close enough, there's a slightly weaker launching hit upon landing, giving this extra purpose diving at standing fighters.

Whether on the ground or in the air, Wizard's Foot has a lengthy active period, making it lenient for aiming. Wizard's Foot *cannot* be special-reversed. Make sure Ganondorf is facing the correct direction before input!

FINAL SMASH: GANON, THE DEMON KING

Revealing the full scope of his power, Ganondorf swells to huge size and smashes two enormous swords down before him. He then rushes forward with a super-sized tackle move. Anyone in front of Ganondorf is in serious trouble when this Final Smash is set off.

Greninja

Overview

Greninja is speedy and aggressive pixie-type brawler. As expected of a ninja, it's extremely agile. It has incredibly fast walk speed, a quick dash, a high-reaching jump and double jump, and the ability to both cling to walls and jump off of them. And its standing animation is shorter than most fighters of its height as it slinks down ninja-style.

Greninja's attacks and overall toolkit reflect its ninja combat style—lightning-fast, designed for assassin-like hit-and-run tactics. With its fast ground mobility and Water Shuriken neutral special, Greninja can dominate the horizontal platform space against slower foes, dancing around them.

Greninja's fast-falling ability is astounding, making its vertical game just as fearsome as its horizontal game. By quickly traversing and attacking with high jumps, fast-falling air attacks, and fake-out fast falls into grabs, Greninja can keep its enemies on their toes.

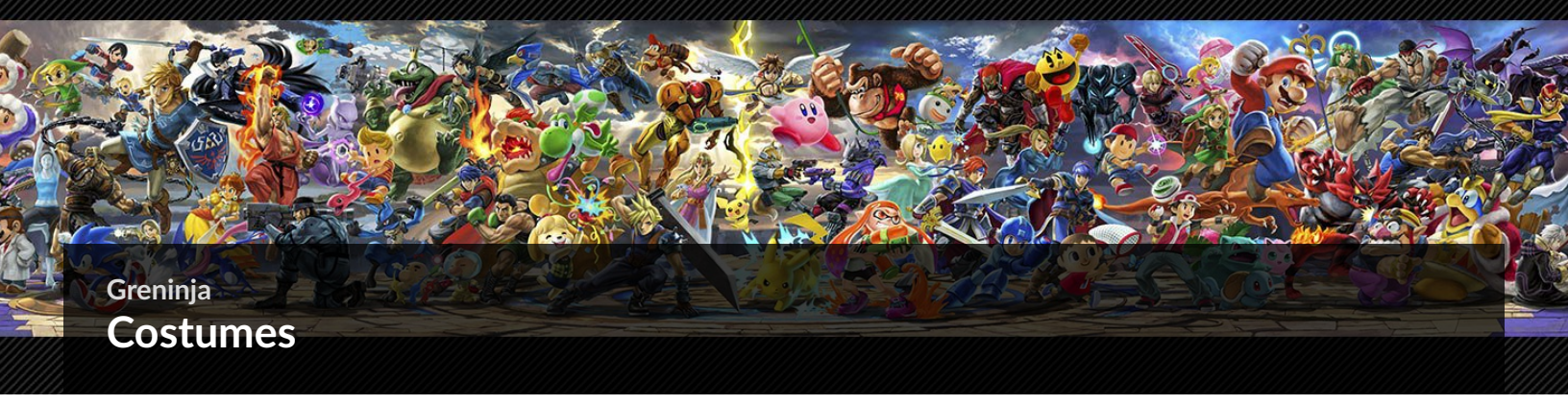
While Greninja's air attack hitboxes are lacking compared to many other fighters', Greninja makes up for it with remarkable air mobility.

Greninja's main weakness is that it can be difficult to use all of its strengths optimally, particularly because damage can be lackluster. Most of Greninja's potential damage comes from various setups and combos, but they can be difficult to pull off reliably. Greninja is so fast that it may feel unwieldy to control for novices!

GRENINJA VITALS

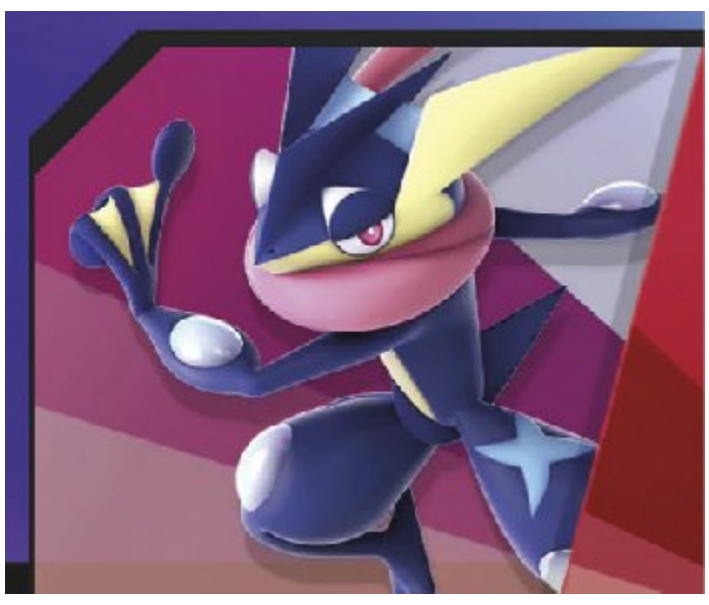
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	Yes
Tether:	No
Wall jump:	Yes
Wall cling:	Yes

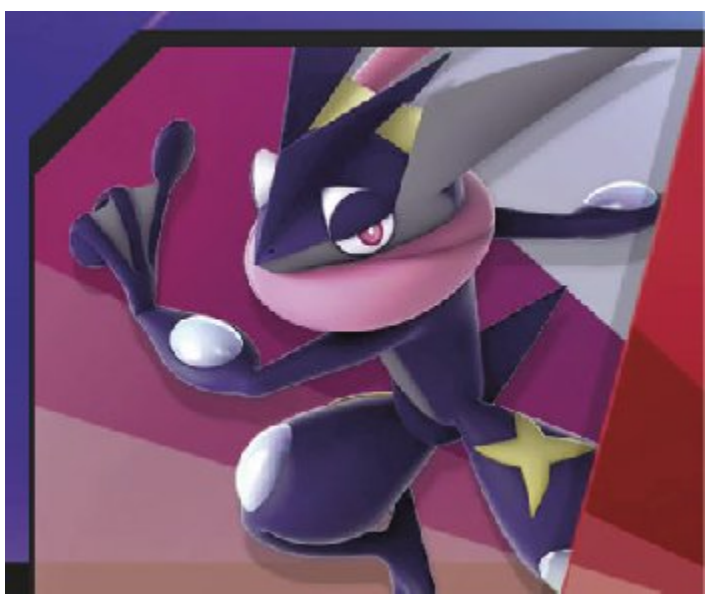
MOVEMENT RANKS	
Ground speed:	A (7)
Air speed:	A- (10)
Falling speed:	B+ (7-9)
Weight:	D (55-57)

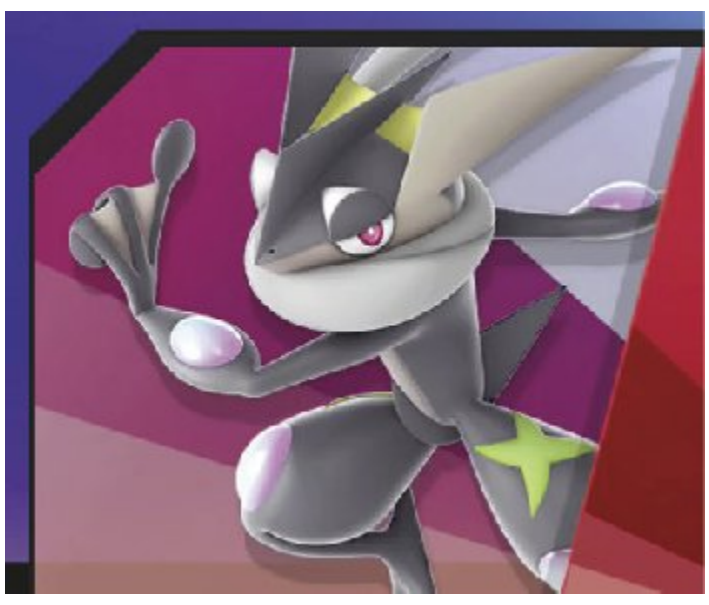


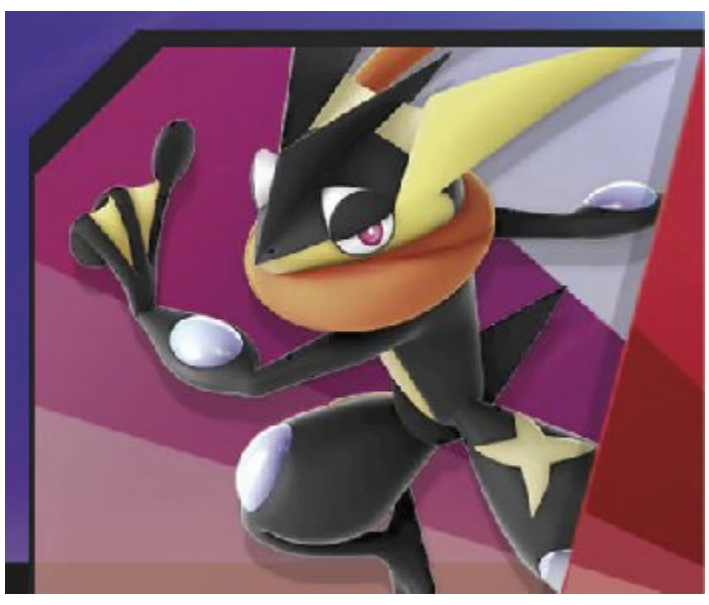
Greninja

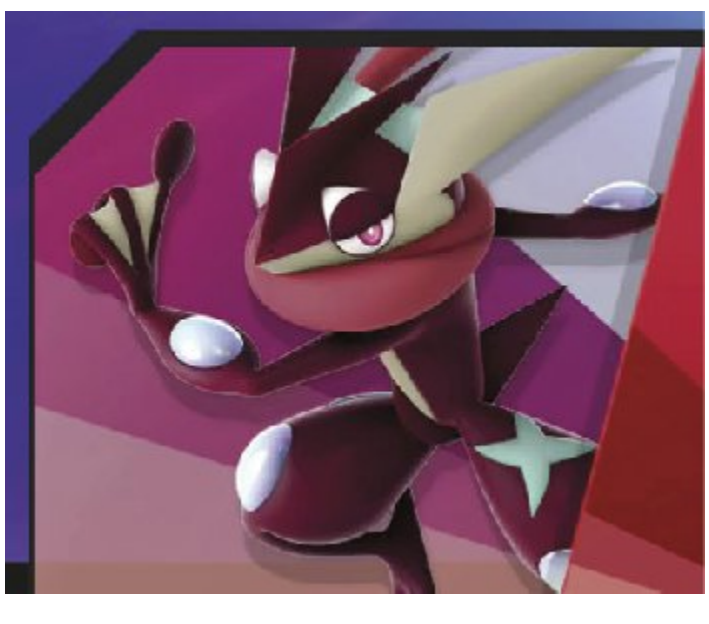
Costumes

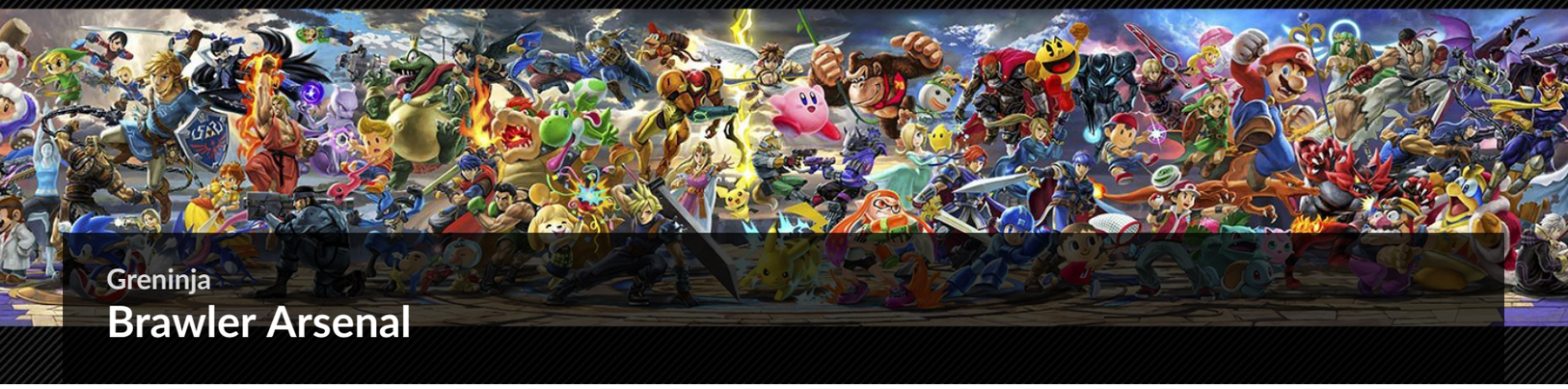












Greninja
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACK

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2	—
Neutral attack 2	2	—
Neutral attack 3 (rapid)	0.5xN, 2	Knocks away. Rapid-attack.
Neutral attack 3 (splash)	3	Launches away.

Greninja performs a swift one-two palm-attack combo, followed by either a multi-strike looping water attack or a double-palmed water burst. Neutral attack is your main counterattack option right after blocking. It starts up quickly, and the rapid-fire follow-up finisher is a combo, netting you at least 10% damage.

On a hit-confirm, you generally want to finish with the rapid water-attack finisher. In the neutral game, for spacing purposes and consistency, the normal double-palmed splash attack is better.

Jabs and down tilts are your main defensive options. Since Greninja's jabs are so fast, don't be afraid to stick them out against approaching foes to stop them in their tracks, punishing them with a knockback.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	8	Launches up and away at slight angle, allowing for potential combo.

While dashing, Greninja utilizes its incredible forward movement with a sliding kick attack that launches enemies up into the air and away at a slight angle. On hit (against most fighters and at almost any damage percentage), you can follow up with a dashing short hop into up air attack to score a combo. Up air usually knocks them high enough for you to go for additional juggle pressure, either with more up air attacks or simply by waiting on the stage and baiting out an air dodge.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack (faceup)	7	Intangible.
Wake-up attack (facedown)	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	7.3	Causes standing hitstun on grounded foes at low damage. Can angle up or down.
Up tilt	4.5	Launches directly above, allowing for follow-up up tilt.
Down tilt	4	Pops up slightly on hit.

SIDE TILT

Greninja performs a spinning heel kick to the enemy's midsection, blasting them away. This attack can be angled by tilting the control stick up or down during execution. The up-angled version is particularly effective for combos off hits that pop the enemy up into the air (such as neutral air attack).

Side tilt is a strong horizontal attack with a slight range advantage to down tilt. However, it can leave you vulnerable to aerial attacks. It's punishable on shield, but at max range you're a bit safer, although not that safe. However, its start-up is relatively fast compared to most ranged side tilts of its class.

UP TILT

Greninja crouches low to the ground and lashes its tongue above, launching licked foes into the sky. This is your ground-to-air anti-air attack and one of your grounded combo-starters. Its rear hitbox starts extremely early, but there's a bit of travel time as Greninja's tongue arcs upward. While the total duration of the attack is a bit lengthy compared to Greninja's neutral attack, its low-profile stance means you're less likely to be hit with descending aerial attacks, and more likely to successfully anti-air the opponent. You can combo up tilt into buffered hop up air, putting you in an advantage state as your opponent tries to descend to the ground.

Up tilt is relatively unsafe on shield.

DOWN TILT

Greninja leans down and swiftly swipes at its opponent's feet, popping them up in front. This low attack is your best ground-based poke. It boasts excellent speed, faster than some fighters' neutral attacks. On hit, it pops up enemies into a potential juggle state (although it may be difficult to combo off of it).

If you can condition your opponents into a defensive grounded posture, you can harass them with down tilts and Water Shurikens, along with the occasional side tilt to pressure their shields. It's safe when shielded and so fast that you can poke with it, and then poke with it again to punish aggressive retaliations.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	14	Launches away, high knockback.
Up smash	5, 14	Upper hitbox launches directly above. Lateral hitbox knocks away.
Down smash	13	Launches away. Double-sided attack. Deals more damage with tip of attack.

SIDE SMASH

Greninja delivers a heavy far-reaching front swing with one of its water kunai, sending foes flying away. This smash attack features respectable speed and range for how much damage it deals, making it an excellent whiff punisher. However, you need to be deliberate with its use—throwing it out haphazardly can get you in trouble, as it leaves you vulnerable from a grounded state.

UP SMASH

Greninja thrusts its dual-wielded kunai above itself, proceeding into a double-sided slash and striking enemies around it. Up smash is a strong finisher, especially if you can land the initial vertical thrust that naturally chains into the rest of the strike. The outer slashes of this attack are much easier to connect with when used as an anti-air, as they cover a lot of area.

DOWN SMASH

Slashing its sides with a kunai in each hand, Greninja clears out nearby enemies behind and in front. Down smash hits on both sides sending away fighters at a shallow, horizontal angle. You can use this to punish mistimed air dodges or as a call-out attack against ledge rolls going past you.

Like most smash attacks, don't get caught missing this, or else you'll sacrifice your advantage.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1	—
Front throw	8	Forward throw, high knockback.
Back throw	9	Backward throw.
Up throw	5	Launches directly above for potential combo up air attack.
Down throw	5	Knocks up and away with low knockback.

GRABS

Greninja clasps its foe with webbed hands, trapping them in a whirlpool. Greninja's grab is very slow, worse than the speed of many heavyweight grabs. However, it has incredible reach, slightly farther than its neutral attack.

Its grab attack is a water squeeze, dealing minor damage. For its up variant, Greninja tosses its victim into the sky. Greninja's forward throw is a heavy palm thrust that flings the enemy away, and its back throw is a rear spinning toss. Off of down throw, Greninja slams its victim into the ground with a fierce chop, bouncing them up into the air.

At low percentages, up throw can be naturally followed by up smash for a potential combo if the opponent fails to air-dodge. This can be used as a mix-up, baiting out their predictable aerial options and, instead of going for your up smash, waiting or going for an up tilt punish.

Down throw is useful at mid percentages, as it launches the opponent up enough for you to follow up. Down throw at low percentages can put you at a disadvantage, as there's hardly any hitstun, with the enemy free to act early.

Since Greninja is such an incredibly quick fighter on the ground, grabbing is one of your best tools. While you aren't rewarded with extraordinary damage off your grabs, you potentially have more chances at them because of your speed and extraordinary grab range.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	11	Knocks up and away, low knockback.
Forward air attack	14	Knocks away.
Back air attack	3.0, 2.5, 6	First and second hits cause standing hitstun against low-percentage enemies. Third hit launches away.
Up air attack	1.3x5, 3	First five hits drag enemies. Final hit launches directly above.
Down air attack	8	Stall-then-fall attack. Bounces off foes and keeps Greninja airborne.

NEUTRAL AIR ATTACK

Greninja uses its ninjutsu to expel a gushing water attack all around. While you emit a hitbox all around you, neutral air attack can be cumbersome to use because of its high amount of lag and start-up. This attack is best used from short hops and in combination with intelligent fast-falling. It can be difficult to use effectively since its active window is quite short.

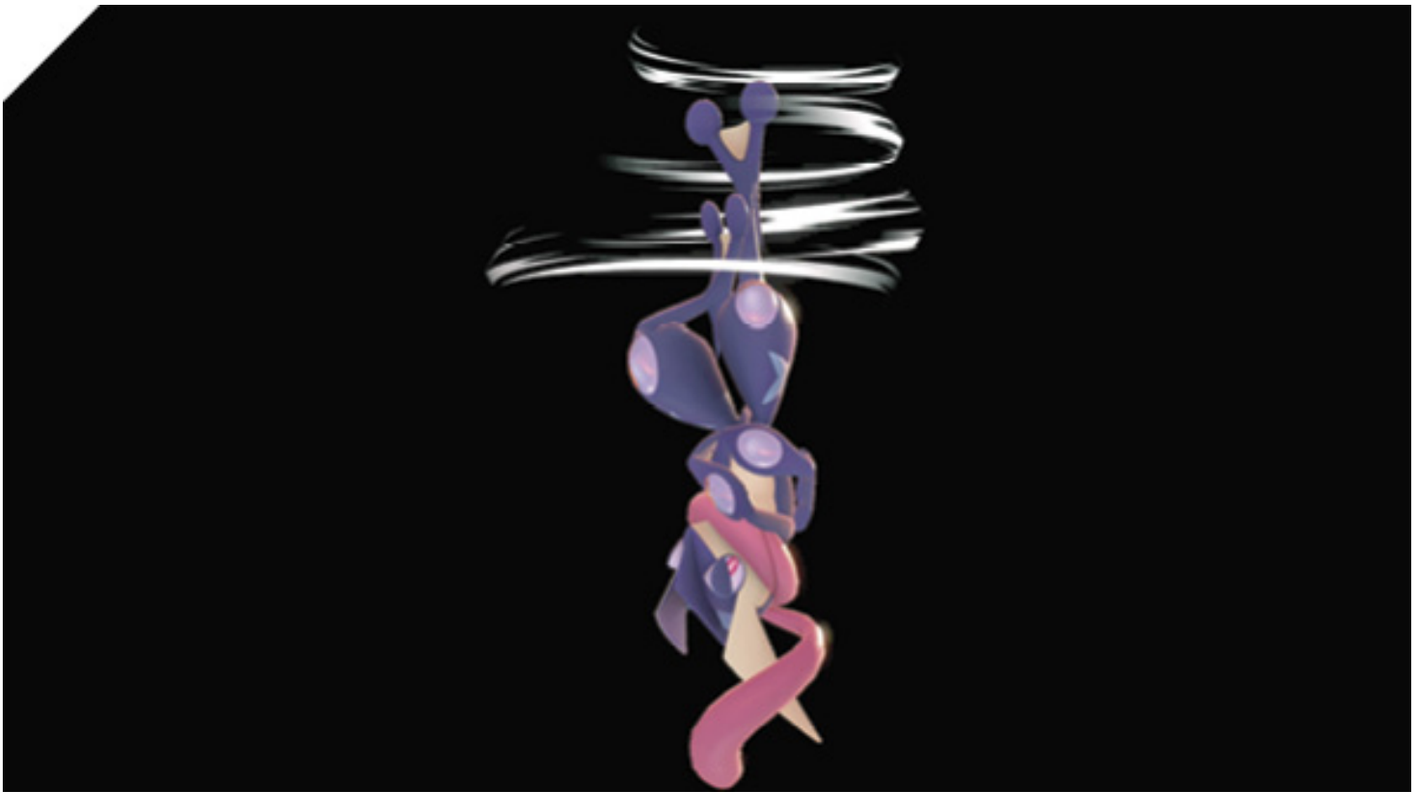
FORWARD AIR ATTACK

With a reverse grip on one of its water kunai, Greninja performs a midair slash in front of it that launches foes. Forward air attack is similar to forward smash. It's a good KO tool with considerable range, although its start-up and active window are lacking compared to other fighters. It requires accurate timing, spacing, and technique to use optimally.

BACK AIR ATTACK

Greninja turns around and sends out three lightning-fast back kicks. Back air attack is an incredibly fast-starting aerial attack, effective for edge-guarding situations and in combos with great KO potential. Although it requires accurate timing to pull off (as well as having the enemy at least at medium-damage percentage), the first hit of back air against grounded enemies causes a pop-up effect from which you can combo into up air, finishing with up air.

UP AIR ATTACK



Greninja flips upside down in the air and becomes a living corkscrew, delivering a multi-hit kick attack and ensnaring foes briefly before launching them skyward.

This is your primary air-to-air anti-air and juggle-combo tool. Its multi-hit property allows you to use it to drag low-altitude foes to the ground for unique combos and setups. For instance, if you can catch an enemy at a relatively low altitude with a fast-falling up air, you can force a tech get-up situation, allowing you to punish the opponent for missing their tech with an off-the-ground hit. Or, if you read their tech get-up, you can punish them during the tail end of the tech when they're vulnerable.

DOWN AIR ATTACK

Down air attack is a "stall-then-fall" attack. After a brief pause while airborne, Greninja transitions into an aerodynamic ninja stance and quickly descends, damaging and bouncing off the first foe it lands on. Otherwise, regardless of altitude,

Greninja continues descending until landing on a platform. On a direct hit, it meteor smashes, kicking its victim to their doom if they're over a ledge. However, this attack is risky since it has a high amount of landing lag.

SPECIAL MOVES

SPECIAL MOVES

MOVE	DAMAGE	NOTE
Neutral special	3 (13 max)	Charge to increase damage and hit count. Max charge causes projectile to release small explosion hitbox that launches foes up and away.
Side special	10	Attack launches away. Hold to increase range. Can walk while holding. Brief intangibility.
Up special	—	Can change direction at halfway point.
Down special	11	Hold direction to alter attack direction.

NEUTRAL SPECIAL: WATER SHURIKEN

Greninja cups its webbed palms together and conjures a Water Shuriken before releasing it straight ahead. Water Shuriken is an incredibly potent projectile. Charging increases its power, and at max charge it passes through foes, potentially hitting multiple enemies.

It has a fast travel speed, which can be a positive and a negative attribute. It's difficult to react to, but unfortunately, you can't use it as a persistent on-screen threat that covers your offense.

The first Water Shuriken thrown while airborne has a slight vertical boost effect, providing extra utility for recovery purposes.

SIDE SPECIAL: SHADOW SNEAK

Greninja disappears behind a mini tornado and reappears behind a cloud to deliver a rising kick attack. If Greninja reappears behind an enemy, it delivers a rear thrusting kick instead.

With sharp reactions or accurate predictions, you can use Shadow Sneak as a strong finisher attack, essentially to warp through your opponent's strikes and kick them offstage.

Shadow Sneak doubles as a recovery tool since it doesn't force you into a helpless free-fall state. For instance, you can Shadow Sneak while airborne, and after your follow-up kick attack, you can double-jump (if you haven't already), or Hydro Pump. This makes Greninja exceptionally difficult to combo and edge-guard.

UP SPECIAL: HYDRO PUMP

Greninja propels itself with a powerful jet stream emanating from its hands. This recovery special has two notable properties: it can be aimed in any direction after its initial execution, and in a gravity-defying fashion, it can be abruptly redirected around its halfway point.

During flight, Greninja cannot pass through enemies and instead pushes them around. With practice, you can use this effect in your edge-guarding arsenal to interfere with the opponent's air mobility, potentially scoring a KO.

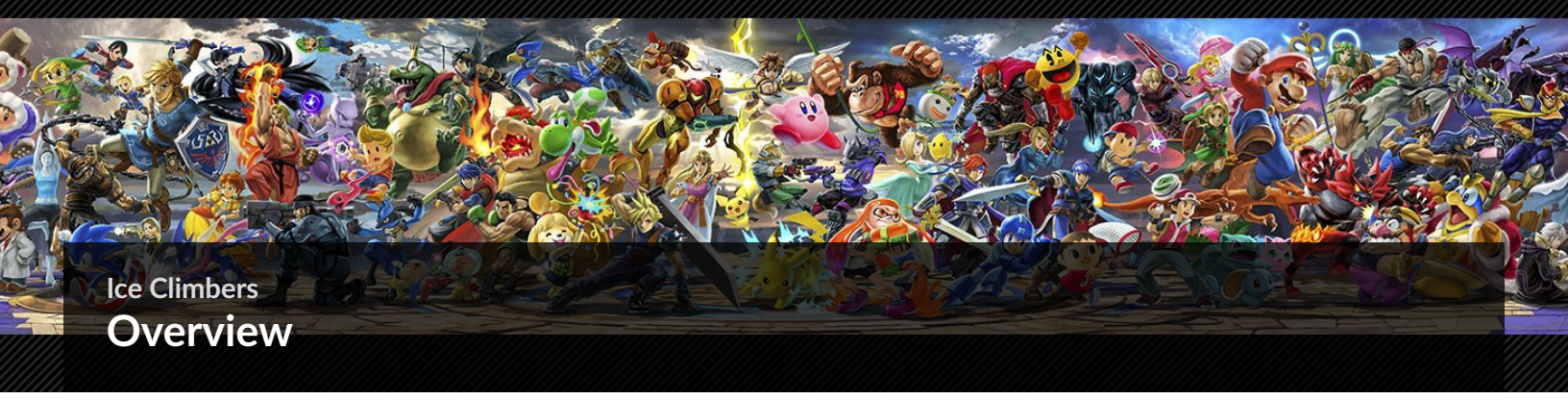
DOWN SPECIAL: SUBSTITUTE

Greninja transitions into a parry stance. Upon absorbing an attack, it disappears into the shadows, quickly reappearing with a flying kick attack directed toward the enemy.

Once you absorb an enemy attack, you can direct Greninja's flying kick in various ways by using the control stick. Angle the attack of your flying kick into the air by using up-left, up, and up-right. Appear a few meters in front and perform a rear flying kick by holding back. Holding forward (or no input), you simply reappear and perform a forward flying kick. Holding down-left, you reappear from above and to the right with a flying kick directed down-left. Holding down-right, you reappear from above and to the left with a flying kick directed down-right.

FINAL SMASH: SECRET NINJA ATTACK

In Greninja's Final Smash, it uses Mat Block to flip opponents into the air. It then slices them repeatedly before smacking them back down to the ground. The initial Mat Block doesn't have much range, so make use of Greninja's speed to get in close to opponents.



Ice Climbers

Overview

Ice Climbers are a unique pair of fighters. While Popo and Nana are both controlled by a single player simultaneously, they're counted as two separate fighters. Each one has its own attacks and hurtboxes, so just because one is being hit doesn't mean both are. For instance, it's possible for Popo to get hit while Nana does not, allowing her to potentially counterhit their attacker (although this situation is rare, it's possible). Your Ice Climbers don't always combo with each other, especially since Popo leads in front of Nana in terms of spacing. Nevertheless, their attacks usually do combo with each other, so they dish out a hefty amount of pain with their doubled-up hammerblows.

Ice Climbers excel in ground combat. Most of their ground-to-ground attacks are safe to throw out, allowing you to chain several together to pressure shielding foes. Side tilt and down tilt are incredible pokes, especially when spaced out, as the Ice Climbers' hammer strikes extend hitboxes without exposing their limbs to enemy attacks.

They also have reliable and versatile aerial attacks in neutral air attack and forward air attack. Neutral air attack is a double-sided attack with low landing lag and high combo potential, both in starting combos and extending them. Forward air deals high damage and can be used to mount an air-to-ground offense from jump height.

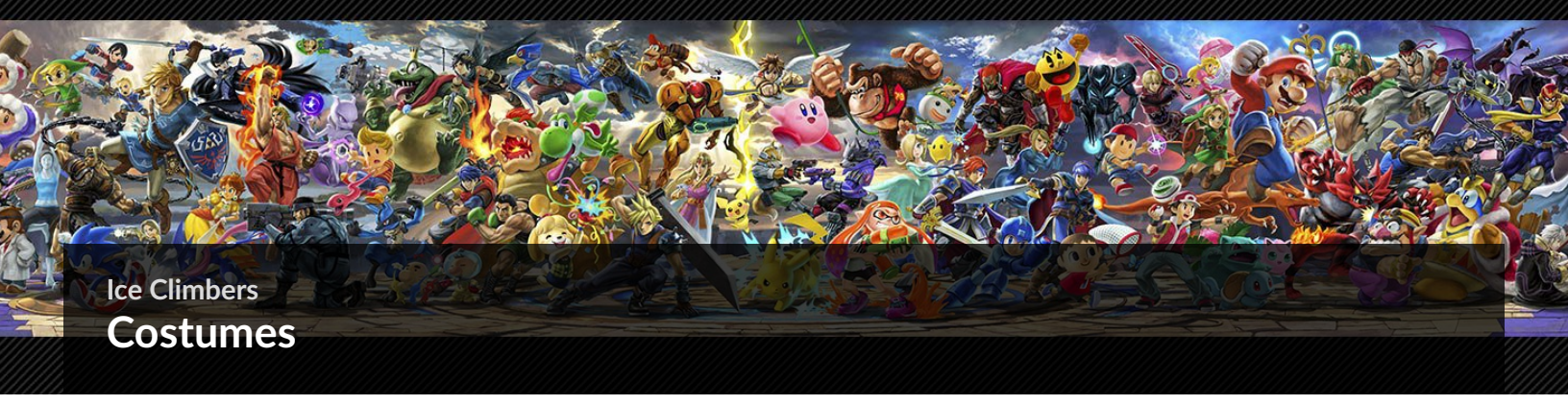
The Ice Climbers' special move set is unique. Belay requires that both Ice Climbers are available, while Squall Hammer unifies the two for a much more powerful version of the attack. If the Ice Climbers are separated (or if Nana is knocked out), Squall Hammer's power is lessened dramatically as your Ice Climber performs a solo version. With both climbers, Blizzard is an extremely powerful close-range projectile attack that has the exceptional ability to totally freeze (essentially stunning) enemies, giving you a "free" attack. Ice Shot is effective for attacking enemies at long range and is doubly effective when you have both climbers available.

While having two separate fighters is amazingly strong, Popo is weak on his own. If your climbers become separated, your specials become much weaker and you lose access to your recovery special, Belay. If Nana is knocked off the stage into a blast zone, she doesn't return until Popo is also eliminated. If your opponent successfully knocks out Nana, a solo Popo is one of the weakest fighters in the game, if not the weakest!

ICE CLIMBERS VITALS

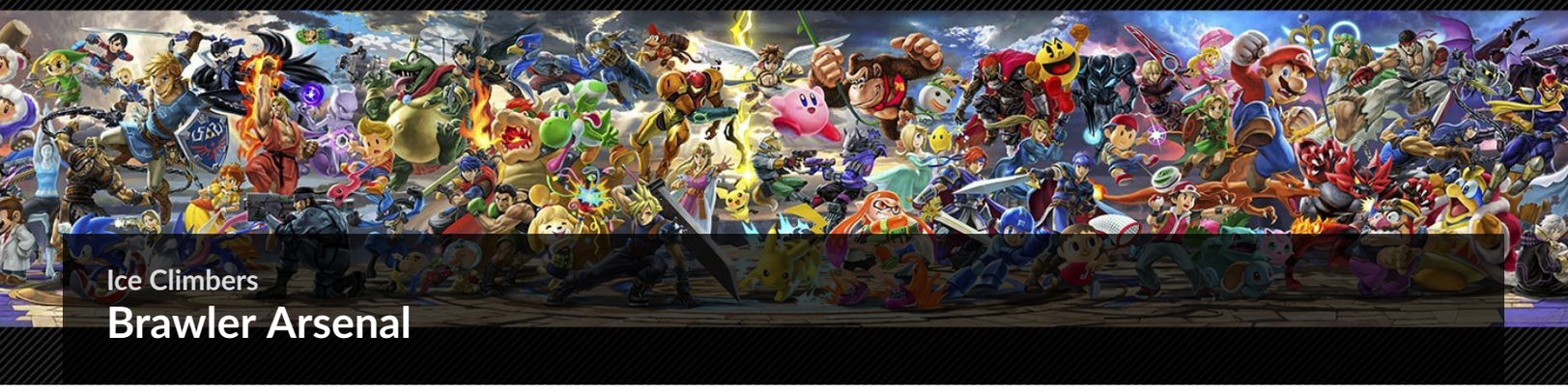
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

MOVEMENT RANKS	
Ground speed:	D- (61)
Air speed:	F (73-74)
Falling speed:	D (67-69)
Weight:	C (44-47)



Ice Climbers

Costumes



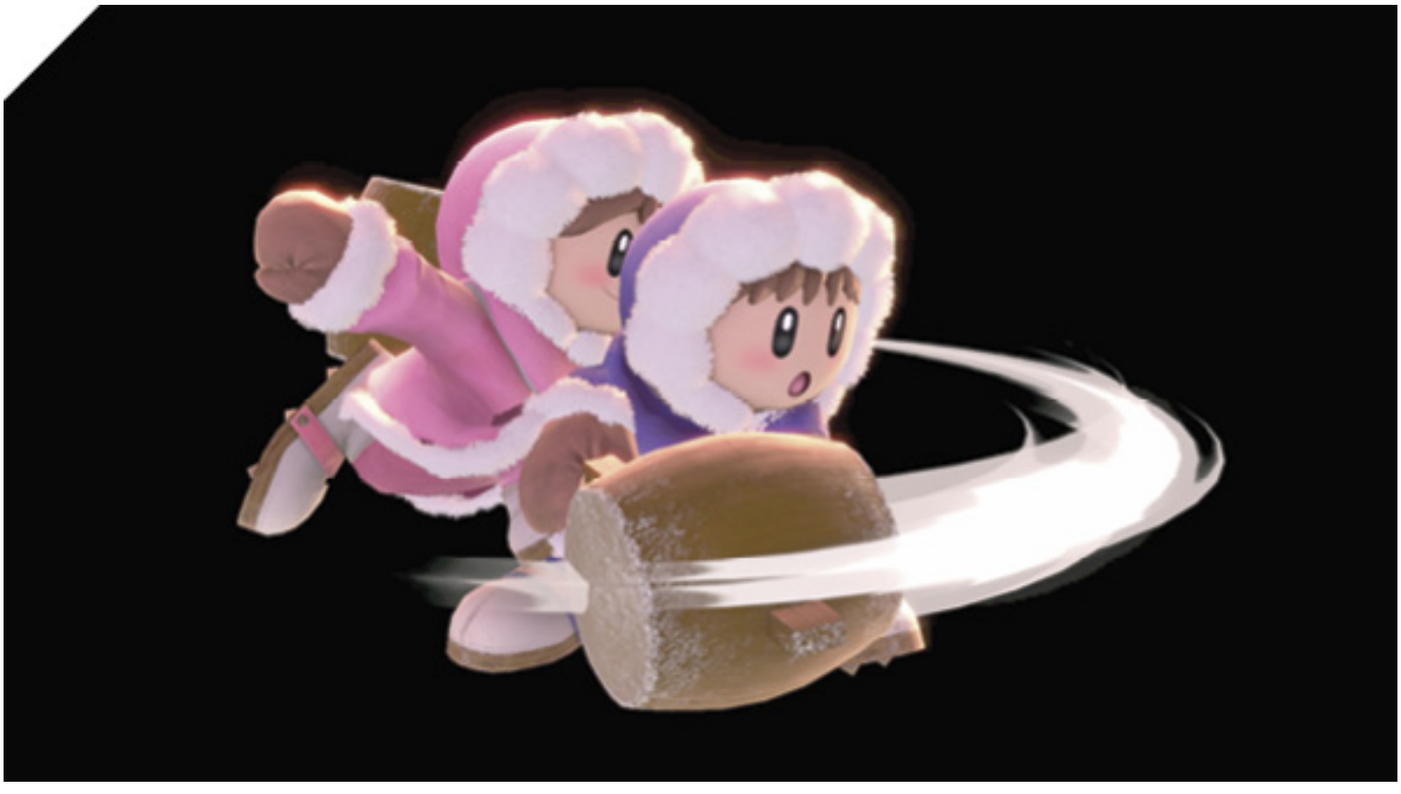
Ice Climbers
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE (POPO / NANA)	NOTE
Neutral attack 1	2/1.5	—
Neutral attack 2	3.5/2.6	Launches up and away.



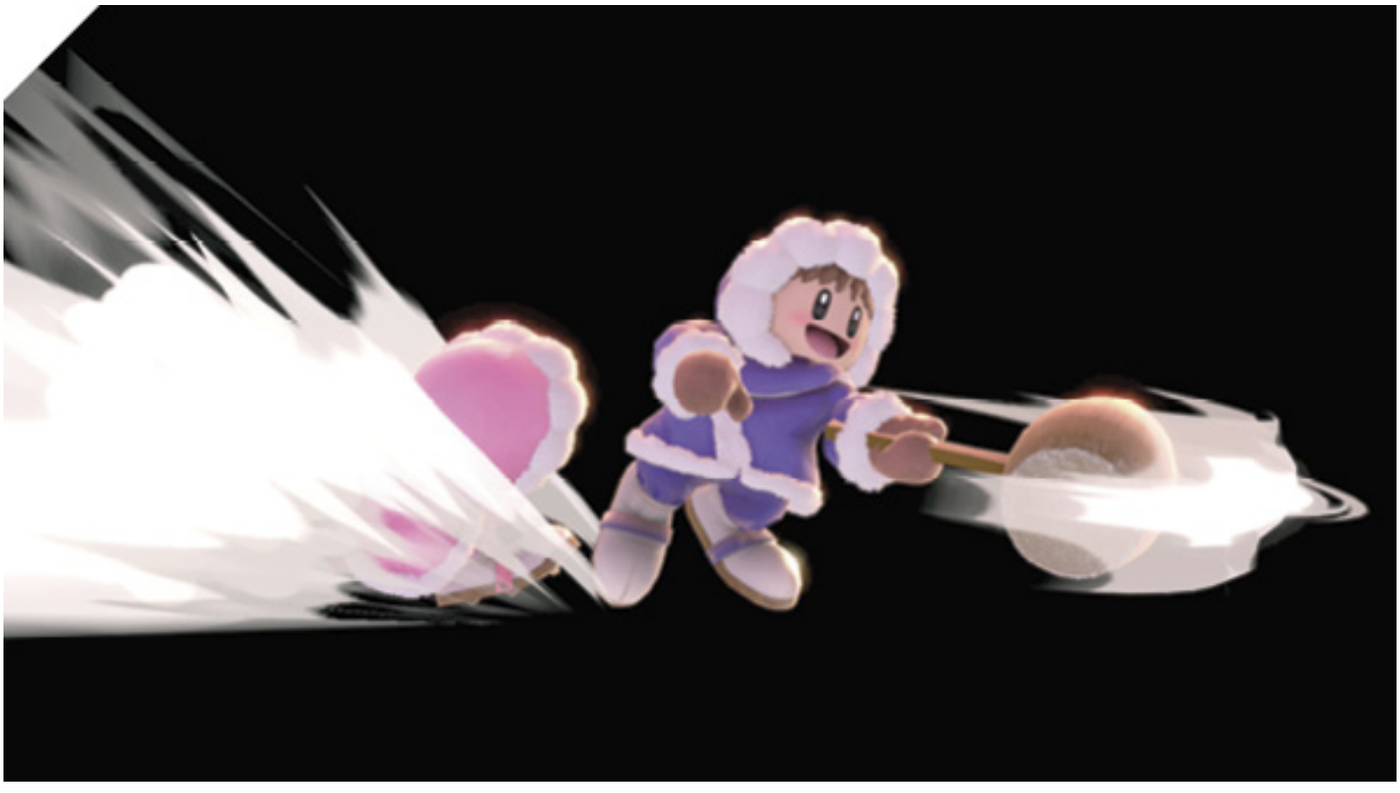
Popo and Nana swing their hammers in front of them, knocking away nearby foes. Neutral attack is the Ice Climbers' fastest ground-based attack. Both swings (neutral attacks 1 and 2) are relatively safe when shielded, only punishable by fast out-of-shield jabs, making the Ice Climbers' jab one of the best neutral attacks in the game. If both Popo and Nana hit both of their attacks (four hits), they deal great damage and knock the opponent into the air.

As your own out-of-shield option, you can punish most laggy attacks since Popo's jab offers decent range.

The main drawback to neutral attack is its lengthy overall animation time (almost as long as some tilt attacks), so it can leave you vulnerable to whiff-punish attacks if you're not careful.

DASH ATTACK

MOVE	DAMAGE (POPO / NANA)	NOTE
Dash attack	6/4.5	Launches directly above.



While running, Popo and Nana perform mighty hammer swings as they lunge toward the enemy, launching their foe vertically into the sky. Although the Ice Climbers can be punished if their dash attacks are shielded, it's not particularly easy for the enemy to do so, as your duo passes through the enemy's body, forcing your foe to turn around before attacking.

On hit, dash attack launches the enemy straight up into the air, giving you ample time to mount a juggle-trap offense.

DEFENSIVE ATTACKS

MOVE	DAMAGE (POPO / NANA)	NOTE
Ledge attack	8/6	Intangible.
Wake-up attack	7/5.2	Intangible.

TILTS

MOVE	DAMAGE (POPO / NANA)	NOTE
Side tilt	9/6.8	Knocks away.
Up tilt	0.8x6/0.6x6, 4/3	Launches directly above for potential follow-up. Can be angled up or down.
Down tilt	6/4.5	Knocks back.

SIDE TILT

The Ice Climbers both unleash a powerful horizontal hammer swing that knocks away enemies. Side tilt is an excellent ground-based attack that's safe when shielded (even without Nana) and fast enough to deter enemy aggression. It inflicts considerable damage and knockback, giving you enough space to set up an Ice Shot follow-up.

UP TILT

Popo and Nana twirl their hammers above them, striking foes several times before popping the enemy vertically into the air. Up tilt should strictly be used as a persistent anti-air attack against descending foes. If you miss with it, you're left exposed to punish attacks. While the Ice Climbers extend a large hit effect above them with their hammers, they also have small hitboxes surrounding their bodies, so opponents who dash into you can potentially be hit (although they have to dash all the way in). Overall, up tilt is incredibly unreliable as a ground-to-ground attack, since it's easily punishable when shielded.

DOWN TILT

Popo and Nana crouch down and sweep at the enemy's legs, knocking away their foe. Like side tilt, down tilt is remarkably safe when shielded. Down tilt extends a sizable hitbox while at the same time limiting your vulnerability as both of your Ice Climbers crouch low to the ground. You can throw out down tilt as a ground-to-ground poke to check the opponent's ground aggression.

At certain damage ranges, down tilt can force a tech get-up situation as it knocks down. If you see the opponent tech, go in for a punish dash attack.

SMASHES

MOVE	DAMAGE (POPO / NANA)	NOTE
Side smash	12/9	Launches away, high knockback.
Up smash	11/8.2	Launches up and away at slight angle.
Down smash	13/9.8	Launches up and away. Popo attacks front, Nana attacks behind.

SIDE SMASH

The Ice Climbers raise their hammers into the air and deliver a heavy, smashing attack that blasts foes far away. While visually, the Ice Climbers swing their hammers down from above and downward, the hit effect only covers a small horizontal range in front of them (so it's not a viable anti-air).

Side smash can punish recovering opponents just as they rush to grab a stage ledge, if timed and spaced properly (such as after knocking them off the stage with down tilt). It's also a powerful finishing move against foes near the left and right blast zones thanks to its high knockback power.

UP SMASH

Popo and Nana perform an upward hammer swing, starting at their front and arcing above and behind, launching foes they hit into the sky. Up smash is a powerful anti-air with a wide arc that hits in front and behind the Ice Climbers. You can use it against short-hopping foes or as a surprise reactionary attack against aggressive opponents dashing into you. Naturally, it's largely punishable when shielded, but if you can make a hard read on the opponent's attacks, you can potentially launch them into the upper blast zone for a knockout.

DOWN SMASH

Popo sweeps the front with his hammer while Nana immediately follows his lead with a rear sweep. Foes hit by the attack are knocked up and away. Unlike most clear-out attacks that sweep forward, then backward sequentially, the Ice Climbers' down smash attack covers the front and the rear almost instantly as Nana quickly follows Popo's lead with her rear sweep.

Down smash is effective for punishing enemies rolling or landing behind you. Thanks to its relatively thick hit effect, with precise timing, it can be used to punish ledge-grabbing recovery, just as someone double-jumps or uses up special from beneath a handhold. Be cautious, though, as it's unsafe to throw out haphazardly.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1	—
Front throw	8	Forward throw.
Back throw	6	Backward throw.
Up throw	8	Launches directly above, high launch power.
Down throw	6	Knocks up and away at slight angle for potential follow-up.

GRABS

Popo reaches out and grabs a nearby opponent. Popo's grab has moderate range, but is slow to start. Popo's front throw is a simple hammer swing that knocks the enemy away, while his back throw is an over-the-shoulder backward throw into the air.

Up throw is an upward hammer swing that launches the enemy vertically into the air, from which you can chase their shuffling with a jump up air attack.

Down throw leads into a potential guaranteed combo with up air or neutral air attack against low-percentage foes. At higher percentages, you need to chase down the opponent's shuffling habits to follow up with a combo.

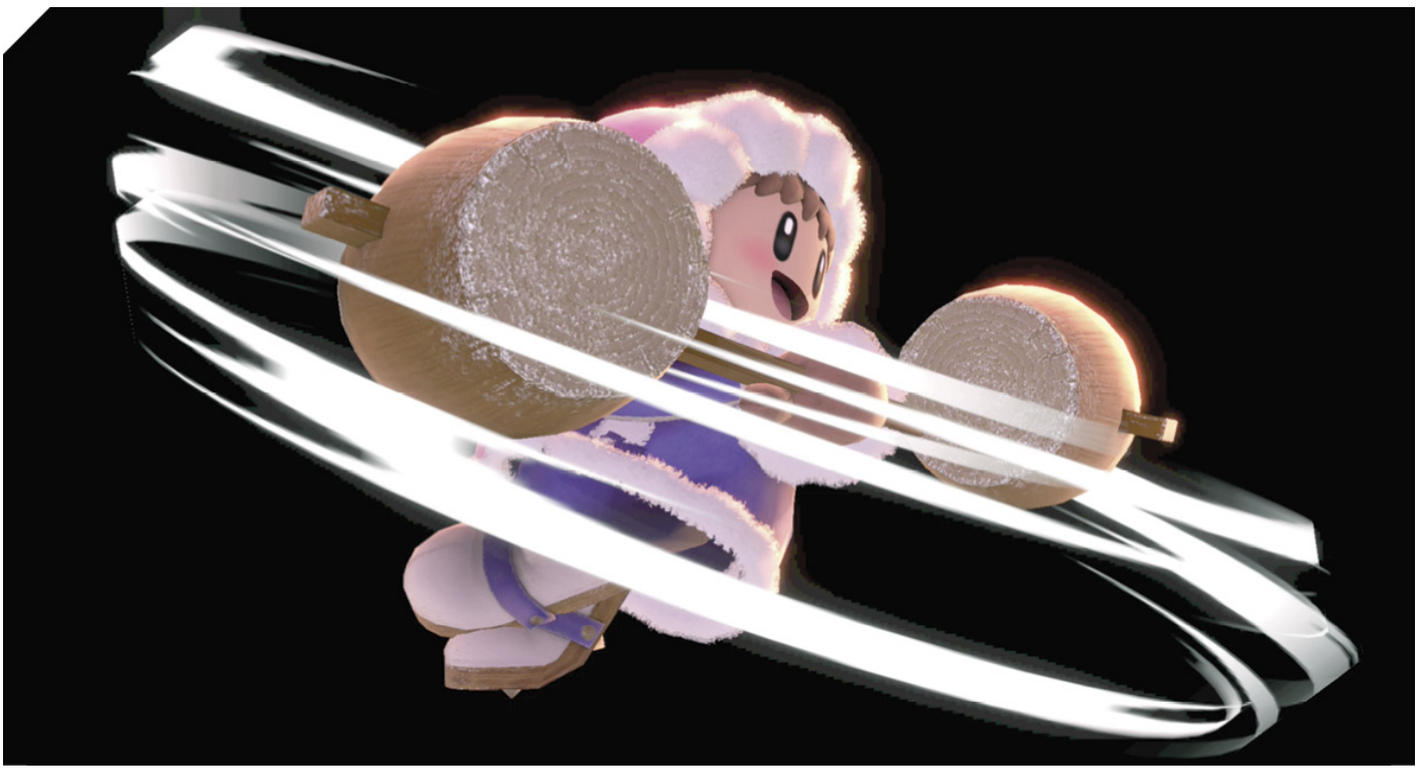
While Popo performs a grab attack or throw, control of Nana is deactivated, disallowing any kind of desynchronization tricks.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE (POPO / NANA)	NOTE
Neutral air attack	7/5.2	Can cause standing hitstun on grounded foe at lower percentages.
Forward air attack	12/9	Launches up and away. Nana extends a meteor smash hitbox right before her swing.
Back air attack	10/7.5	Knocks away.
Up air attack	9/6.8	Launches up and away at slight angle for potential follow-up.
Down air attack	8/6	Launches up and away. Landing lag replaced with vulnerable bounce effect.

NEUTRAL AIR ATTACK



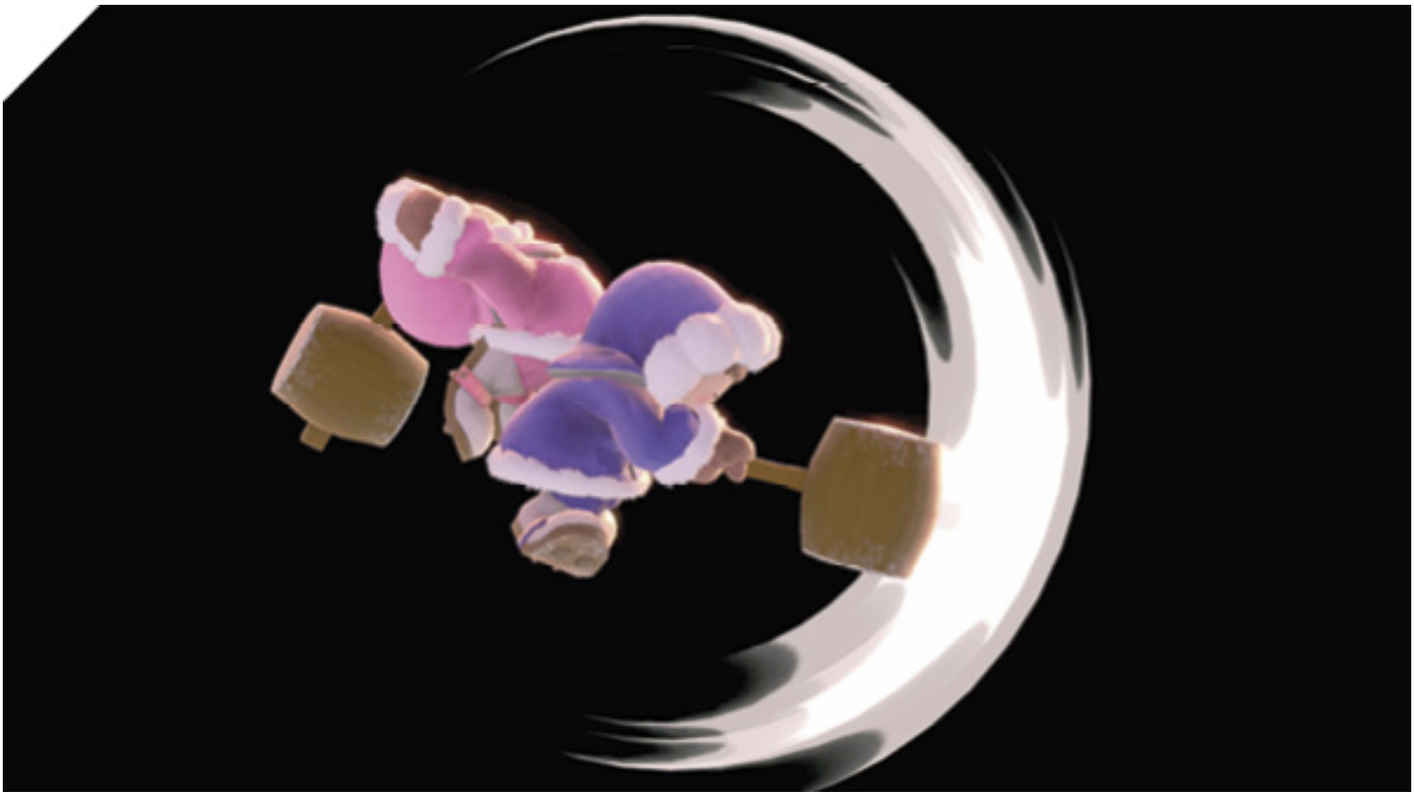
While in midair, both Popo and Nana perform aerial spin attacks that hit in front of and behind them. Neutral air attack is a remarkably versatile attack that can be used in combos, the neutral game, and during your advantage state. It has low landing lag, so you can throw it out as a safe jumping attack to set up a dash attack combo.

As an anti-air defensive maneuver, you can perform short hop neutral air attack and immediately pull back the control stick to drift away from the opponent. This makes it a bit safer in case your opponent is looking to bait and punish it. Since its air lag is quite low, you recover early enough to avoid all landing lag, allowing you to shield upon landing.

Interestingly, the first active frame of neutral attack hits behind you. You can use this rear swing to offensively jump over grounded opponents, hitting them once you pass over. If this is shielded, it's difficult for the opponent to respond with an attack since they must turn around to do so. You can combo into dash attack on hit at certain percentages.

As an air-to-ground offensive attack, you can jump into neutral attack canceled into fast fall, potentially surprising foes beneath you.

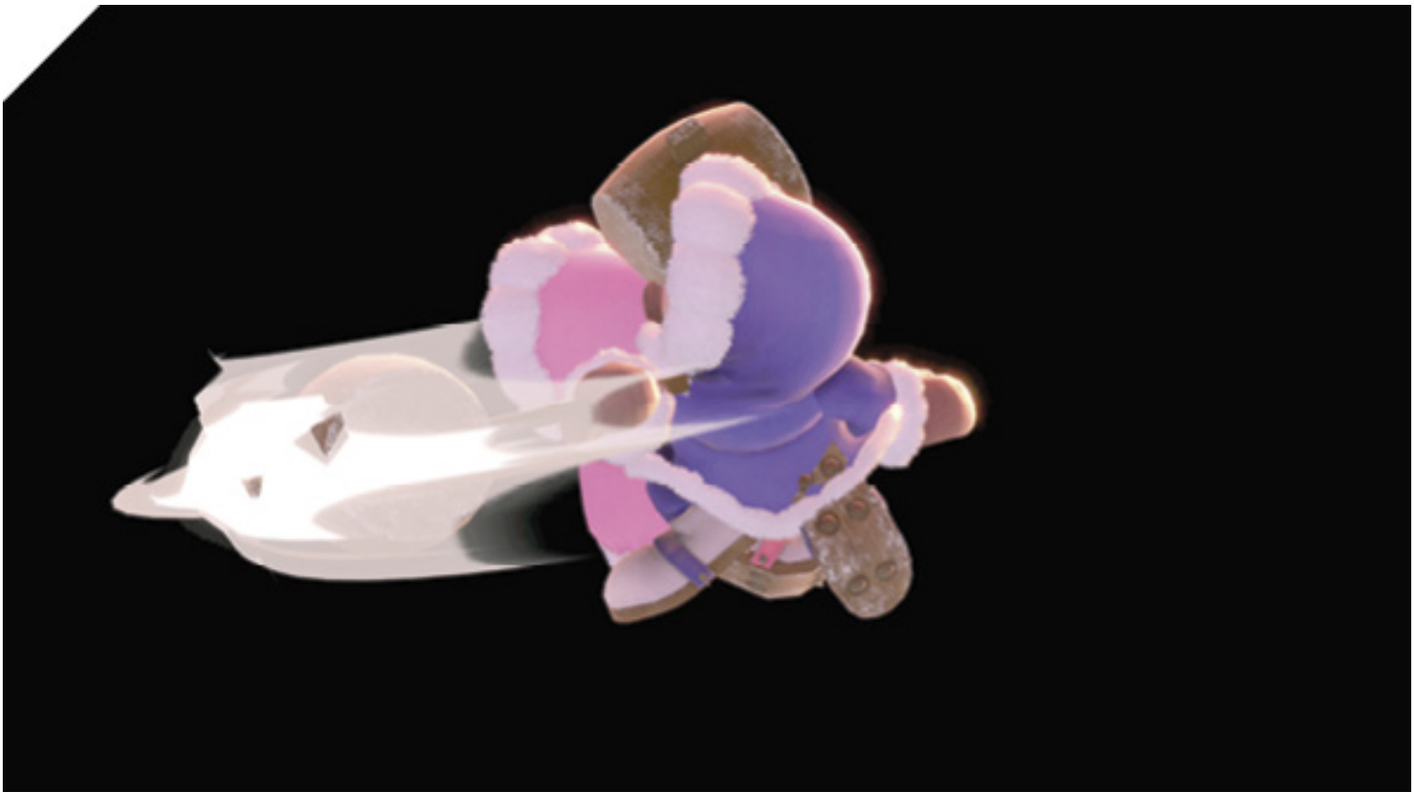
FORWARD AIR ATTACK



The Ice Climbers deliver a forward-somersault hammer attack in front of them. Before Nana's downward swing, she extends a meteor smashing effect in front of her. Forward air attack has much more landing lag than neutral air attack, but deals much more damage, making it better for finishing off enemies, especially while they're offstage near the side blast zones.

A strong air-to-ground sequence to maximize shield-stun advantage is to jump and, at the apex of your jump, perform a forward air and fast-fall at the same time. This technique is best executed if your C-stick is assigned to an attack (tilt or smash attack). You can jump forward, then input down on the control stick while simultaneously pressing forward on the C-stick. If done correctly, you get a diving hammer attack that's safe against shields. Against certain fighters at certain percentages, you can even follow up with a dash attack for a combo (followed by a juggle mix-up opportunity).

BACK AIR ATTACK



Popo and Nana turn around in midair with a rear-swinging hammer attack. Back air attack is similar to neutral air attack in its landing lag while boasting lower air lag and higher damage. You can use low-altitude air-to-ground back air (off of short hop, for instance) in your offense. On hit, you can combo with a dashing attack or a dash-in Squall Hammer.

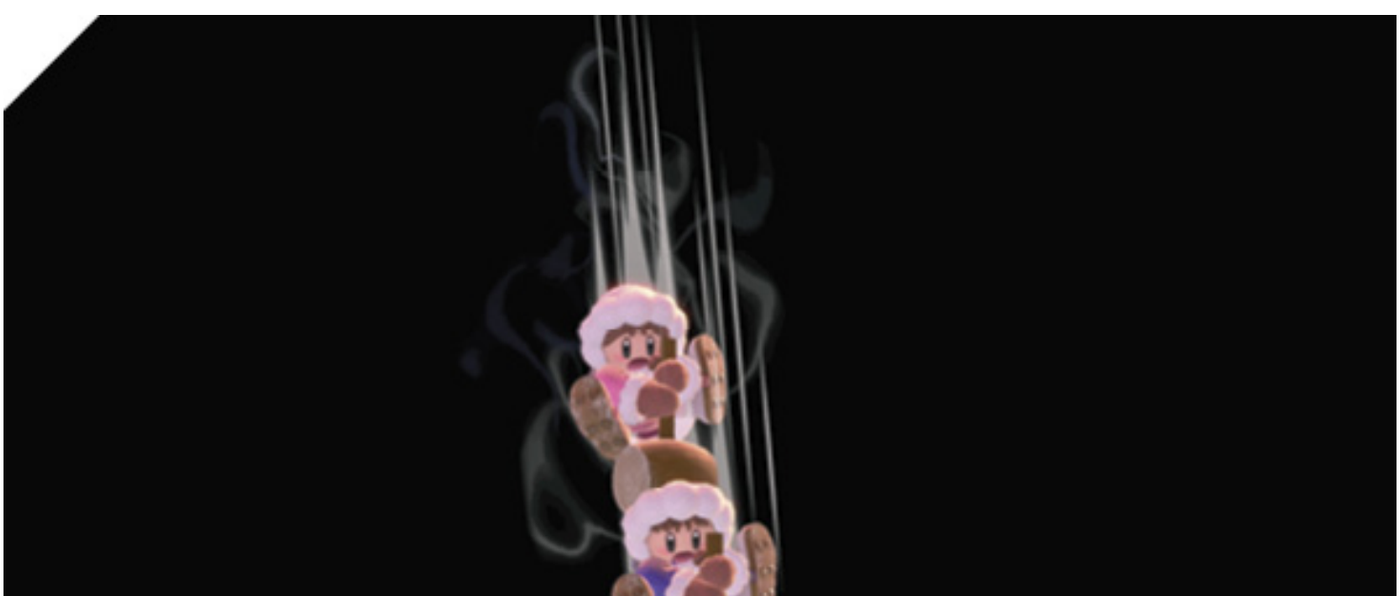
Back air starts up relatively quickly, and thanks to its low air lag, you can swing multiple times in a single hop, or you can back air into double jump. This makes it one of your best edge-guarding attacks against midair opponents offstage.

UP AIR ATTACK

Popo and Nana perform an upward wide-angle hammer swing that launches foes higher into the air. The beginning and tail end of this attack (behind the Ice Climber) can hit taller fighters standing on the ground, with the tail end having a slightly higher chance of doing so.

If you short-hop over an enemy and go for a deep up air attack and it hits, you can potentially follow up with a dashing short hop neutral air attack combo, dishing out major damage. This is a safe sequence to go for since not only do you cross up over the enemy, but if both of the Ice Climbers are shielded, you're unpunishable.

DOWN AIR ATTACK



While soaring through the air, the Ice Climbers almost instantaneously plummet to the ground with their hammerheads extended below them. Enemies crushed by the weight of their hammers are launched into the air.

Down air attack has a unique landing-lag animation. Instead of being grounded for a set amount of time, Popo and Nana bounce off the ground and slightly into the air. During this bounce, they're vulnerable to attacks, although they're considered airborne. It's unsafe to most shield-jab reprisals.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE (POPO / NANA)	NOTE
Neutral special	3.5/3.5	Ice chunks can bounce off walls.
Side special	2.2x4/2.2x4, 8	Launches up and away at slight angle. Normally hits nine times total. Can slide left and right during.
Up special	0/16	Nana intangible until attack. Nana appears immediately behind Popo. Whiff animation if either are in special-move animation.
Down special	1.8(1.0)x9/1.8(1.0)x9	Freezes foe at close range. Deals max damage up close.

NEUTRAL SPECIAL: ICE SHOT

Popo and Nana summon ice chunks in front of them before whacking them forward with their hammers, damaging foes they slide into. Ice chunks have special properties: they can bounce off walls and damage the Ice Climbers themselves. Ice chunks can be hit and "reflected" by normal enemy attacks, potentially hitting Popo and Nana during the ice's return path.

While Ice Shot can be reflected by enemies, it's a useful tool in your arsenal since it forces a reaction from the opponent. If you get a high-ground advantage, you can throw out ice chunks that slide down to the platform below. With these ice chunks as cover, you can mount an offense afterward.

SIDE SPECIAL: SQUALL HAMMER

The Ice Climbers become a single unit and deliver a high-speed spinning hammer attack, striking both in front and behind several times before launching nearby enemies up into the air. While spinning, the duo can move left and right with control stick input. Adding Special inputs boosts the Ice Climbers into the air slightly, making Squall Hammer useful as a recovery option.

If Squall Hammer is executed while Nana is defeated, or if the climbers are "desynced" (that is, if they're apart or if one of the other climbers is currently performing a certain move), Popo and Nana perform a solo Squall Hammer. While they can still move, they gain much less height from the special. The final hit of their solo Squall Hammer packs much less punch, and the attack deals less damage overall.

While Squall Hammer leaves you vulnerable with its landing lag, it's possible to mitigate this with good Special input timing. While grounded, the final hit of Squall Hammer halts your momentum and leaves you exposed for a while. But if you can time the Special input pop-up effect right before the Ice Climbers perform the final swing so that you pop into the air briefly, you can keep your momentum going into the air where the Ice Climbers swing airborne, but then land when the animation is over so that you essentially bypass all landing lag. This has incredibly positive implications in your recovery game, allowing you to get to a ledge while minimizing your vulnerability.

UP SPECIAL: BELAY

With the duo connected by a safety rope, Popo picks up Nana and throws her high into the air. When Nana reaches the apex of the launch, she pulls Popo up with her. During Nana's speedy ascent, she launches foes who collide with her. Belay is unique in that it's only effective if Nana is near Popo. If she's been knocked off the stage, or if the two have been desynced, Popo goes into his throw animation with no effect.

As a recovery special, Belay can be used to grab onto a ledge from very low altitudes. It also doubles as a vertical attack since you can hit foes above you as Nana rockets into them. But it leaves you in a helpless falling state, so both Popo and Nana become sitting ducks as they descend from the air. It's best used as a last resort to get back to a ledge.

DOWN SPECIAL: BLIZZARD

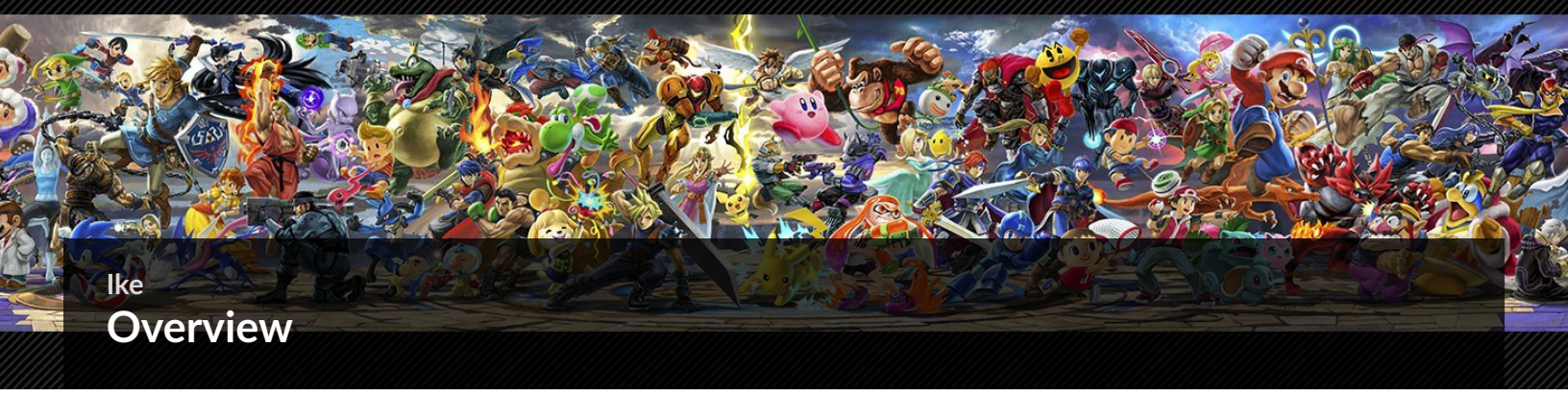
Both Ice Climbers fire a flurry of ice from their palms. Enemies in close range become frozen in a large ice formation, unable to act. Blizzard's freeze effect activates once a sufficient amount of damage is inflicted with it at close range. Once frozen, further Blizzard hits extend its freeze duration. Ideally, you hit with all the projectiles from both Ice Climbers to maximize the freeze.

Blizzard is one of Ice Climbers' best attacks when they're synced. It's relatively safe when shielded, and if all of their projectiles hit, the enemy is frozen helplessly, giving you enough time to wind up for a smash or forward air attack follow-up, dealing massive damage in total.

The main downside to Blizzard is that it has quite a bit of start-up time. But if you have the chance to start a close-range Blizzard against an opponent, you should take it. Foes recovering beneath a ledge are prime targets for freezing, as well as enemies descending from the air. If you can condition your opponents into a defensive posture while they're falling, you can nail them with Blizzard if they air-dodge. Otherwise, you can force a great deal of shield damage.

FINAL SMASH: ICEBERG

This Final Smash causes a huge Iceberg to emerge in the center of the stage. Opponents who touch it take damage upon each contact. You can control the Iceberg with the left and right inputs. You also move as normal, so be wary of self-destructing.



Ike

Overview

Ike is a no-nonsense heavyweight brawler, boasting impressive reach with his powerful Ragnell Sword. Like most sword-wielding fighters, his extended sword cannot be struck by opposing attacks, giving him priority over fighters using vulnerable limbs to attack. Ike's sword hitboxes are even better than average for a swordfighter, though slower. Ike's combat style favors simplicity over complexity, so committing to deliberate attacks is the name of the game. Ike makes for an excellent fighter to learn if your goal is to improve on the basics of play, and Ike's playstyle doesn't demand complex techniques to fight effectively.

Unlike some of the more complex fighters (like Greninja and Robin), it's clear what role each of Ike's moves fills. Neutral special is for predicting the opponent's movement options, up air attack is a high-damage punisher, up tilt is an incredibly solid anti-air with an extended vertical hitbox, and neutral air attack is a conventional spacing attack with a wide hitbox that feels natural to throw out as a poke. Otherwise, he doesn't have many moves you save to apply in nuanced situations.

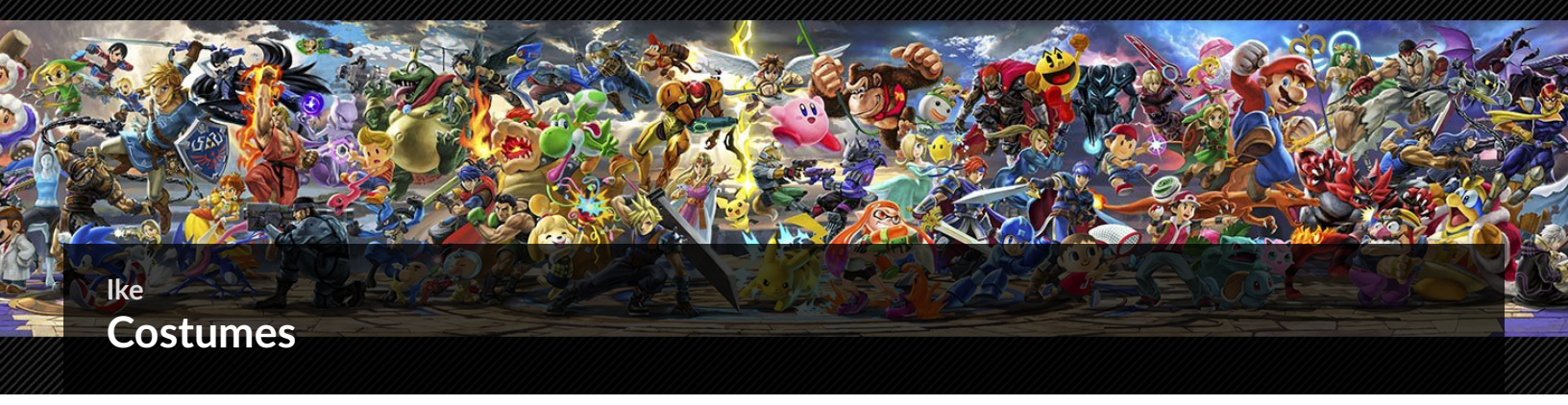
While Ike isn't as fast as Marth, Lucina, Roy, and Chrom, he's great at deterring aggressors and stifling attacks with the extended range on his moves. With precise timing and spacing, he can mount strong offensive sequences while remaining unharmed.

As a heavyweight sword-wielder, Ike's main weakness is end lag. Many of his attacks, including his neutral air attack, lag much longer after the attack compared to faster fighters. Ike's spacing mistakes are a bit easier to punish. The upside is that this forces you to play carefully, ensuring your attacks are well thought out.

IKE VITALS

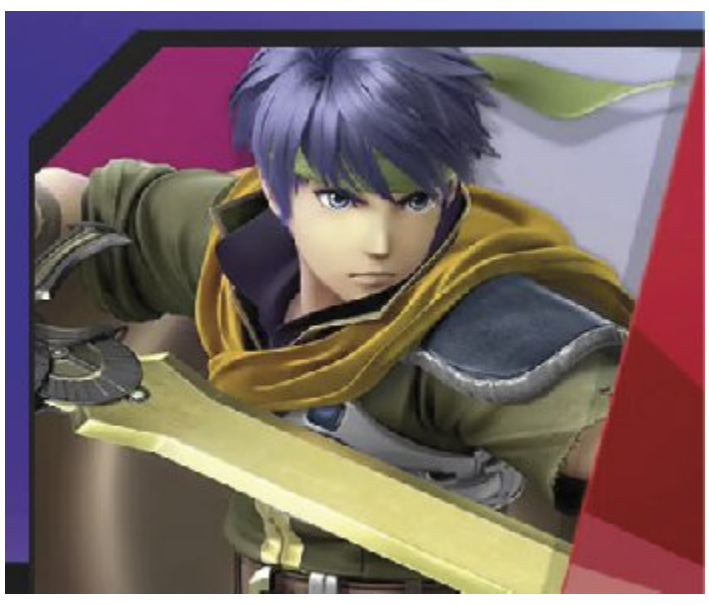
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

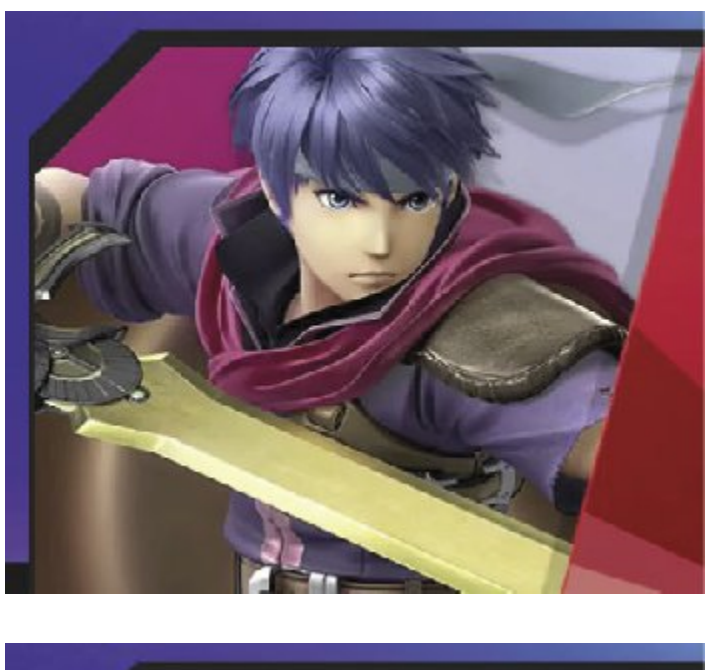
MOVEMENT RANKS	
Ground speed:	D- (64)
Air speed:	B (26-28)
Falling speed:	B- (28-33)
Weight:	B+ (11-15)

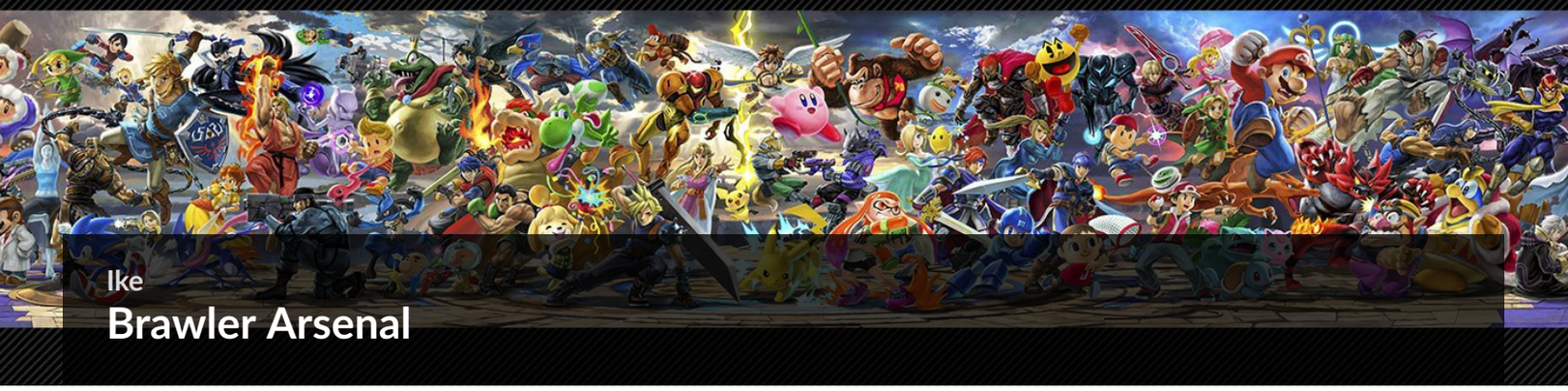


Ike

Costumes







Ike
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACK

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2.5	Hold input to repeat attack.
Neutral attack 2	2.5	—
Neutral attack 3	5	Launches away.

Ike sticks out a jab to the midsection, followed by a straight leg kick. He finishes this three-hit sequence with a heavy overhead sword swing, knocking away foes. Neutral attack is mainly used as your quick out-of-shield option for punishing your opponent's mistakes. However, as a poke, you can set up traps if you can read your foe's retaliation habits. For instance, a common response after shielding an attack is to shield-grab. You can go for neutral attack, then a slightly delayed neutral attack 2, beating out the opponent's grab attempt and rewarding yourself with a knockdown combo you can capitalize on.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	14	Deals more damage with tip of sword.

Ike performs a running uppercut swing with an incredible amount of weight and might behind it, launching foes up and away into the air. Ike's dash attack is a high-impact, high-risk maneuver. It inflicts a considerable amount of shield-stun when shielded, so it's usually only punishable by neutral attacks and extremely quick tilt attacks. However, whiffing it leaves you exposed to reprisal.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	10	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	13.5	Launches foe away.
Up tilt	12	Launches foe directly above. Deals more damage during first half.
Down tilt	8	Launches foe up and away.

SIDE TILT

Ike delivers a horizontal slash directly in front of him, knocking back foes. This ground attack is a good middle-of-the-road option for punishing certain recoveries and laggy attacks. You can also use it to punish maneuvers like on-the-spot dodges and ledge rolls without having to commit to your slower smash attacks.

UP TILT

Ike raises Ragnell over his head and performs a short hop into the air with blade extended, defending himself from aerial aggression. Ike's up tilt is a remarkably powerful anti-air attack, thanks to its persistent hitbox as he raises Ragnell.

While a true combo follow-up after hitting with up tilt is rare, up tilt puts the enemy into a prime juggle-trap situation, giving you a strong advantage state, as you can begin mixing up your follow-up anti-air attacks and forcing your opponent to double-jump or air-dodge.

DOWN TILT

Ike crouches low and performs a swift sweeping attack with his sword. Down tilt is a low-profile attack with excellent combo-starting potential, as it pops up foes on hit. It has very little lag and is best used to condition and test your opponent's reactions. If you connect with down tilt, keep an eye on how your foe responds while in their disadvantage state, and adjust your game plan accordingly.

If your attack is shielded from range, you can follow up with more aggression or another down tilt poke, since it's largely safe on shield.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	22	Launches foe away. Deals more damage and knockback after initial active frames.
Up smash	17	Launches foe up and away.
Down smash	16	Launches foe away. Clear-out attack: front, then rear.

SIDE SMASH

With a two-handed grip and considerable windup, Ike smashes Ragnell down over his head, obliterating foes in front of him. You're not likely to hit with this attack without setting it up. The most likely scenario where you can KO an enemy with Ike's side smash is if you can make a hard read on an opponent's defensive reaction, such as off of an air dodge after a down tilt pop-up. You can also go for a predictive side smash attempt on an opponent's ledge roll or ledge climb.

UP SMASH

Ike launches an incredibly powerful upward slash over his head, blasting away nearby foes. While it's a considerably slow-starting attack, the arc of this smash covers Ike's front, head, and rear. However, it leaves him highly vulnerable if shielded or avoided.

DOWN SMASH

Ike crouches down and performs two heavy sweeping attacks with Ragnell: one in front, followed by one behind. The rear hit deals more damage and launches farther than the frontal hitbox. Down smash is mainly used to clear out multiple foes (in free-for-all and team play, for instance). Otherwise, it's extremely unsafe to use in a standard neutral game.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.6	—
Front throw	7.5	Forward throw.
Back throw	7	Backward throw.
Up throw	7.5	Launches foe directly above for potential follow-up combo.
Down throw	7.5	Launches foe up and away at slight angle for potential follow-up combo.

GRABS

Ike grabs his foe with his left hand. Ike grabs with okay speed, not the quickest but not heavyweight speed either, with moderate reach. Forward and back throws are mainly used for tech setups, as they force the opponent to respond with a tech get-up option, from which you have a strong advantage state. For enemies at roughly medium-damage percentages, up throw into forward air attack is a true combo. At higher percentages, it's no longer guaranteed, but turns into mix-up and juggle-combo opportunities instead.

While up throw can lead into a true combo follow-up, down throw is your best option for dishing out damage in most situations. The timing for linking a follow-up up air or forward air is a bit more lenient. However, the direct vertical launching effect of up air makes it better for finishing off enemies near the top blast zone.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	7.5	Knocks up enemies for potential follow-up. Deals more damage during first half.
Forward air attack	11.5	Knocks away.
Back air attack	14	Knocks away, high knockback.
Up air attack	11	Launches directly above for potential follow-up attack.
Down air attack	15	Tip of attack meteor smashes. Inner hitbox launches up and away.

NEUTRAL AIR ATTACK

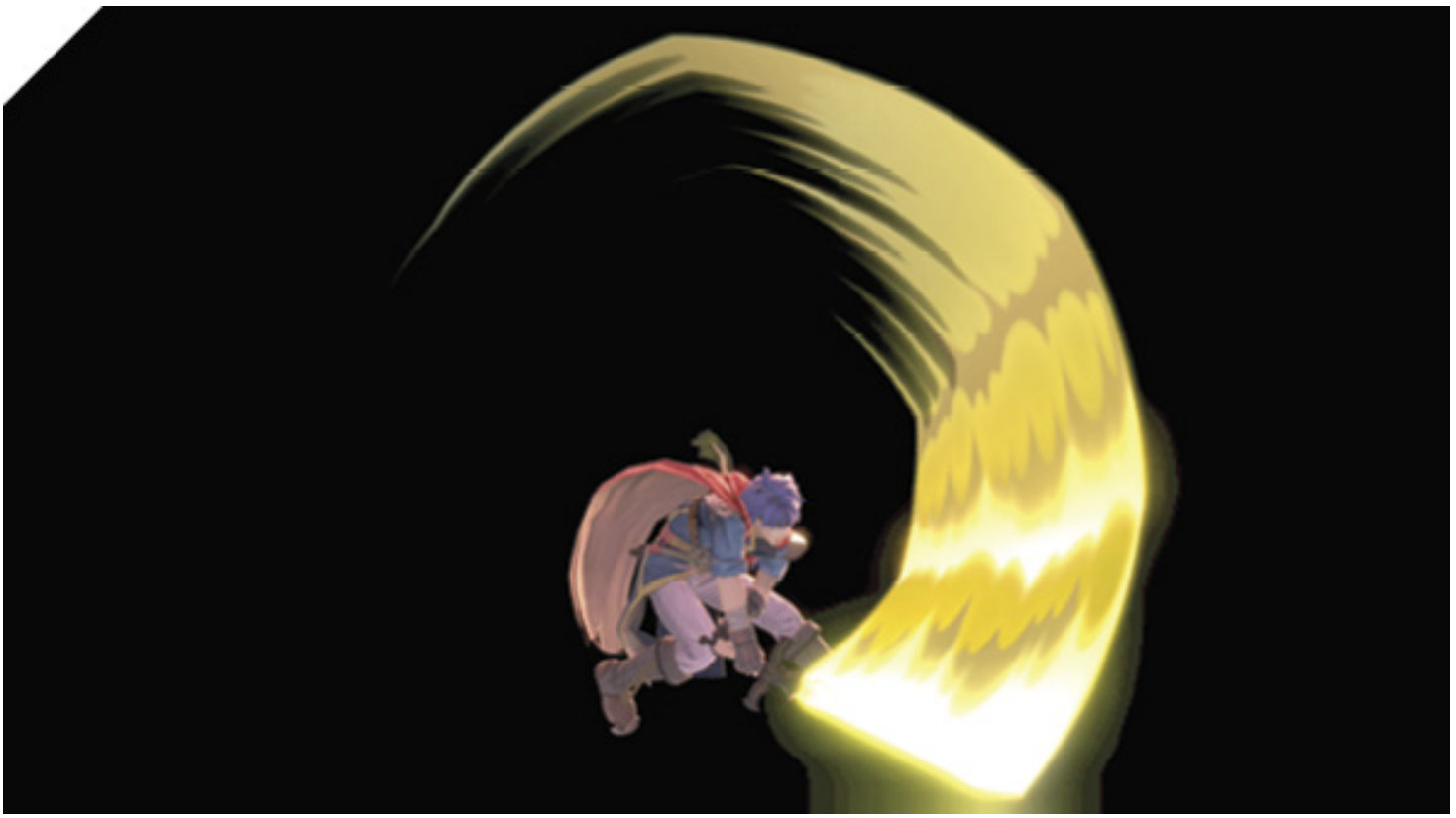
Ike leaps into the air and performs a spinning sword attack, covering almost every angle around him with Ragnell's impressive reach.

This is your main aerial poking and spacing attack for both air-to-ground and air-to-air neutral game. While forward air attack fulfills a similar role due to its similar hitbox coverage, neutral air attack has an advantage when it comes to starting combos, as it pops up enemies for potential combo follow-ups off of most grounded hits.

Like most attacks, the height and time at which you connect with the attack largely determine your advantage, and this is particularly true of Ike's aerial attacks, as they have considerable landing lag.

Your main goal with neutral and forward air attack is to connect with them late in their swing animations or right before you hit the ground. Once you master the timing, you can begin applying follow-up pressure based on how you're reading your opponent's responses. Go for more offense with a down tilt or neutral attack, or grab them if they're playing defensively. With precision, you can even use a deep neutral air attack to set up a footstool.

FORWARD AIR ATTACK



While wielding Ragnell with both hands, Ike delivers a heavy downward swing as he plummets down from the air. Like neutral air attack, forward air covers an incredibly large area. Ike begins the swing above him and covers his entire front before ending the swing near his feet. Unlike neutral air attack, forward air doesn't extend a rear hitbox, but can be easier to use as a fast fall attack directly onto an enemy's head.

Because its knockback effect is a pronounced horizontal one, it's not a great combo-starter. However, it's much better than neutral air attack for KO'ing high-percentage opponents, especially near ledges.

It's important to space your forward air attempts, particularly against shielding enemies. In many situations, it's recommended that you control your aerial trajectory by holding back after the forward air input (sequence is made easier by using the C-stick to perform the forward air attack).

BACK AIR ATTACK

While airborne, Ike quickly turns and lashes out with his sword, striking enemies behind him and knocking them down. This is Ike's fastest-starting aerial attack by a mile. What it lacks in range, it makes up for in speed.

Back air attack is one of your main edge-guarding attacks, both as an air-to-air to deal with airborne recovering opponents and as an anti-ledge-hanging tool, for punishing ledge-rolling and ledge-climbing.

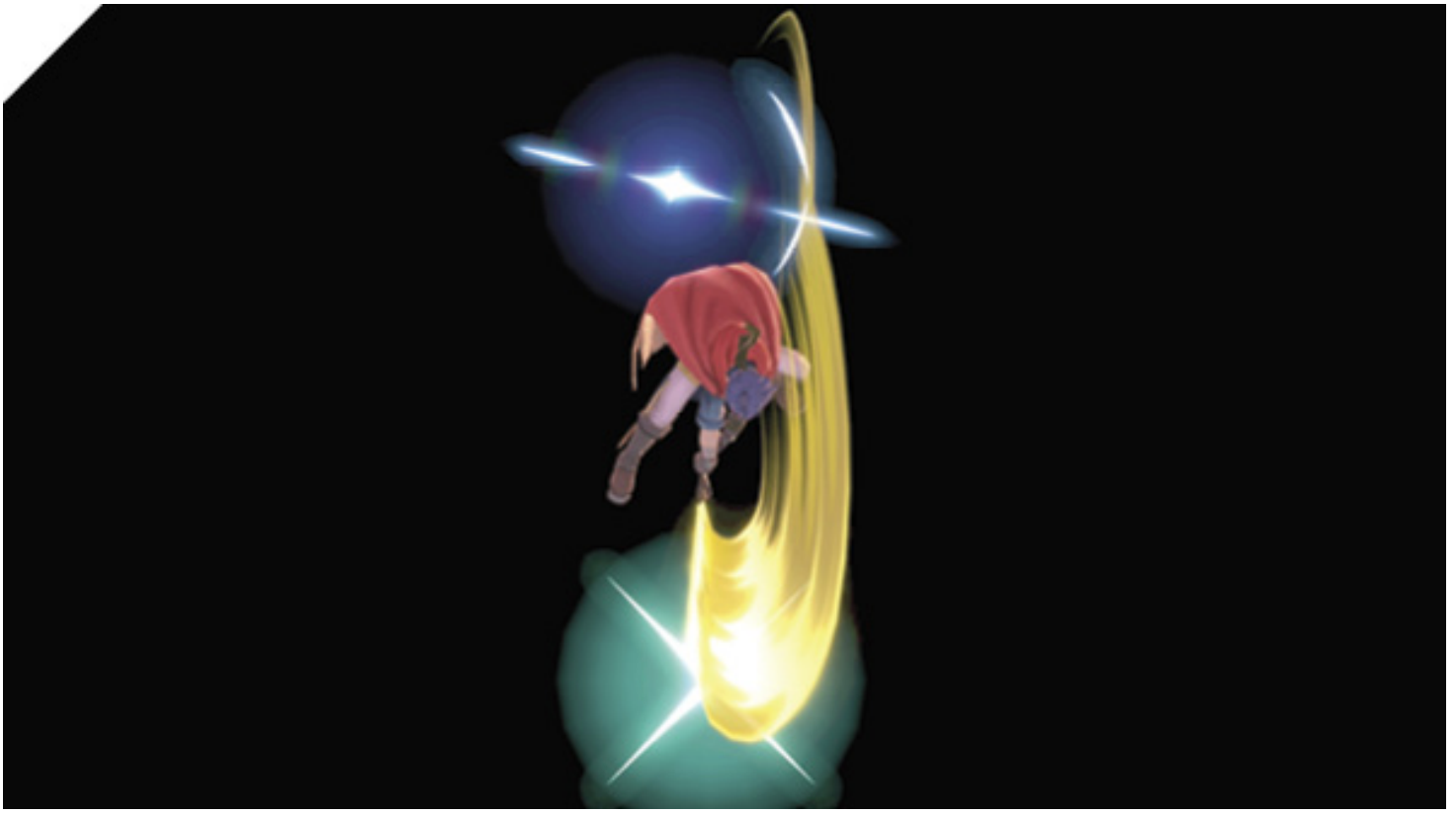
Back air can also be used as a low-altitude attack against grounded opponents in the neutral game. On hit, it can knock down (or force a tech get-up, allowing for a potential mix-up).

UP AIR ATTACK

While airborne, Ike slashes up into the air in a wide-angle crescent arc, clearing out enemies above him. Up air attack is a quintessential anti-air attack with a superb hitbox-to-hurtbox ratio. Up air's attack window isn't as wide as neutral air attack's, but boasts remarkable vertical and horizontal reach.

Naturally, up air and up tilt are your primary anti-airs for combo-juggling purposes.

DOWN AIR ATTACK



Ike descends upon his foe with a weighty downward thrust, smashing them down. Down air attack is a relatively slow downthrust-type attack, with a meteor smash effect when connecting with the tip. It's mainly used for finishing off foes over a pit or as a follow-up to knocking down an enemy.

SPECIAL MOVES

SPECIAL MOVES

MOVE	DAMAGE	NOTE
Neutral special	10 (35 max charge)	Launches directly above. Fully charged attack launches up and away with extreme knockback. Max charge causes self-inflicted damage.
Side special	6 (13 max charge)	Launches up and away. Charging increases damage and travel distance.
Up special	6, 1, 1, 3, 6	Final hit launches up and away.
Down special	1.2x damage	Deals damage based on parried attack damage.

NEUTRAL SPECIAL: ERUPTION

Ike plunges his sword into the ground, triggering a fiery burst. The longer you charge this special, the more pillars you unleash (up to a maximum of three). At maximum charge, Ike deals 10% damage to himself.

At around halfway charge, Eruption causes a vertical launching effect, while at max charge, it causes a horizontal knockback effect. The vertical launching effect generally has a higher chance of knocking out enemies, depending on the situation.

Eruption is an effective edge-guarding attack since its reach extends above and below, as well as in front and behind, making it great for punishing recovering challengers with expert timing, just as they grasp the ledge.

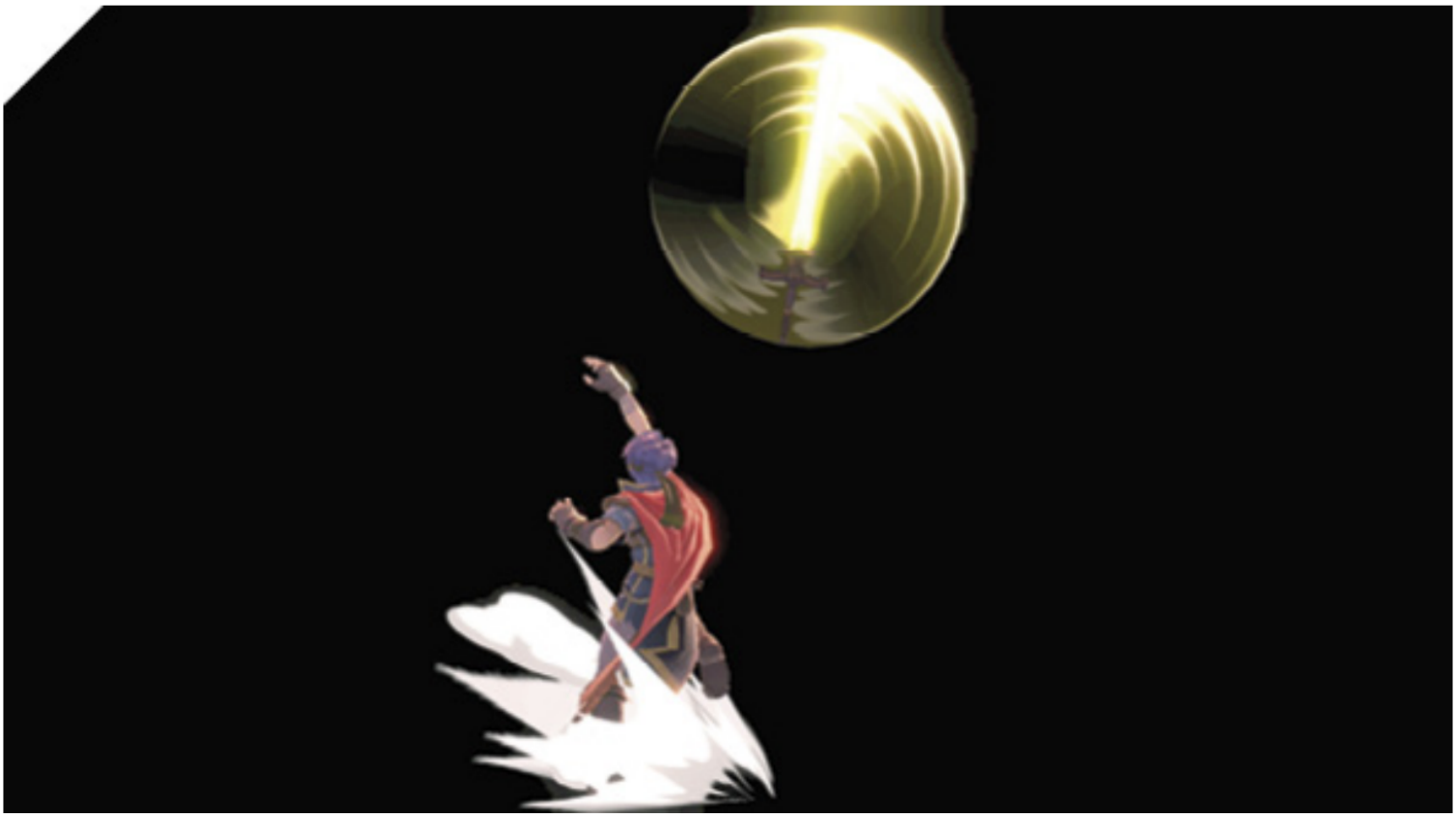
Its best attribute is that its hitbox persists for a decent amount of time.

SIDE SPECIAL: QUICK DRAW

Ike lunges forward and slashes at foes in his path. Quick Draw is an attack that doubles as a recovery option. It has a unique mechanic: if you successfully hit an enemy with it while airborne, you don't suffer from a helpless free-fall. Otherwise, if you whiff Quick Draw, your trajectory and descent are locked and you have to land on a platform to survive.

Quick Draw has a relatively high amount of landing lag, depending on when you land after executing it. But there's a sweet spot where you can act much earlier than normal. At around full jump height, Ike is free to act from Quick Draw much earlier than if he lands from double jump or short hop height. Getting a feel for the correct height takes practice and experience.

UP SPECIAL: AETHER



Ike throws his sword high, launching the enemy into the air, then leaps to catch his blade and completes the sequence by crashing down on his victim. Ike is briefly invulnerable (has super armor) to flinching before the active attack portion. The first few frames of its descending hitbox cause meteor smash.

It's important to note that Aether allows for only a slight horizontal trajectory drift, so you have to train your spacing with this recovery attack, particularly when it comes to aggressive edge-guarding. It's also punishable in most cases, so use it sparingly.

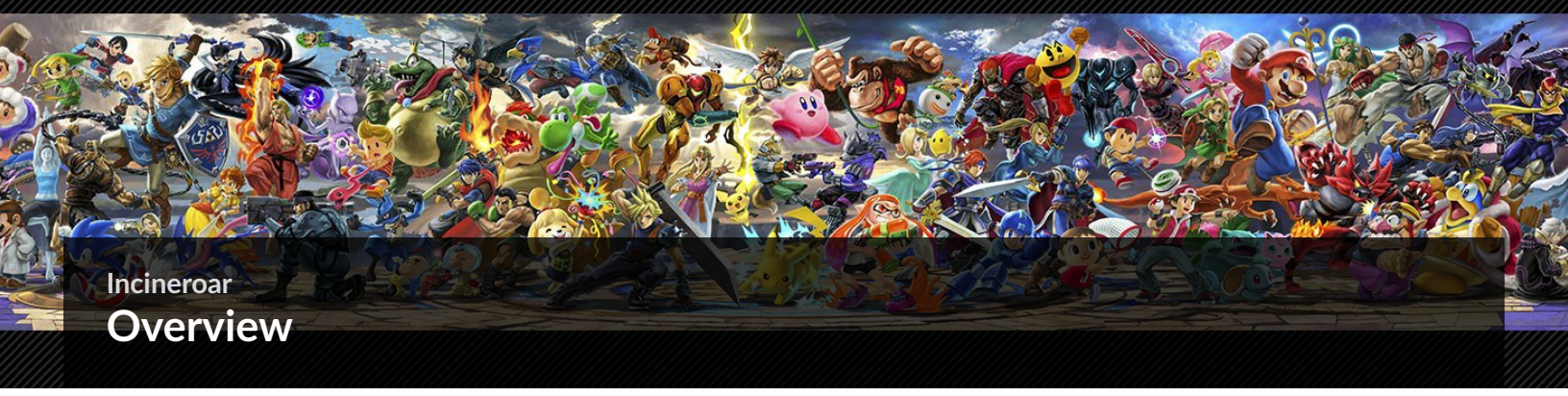
DOWN SPECIAL: COUNTER

Ike blocks an enemy's attack and then returns the favor with a powerful reprisal blow. The stronger the blocked attack, the more vicious his reprisal.

As with most parry and reprisal attacks, Counter is a high-risk maneuver, and its use is advised against in most situations. But if you have a good read on your opponent's attack patterns, you can totally demoralize them with repeated Counters.

FINAL SMASH: GREAT AETHER

Ike knocks his foes into the air and then strikes them repeatedly. Finally, he slams them down to the ground with a single powerful blow. The first strike lacks reach, but it can hit multiple opponents.



Incineroar

Overview

This Fire- and Dark-type Pokémon is the final evolution of Litten (after Torracat), and a newcomer in the Super Smash Bros. Ultimate brawl. Incineroar's fighting style is wrestling, so it favors high-commitment, high-reward attacks. All of its specials basically take a full second, and it poses after successful smash attacks and neutral attack combos, adding a little extra lag. On the ground, the most reliable and least risky moves are neutral attack and down tilt, with dash attacks joining the list if aimed to hit early at defenders' front sides.

But at least it's a high-flying wrestler. Incineroar is a relatively quick heavyweight, always ready to spring the surprise of the Alolan Whip special grab, and with surprisingly fast air attacks to back it up. This gives the feline an agile reactionary air game to bolster devastating but risky ground moves. Every air move is useful and multipurpose, but look to neutral air attack for its long hitting period and fast fall synergy, back air attack for its use as a dominating short-hopping poke, and up air attack for its combo potential.

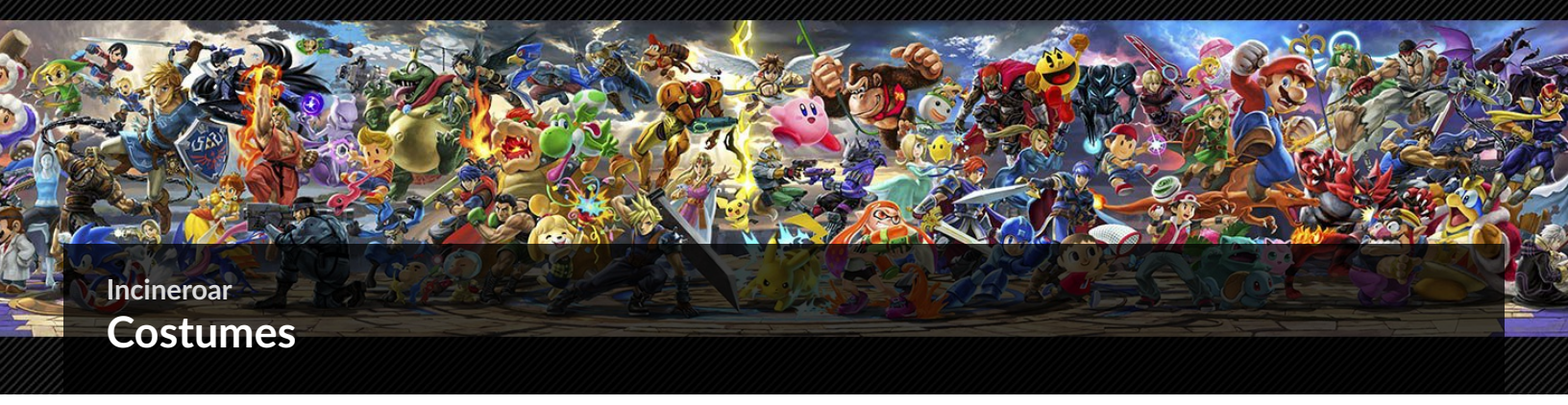
Revenge, the down special, is a fast counter that buffs Incineroar's next connected move. In all situations, this move can be used to absorb incoming moves for greatly reduced damage, which can help both for navigating a field of projectiles and smaller brawlers, and for stacking up the damage buff, potentially turning the next attack into a 60%+ strike.

Incineroar is heavy and hard to toss far off a stage, but eventually it'll happen, and recovery can be a challenge from lower altitudes. Although most air specials allow more air actions afterward, only Alolan Whip travels laterally without losing altitude. Cross Chop, the up special, travels only straight up, before diving diagonally back down. This is only useful for recovery if you've already moved back in directly under a ledge.

INCINEROAR VITALS

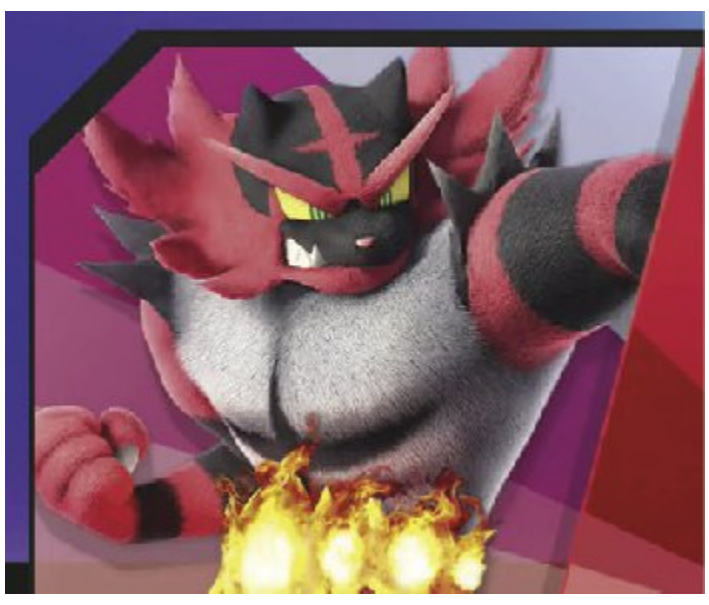
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

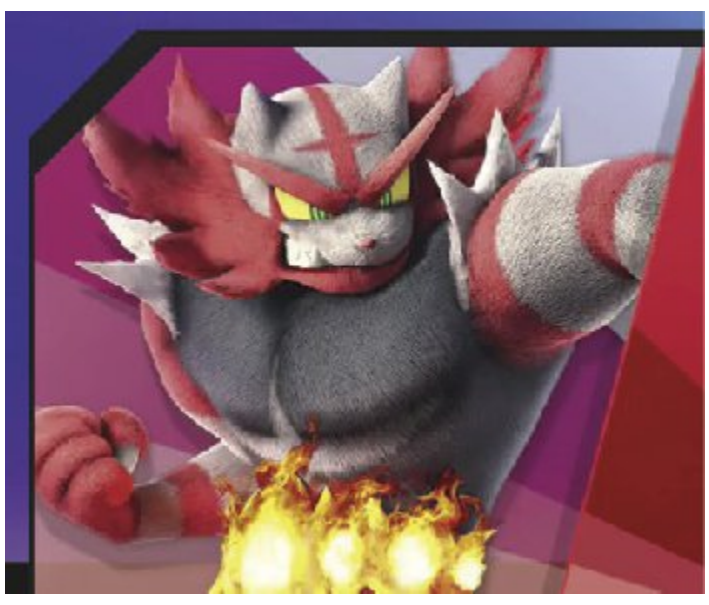
MOVEMENT RANKS	
Ground speed:	F- (76)
Air speed:	D (70)
Falling speed:	B (19)
Weight:	A- (6-7)

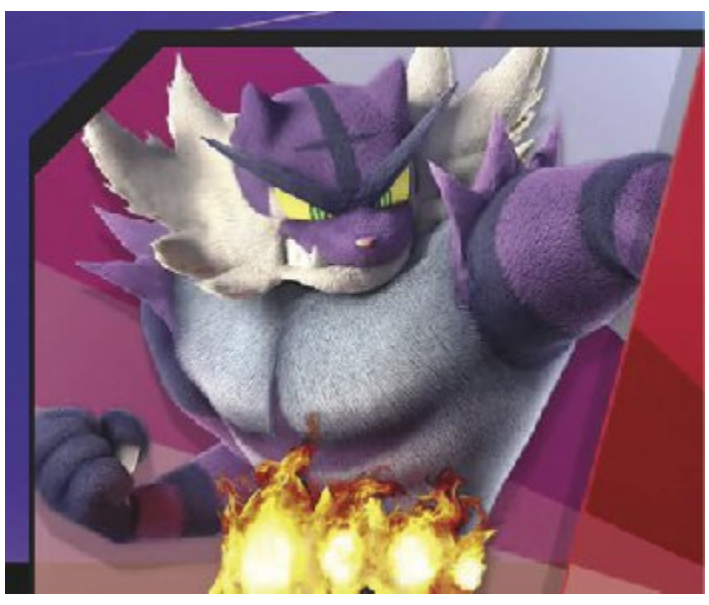


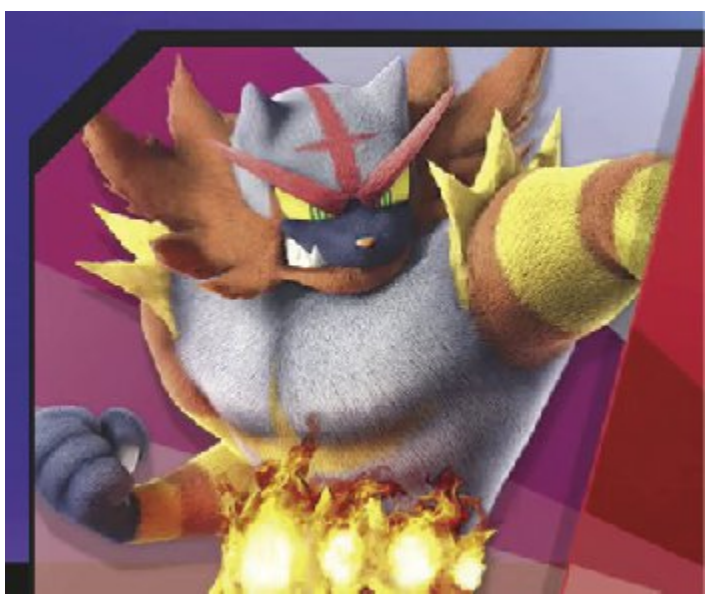
Incineroar

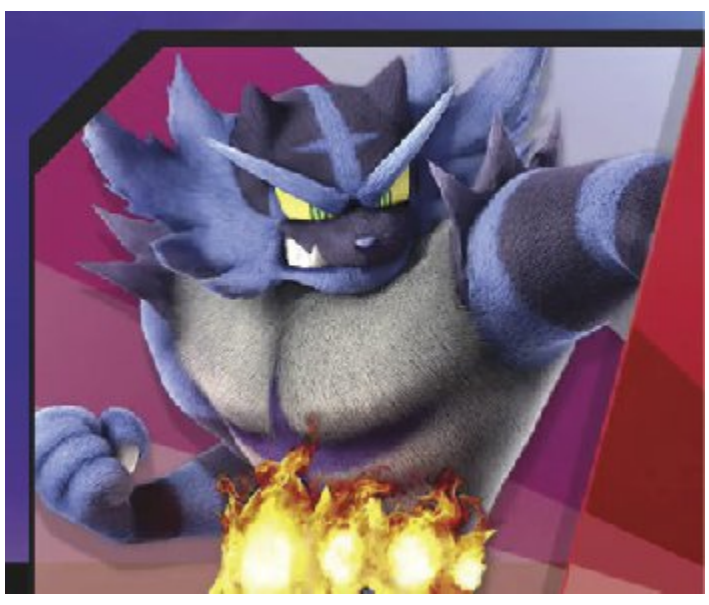
Costumes

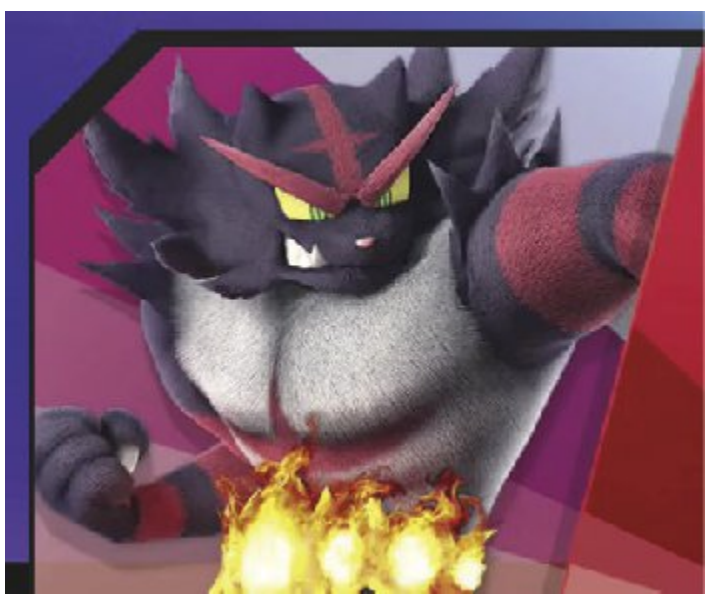


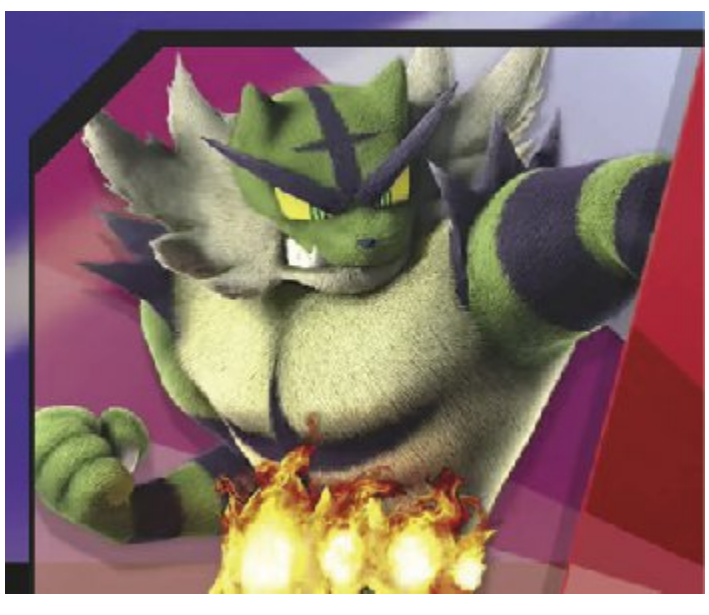


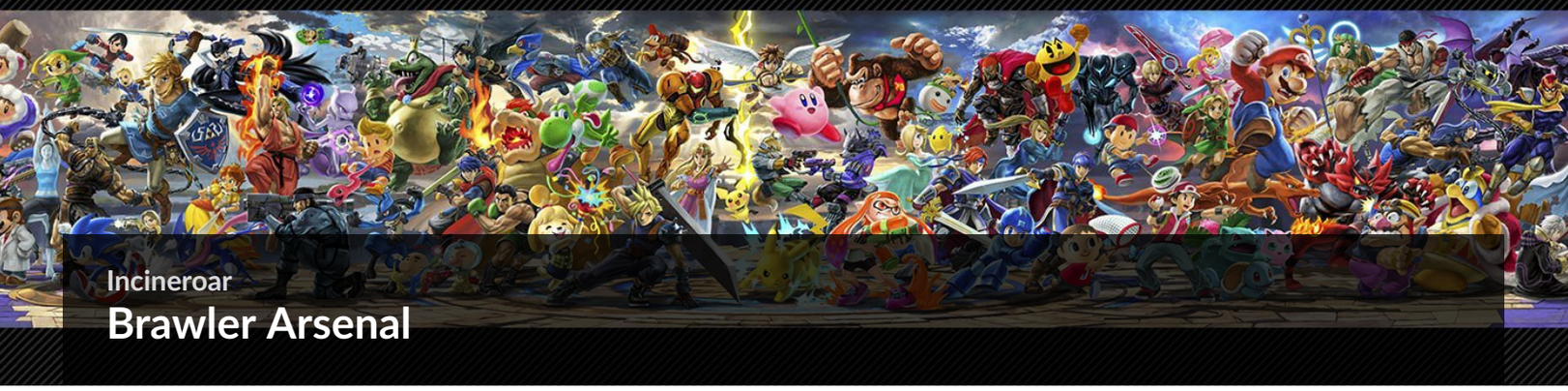












Incineroar
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2.5	Hold for auto-combo.
Neutral attack 2	2.8	—
Neutral attack 3	4.7	Knocks foe away. Incineroar poses after hit.

Incineroar attacks with a backhand chop to start, then follows with a forward-jutting knee, before finishing off the combo with an elbow uppercut. The initial chop has decent speed, nothing like the quickest fighters but not unusually slow. It's quick enough to use defensively after blocking moderately laggy attacks, hitting them right back. It's not the best proactive offensive option, though, since every part of the combo is punishable if blocked. It's best to save for whiff-punishing, catching people just after rolls or rising from the ledge, or doing your own out-of-shield retorts.

If the full combo is completed, the enemy is knocked away and Incineroar takes a moment to pose, psyched out. This gives it a little extra lag at the end, so watch out during free-for-alls.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	13	Early hit deals max damage and knockback. Knocks foe away.

From a run, Incineroar leaps off the ground to cover about a dash's distance of territory with a rising knee strike. This blasts victims away, with more knockback if you strike early in the attack. Although being blocked here puts Incineroar at a disadvantage, hitting early with the attack may make Incineroar push through to the defender's other side with later frames. Incineroar is technically punishable after a blocked dash attack, but it's much harder for most foes to punish if they're facing away (exceptions of course for something like Fox using up tilt).

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	10	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	13	Knocks foe away. Can be aimed slightly up or down.
Up tilt	9	Head intangible. Pops foe into potential juggle position.
Down tilt	9	Foot intangible. Pops foe into potential juggle position.

SIDE TILT

Incineroar reaches forward with a midsection stab using the claws on its open hand. This hits about half as fast as neutral attack's chop, but with a bit more reach. It also does more damage in one hit than the entire neutral attack combo. It can be angled slightly, most useful for flicking foes away at stage edges just as they lunge for a handhold.

Side tilt technically leaves Incineroar at a slight disadvantage when shielded, but better off than most other attacks, and perhaps totally safe from the edge of its reach, thanks to pushback.

UP TILT

Taking a small upward hop for momentum, Incineroar swings its burly head in an arc from up-back to straight forward, covering upward directions along the way. The initial rearing-back frame hits quick, one of the fastest moves in the toolkit, as long as you're aiming backward. This is important to Incineroar, thanks to backward-facing up tilt's speed and combo potential.

The most obvious way up tilt can be good is just after shielding an opponent's attack into Incineroar's back. Darkest Lariat (neutral special) is a tiny bit faster hitting backward, but a bigger risk.

Aside from blocking and hitting someone behind with up tilt, it's useful to be able to turn and up tilt quickly in the neutral game, like as aggressive pre-emptive anti-air. You can accomplish this on purpose by precisely tilting the control stick up-back+Attack; or (a little easier) by holding up-back a bit earlier than the Attack press, for long enough to both 1) register a turn in direction and 2) avoid getting a smash attack instead; or by assigning the C-stick to tilt attacks, then using the control stick to turn a hair before flicking the C-stick upward.

The upward and forward hitting portions of up tilt's headbutt are useful too, just not as notably fast. Having the back-hitting frame of up tilt leaves Incineroar punishably unsafe. Having the headbutt blocked in front is much safer, but still leaves Incineroar at a disadvantage.

DOWN TILT

Planting a hand for balance, Incineroar lies flat and swings its whole body into a sweeping forward kick. Priority is increased with the kicking foot turning intangible during hitting frames. On contact, victims are popped off their feet in front of the Pokémon. At low percentages, you can combo right away by turning and using backward-aimed up tilt, before jumping to pursue for more.

This is a quicker, safer forward threat than either side tilt or (the forward-facing part of) up tilt. If shielded, a quick fighter might shield-grab immediately, but Incineroar can shield any physical retaliation. Though it's not as quick as neutral attack, this is the wrestler's safest ground poke, and it leads to combos, or sets up pressure on foes' techs.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	20-28	Max damage at foot. Knocks foe away.
Up smash	17-23.8	Arms intangible. Launches foe up into jugglable position.
Down smash	16-22.4	Short hop into action. Knocks foe away.

SIDE SMASH

Incineroar squats, then throws itself into a bruising rising kick, lagging afterward as it falls back to the turf. This is a swinging-for-the-fences kind of moves, hitting hard with lots of knockback and KO potential, but with lots of end lag. Incineroar flops on its back afterward, incredibly open. It's not advised to used this on a whim in the neutral game, but may be worth keeping in mind when you've used Revenge to deflect a move or three, when the risk/reward starts to really favor Incineroar…

Though you'll probably be punished if it's shielded, side smash also does good shield damage.

UP SMASH

Clasping its hands together, Incineroar swings a double-hammer-fisted attack in an incomplete circle, striking first directly in front, then rotating to hit up and up-back on the follow-through. Up tilt covers the same angles with less risk (and less range). But uncharged up smash hits in front of Incineroar just slightly slower than front-facing up tilt does, while dishing out more damage. If up smash is shielded, Incineroar is in danger no matter which side, but at least has high shield-shattering potential.

DOWN SMASH

Springing almost instantly into a canned short hop, Incineroar crashes down with all limbs splayed, dealing a flopping hit that covers both sides at once. The wrestler arrives at short hop height right away, then hangs, flopping down almost a third of a second later. Because of Incineroar's movement, it's possible for this attack's start-up period to dodge low-aimed hits, like sliding attacks or up air swings from underneath platforms.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.6	—
Front throw	10	Spinning forward throw.
Back throw	12	Slams foe backward.
Up throw	10	Slams foe into upward bounce.
Down throw	9	Bounces foe into potential juggle position.

GRABS

When Incineroar reaches out to pull in a shielding or inattentive foe, it does so with standard heavyweight grab speed. The reach is maybe a little smaller than you'd expect standing still or during a forward run, but grab range increases a lot during a pivot. If someone is running toward you incessantly, it can be a good reversal play to run in the opposite direction, then turn and immediately grab.

Throws make good candidates for Revenge damage conversion. When Incineroar is powered up after a Revenge counter, opponents may be more inclined to shield up, hoping to block something they can punish rather than risk eating extra-hard hits. Grabs score you the Revenge damage anyway while setting up combos or edge-guarding plays.

The front and back throws can both hit other foes nearby (front throw on all sides, back throw only to the back) while Incineroar tosses the target. Back throw is the highest raw damage, best for KO attempts or easy Revenge conversion. Up throw bounces foes straight up off the ground, where you can harass them on their way down. Down throw bounces them lower in front, in juggle position.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	13	Early hit knocks foe back.
Forward air attack	13	Max damage at feet.
Back air attack	13	Max damage at feet. Knocks foe away.
Up air attack	8	Knocks foe into potential juggle position.
Down air attack	15	Max damage and meteor smash on early hit.

NEUTRAL AIR ATTACK

Almost like a weaker version of down smash, Incineroar stretches itself out and lets gravity do the rest with this body flop. This is the fastest air move available, with decent speed used out of a short hop too. An early hit deals the most damage and knockback, but the flop lasts a long time as an active hit, a third of a second. This makes it great both for jumping right into targets, and for starting neutral attack above them, then fast-falling down. The landing-lag penalty for this air attack is surprisingly low, like all Incineroar's airs.

FORWARD AIR ATTACK

Incineroar kicks both legs out in front for a powerful dropkick, with surprisingly little ending air and landing lag for a move of its kind. It's almost like a heftier version of Mario's back air, a decent jump kick for warding, walling, and going air-to-air. You can stall with two per jumping period as long as you double-jump to full height first.

BACK AIR ATTACK

Incineroar strikes with a quick, spinning back kick aimed directly behind. This hits faster, with a longer-lasting hitbox, than forward air attack, while always knocking victims away. It's a fantastic aerial poking move during manual backward hops (tapping the Jump button ever so briefly, then doing back air later in the hop), for reverse-air-rushing tactics (running, pivoting, and backward-hopping), and for walling with repeated air attacks to see if anyone is willing to just run into them for you (many people will be!).

UP AIR ATTACK

Flipping backward, Incineroar slashes across all upward directions with a one-legged wheel kick. For a heavyweight this is very quick, allowing Incineroar to combo up air, double jump, up air on airborne targets. The speed is decent and the end lag is low, even landing on the wrestler's head. It's primarily aimed upward, but if you can hit low or grounded foes just before landing, they're left in position for you to juggle them right away.

DOWN AIR ATTACK

Incineroar stomps downward in midair with both legs, potentially meteor smashing victims on a clean hit. The initial leg thrust deals the most damage, but the attack persists as a hit a bit longer, making this easier to aim than many similar short-lived spiking attacks. This also increases its potential for overlapping with enemy hands just when they grip a ledge, usually after using an up special to lunge upward.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	16 front, 12 back	Max damage at start. Input left or right to steer. Grounded version: brief full-body invincibility upon first hitting frames. Arms and head invincible for remainder of hitting frames.
Side special	20/12/4	Initial contact sends opponent toward temporary turnbuckle. Timing of next input determines outcome.
Up special	3, 3.5, 9	Hold back to shorten angle of descent. Individual portions deal more damage outside of combo.
Down special	2.4	Countermove, buffs next attack if successful. Revenge can stack, max attack multiplier 3x normal damage. Countered moves hit Incineroar for 37.5% their normal output.

NEUTRAL SPECIAL: DARKEST LARIAT

Whether in the air or on the ground, Incineroar whirls into a long-lasting claw spin that strikes both sides.

This is one of the fastest attacks in the toolkit here, matching neutral attack for speed. It's a great out-of-shield option against moderately laggy attacks, even against foes standing right behind the Pokémon. During the spins, Incineroar can be steered left or right with the control stick, whether to move toward targets or press repeatedly against someone shielding, which forces them to react or have their shield chipped away. As for the hitting period, this is one of the longest-lasting moves possessed by anyone, a threat for almost a full second.

For the ground version only, after the brief windup period, during the first few hitting frames as arms begin spinning, Incineroar is fully invincible, head to toe! The first spin of Darkest Lariat refuses to lose, if Incineroar isn't interrupted during the brief start-up. This early invincible interval is also Darkest Lariat's hardest-hitting portion. After the brief full-body invincible frames, damage drops from 16/12 to 12/10 (front/back), and invincibility ends for the lower body. Arms and head are invulnerable for the attack's entire active period, almost a full second, but legs can be struck, flinching Incineroar out of the rest of the attack.

Anyone struck on either side is swatted away. Anyone blocking has small windows to act in between Incineroar lariat spins; if they try to shield the whole thing, they have to block four times, and will almost certainly have their shield shattered! Sharp challengers might block one or two spins, then backward-roll away to be safe; or (if they have the tools and reactions for it) might block a spin, then retaliate between spins with a low-hitting attack, going underneath the persistent upper-body invincibility.

Aerial Darkest Lariat lacks the ground version's generous invincibility. But it lasts just as long, while allowing some movement. It briefly halts downward momentum upon first activation, and can be steered left or right. If Incineroar is far offstage but at least has some altitude to play with before falling too far, you can point toward the stage and string together Darkest Lariat, Alolan Whip, and Cross Chop back toward safety.

SIDE SPECIAL: ALOLAN WHIP

Incineroar rushes forward with a special grab, covering more than two dashes' worth of ground. The grab speed isn't fast, slower than the most sluggish tether grabs, but the long grabbing window and distance traveled more than make up for this. If it connects with an opponent, they're sent stumbling toward temporary ropes and turnbuckles, summoned from thin air to honor Incineroar's wrestling spirit. The opponent bounces off the ropes and helplessly stumbles back to the wrestling feline.

The timing of your next input determines which attack Incineroar nails them with. An early input—anytime as Incineroar throws them to the ropes, or just as they rebound off them—leads to a high-launching throw catapulting the victim well past double jump height while inflicting 12% base damage. This is a reliable, consistent option for dealing decent damage while creating a situation that imperils the victim. It's the easiest to time, too, because there's not any timing needed—just hold down the Special button after the initial side special input to trigger this follow-up.

With no input as the victim scampers to the ropes and back again, or with a late input, Incineroar doesn't act in time and they bounce off, dealing minor damage (4%) to both fighters.

But for the most brutal, damaging finish, you have to input either the Special or Attack buttons right before the foe returns to Incineroar, after bouncing off the ropes. Done correctly, you can't miss it: Incineroar nails them with a ferocious clothesline, which sends them flying far backward, 20% damage added to their total!

These inputs apply whether using Alolan Whip in the air or on the ground. While the "perfect" version deals the most damage and hurtles victims backward the farthest, with the most outright KO potential at high-damage percentages, there are situations where you might prefer to fling someone straight up with the “standard” throw, so you can exploit their attempt to drift safely back down to the stage.

Any of Incineroar’s outcomes—perfect input clothesline, normal input catapult throw, or flawed/absent input collision—also hits any other fighters who happen to be nearby, even if Incineroar doesn’t throw them.

Alolan Whip isn’t just a rushing grab move. Incineroar isn’t left helpless after using it in midair, so it can enhance recovery attempts. When attempting to return to safe ground, you can use Alolan Whip for lateral travel before employing midair Cross Chop or Darkest Lariat.

UP SPECIAL: CROSS CHOP

The fiery feline rockets straight upward, almost to the height of a full double jump, before plunging diagonally down-forward. Both portions are attacks, the way up and the way down, and opponents caught by the rising portion are also hit by the diving finish. Like Darkest Lariat, Cross Chop commits Incineroar for an unusual amount of time, almost a full second (though slightly shorter than Darkest Lariat).

The initial upward-rocketing phase starts with the same speed as Incineroar’s side tilt, hitting mainly in front, but with a little coverage above and behind, so takeoff is capable of nailing someone flush against Incineroar’s back (though Cross Chop doesn’t initiate fast enough to be used defensively after blocking someone standing right behind Incineroar). As Incineroar starts to rise, its hands become intangible, helping the move win out against enemy moves aimed downward from above. At the apex of the upward surge, Incineroar spins in midair (without an active hitbox briefly) before diving diagonally down-forward, again with an attack. Finally, upon touchdown, there’s another hitbox on the floor around Incineroar, created by impact.

Without any input, Incineroar dives downward at a 30-degree angle. By holding the control stick toward Incineroar’s back before the dive, you can shorten the angle to 15 degrees, taking Incineroar on a sharper trajectory down. If there are platforms in the way of the dive, holding down makes Incineroar dive through them, so targets can’t avoid Incineroar just by standing under higher floors or platforms. This is the only trajectory-altering you can do with this up special, though, aside from special-reversing it right at the beginning, tapping toward Incineroar’s back immediately after input (a crucial technique if you’re facing offstage over thin air; you don’t want to Cross Chop and dive away from safety!).

Incineroar's Cross Chop dive traverses more vertical space even than its full double jump. Used midstage, you almost always slam down to the ground with the impact hit at the end, unless you perform Cross Chop at the top of a max-height double jump. So Cross Chop essentially always returns the Pokémon to the ground. Unless…

The exception to this is off the sides of the stage. Despite diving down quite far, and being an up special at least partially designed for recovery, Cross Chop doesn't leave Incineroar helpless when it ends. You can act afterward—if you still have Alolan Whip and a double jump available, you can potentially recover even after going offstage, then Cross Chopping and descending far down.

You have to use Alolan Whip sometimes to gain lateral ground offstage when recovering, because Cross Chop is more limited than many up special recovery moves. Incineroar jets straight up at first, which means you won't be lunging to grasp ledges unless you're right underneath.

DOWN SPECIAL: REVENGE

Input down special, and Incineroar flashes with light while jutting out its muscular chest, going for an almost instant defensive countermeasure. Incineroar can be interrupted during the first couple frames of this move, before the counter period begins. Once the counter is active, any incoming hit triggers Revenge, a counterattack roar that powers up Incineroar while knocking attackers away. Once the counter is active, after the brief start-up, it lasts for a third of a second, so it's fairly lenient for parrying incoming threats.

Incineroar still takes damage from the hit, though it's reduced to 37.5% of normal. And enemies are knocked clear, though they only take a little damage: 2.4%, barely anything. So what's the point?

The point is that a successful Revenge counterattack grants a damage bonus to Incineroar's next connected attack. The damage buff remains on Incineroar until one of four conditions is fulfilled:

- 60 seconds elapse from the successful Revenge activation.
- Incineroar is KO'd.
- Incineroar hits an enemy, dealing bonus damage.

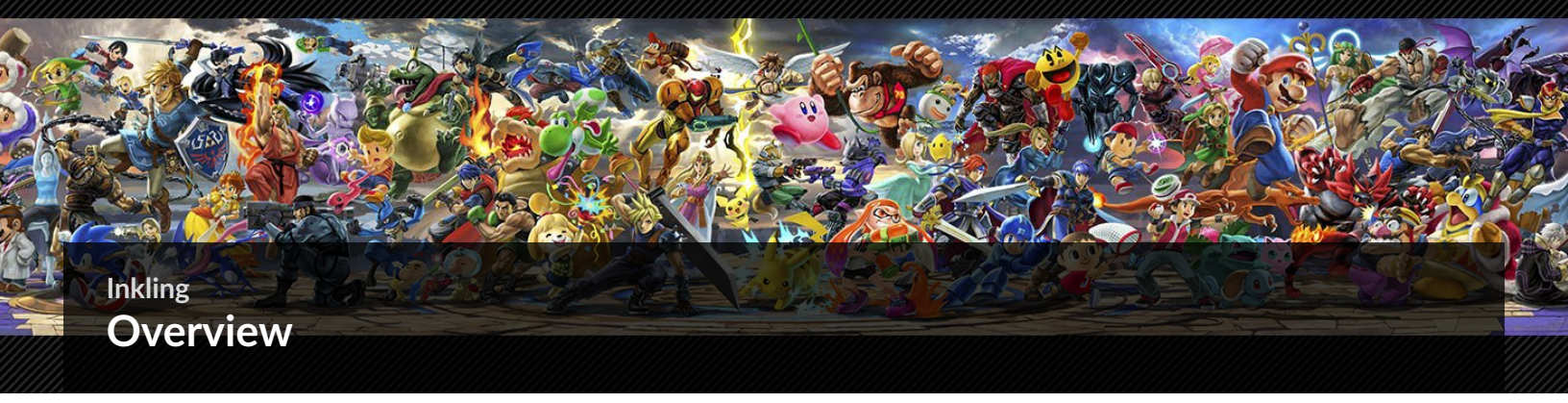
- Incineroar is knocked out of control by an enemy (not simply made to flinch, the Pokémon must be sent tumbling by a powerful attack or throw).

So as long as you don't get KO'd or knocked off your feet, Revenge attack boosts give you a minute to make something out of them. You can also use that minute to keep trying for Revenge, because the buff stacks, refreshing the one-minute timer! You can't see exactly where Incineroar's buff level is—it's an invisible stat—but average attacks put the Pokémon at about a 1.6x multiplier. Exceptionally strong moves (like certain specials or charged smash attacks) can put the multiplier at 2-2.6x right off the bat. Depending on the power of the attacks you're countering, it may take two to four consecutive Revenge parries before Incineroar is sitting on a max attack buff, dealing three times normal damage on the next successful hit!

This can be a little risky, continually using Revenge on melee fighters up close. All they have to do to thwart your power-up schemes is grab and throw Incineroar; grabs don't care about countermoves, and the throw removes the attack buff. But if runaway-inclined foes are trying to pepper you with projectiles and zoning tactics, it can be pretty easy to Revenge a few shots, making Incineroar temporarily incredibly powerful. They continue to feed you attack buffs with ranged shots at their peril. Sure, you take ~20% damage on Incineroar doing so. But nailing a perfect Alolan Whip for 60% or a charged side smash for 84% is a special feeling.

FINAL SMASH: MAX MALICIOUS MOONSAULT

Imbued with Final Smash power, the strongest of the Pokémon fighters (sorry, Charizard) rushes horizontally to grab the first opponent in the way. The unlucky victim is temporarily whisked to Incineroar's home ring, to be subjected to the meanest wrestling moves Incineroar can muster. Other foes nearby might take damage from the ending slam, but this is primarily focused on one target, so aim carefully.



Inkling

Overview

The squid kids swim into the *Super Smash Bros. Ultimate* scene, outfitted with unique mechanics and weapons interesting both for party play and one-on-one matches. Inklings have access to many of their ink-filled soaker weapons from the *Splatoon* shooter series.

These tools require ink, shown as a gauge by Inkling's portrait. Many attacks deplete ink with use, but ink can be quickly refilled anytime by holding down the Shield+Special buttons together. Inkling sinks low into a puddle and greedily sops up enough ink for more full-powered moves. Not only that, but ink-soaked moves get ink on foes too, which reduces their defense!

The most important ink-based moves include side smash, front throw, Splat Roller, and Splat Bomb.

This doesn't mean Inkling is helpless without ink moves—far from it. Neutral attack, down tilt, dash attack, and neutral air attack are all quick and reliable, and smash attacks fulfill their purpose even if they're weaker without ink. Most importantly, Super Jump (up special) works with or without ink, making it hard to KO Inkling without a launch clear to a blast zone.

Mobility-wise, Inklings have fast and unique dashing and running posture, swimming along the surface of the ground thanks to their ink slicks. They can wall-jump, and using Splat Roller in midair and bouncing off a wall works as well. Super Jump ascends quite high, and using Splat Roller in midair, then jump-canceling it before landing still allows a double jump, so it's basically a triple jump.

INKLING VITALS

MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	Yes
Tether:	No
Wall jump:	Yes
Wall cling:	No

MOVEMENT RANKS	
Ground speed:	C (23)
Air speed:	B+ (12-16)
Falling speed:	C (40-43)
Weight:	C (40-43)

SQUID KID INK

Some attacks apply certain amounts of ink to targets, while depleting Inkling's ink reserve. The tables show how much ink each attack requires, and how much ink each applies to attack recipients.

The Ink Gauge is visible by Inkling's portrait. The gauge has 150 units (graphically represented by the gauge). While Inkling's gauge goes to 150, the (hidden) gauge tracking how much ink is weighing down an Inkling enemy goes to 300. The gauge amounts aren't related; an attack might spend 30 Inkling ink while applying 150 ink to the target.

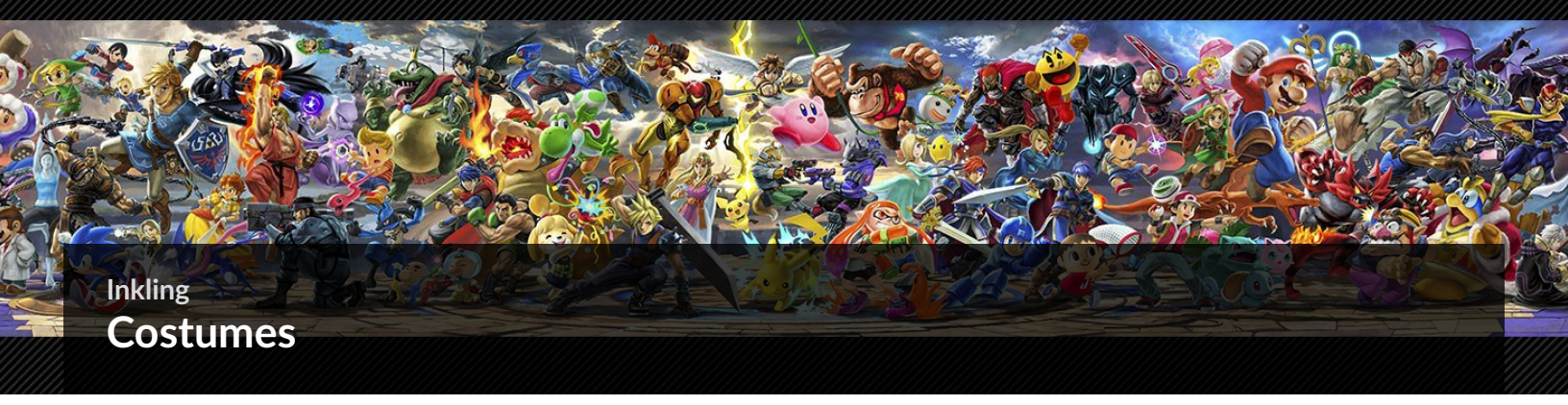
An Inkling's ink is opportunity. You can use ink-powered moves until you're running low, and then you have to find time to refill, or else a bunch of attacks are just useless or weakened.

An enemy's ink is a debuff that increases how much damage they take! The ink amount indicates both how long the debuff lasts, and how much of a damage multiplier attacks inflict on the inked fighter.

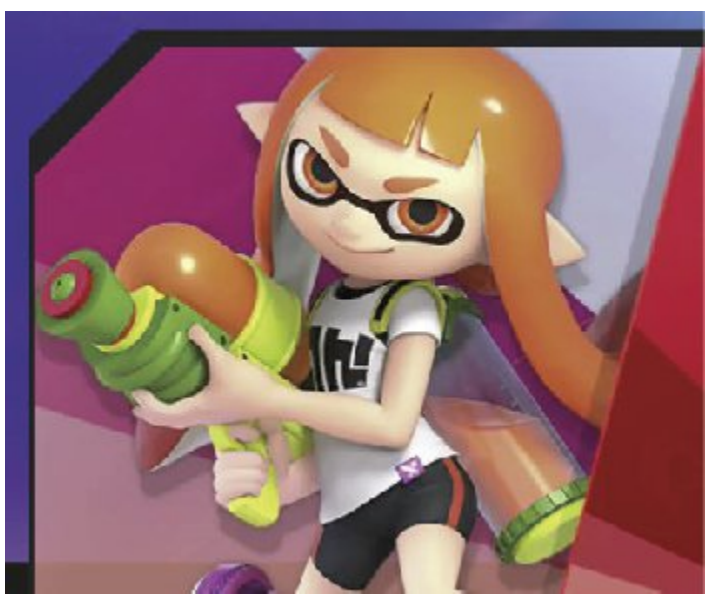
The damage-multiplier aspect increases little by little up to 180 enemy ink. It's a x1.2 multiplier at 75 enemy ink, x1.25 at 100 enemy ink, and x1.5 at 180+ enemy ink. Beyond 180 enemy ink, you're just adding duration.

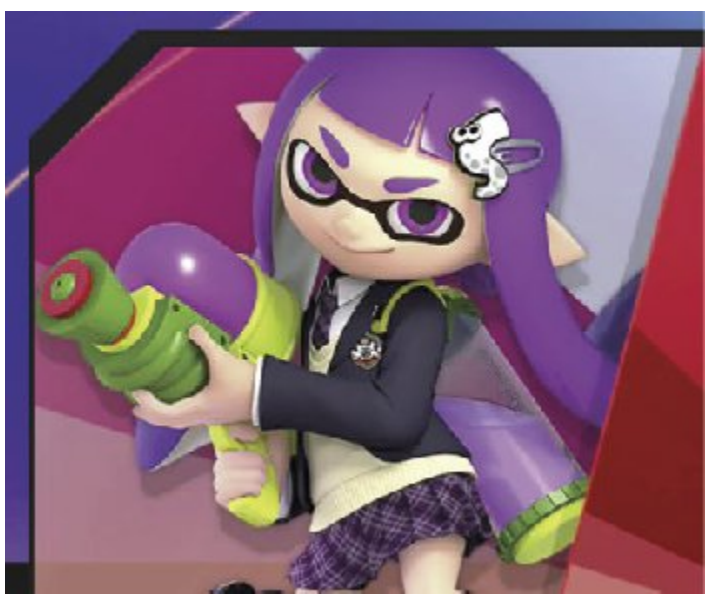
A debuff of 180 enemy ink takes 12 seconds to fully wear off. Inking foes to the max of 300 adds another eight seconds, for a 20-second-maximum ink duration (assuming no further ink applications). They can wash it off faster if there are any water features on a stage to splash through, or water attacks to get rinsed off by.

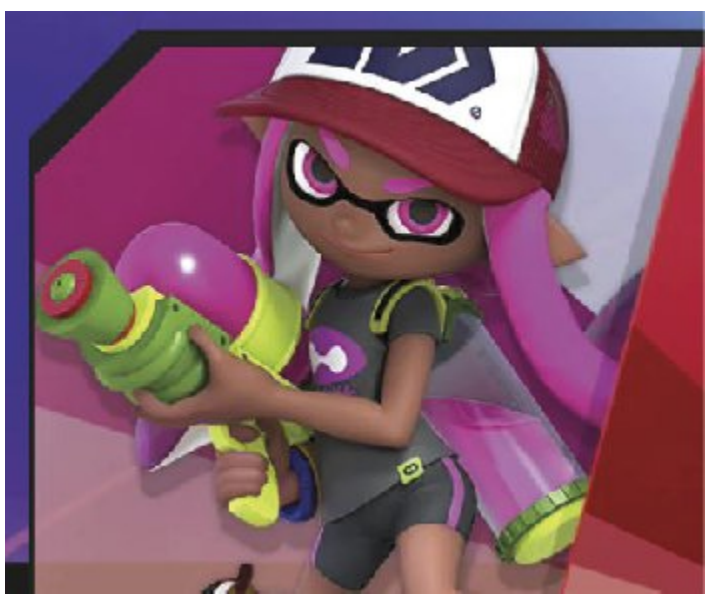
Now's as good a place as any to mention Inkling hates water, and takes minor damage just from getting soaked!

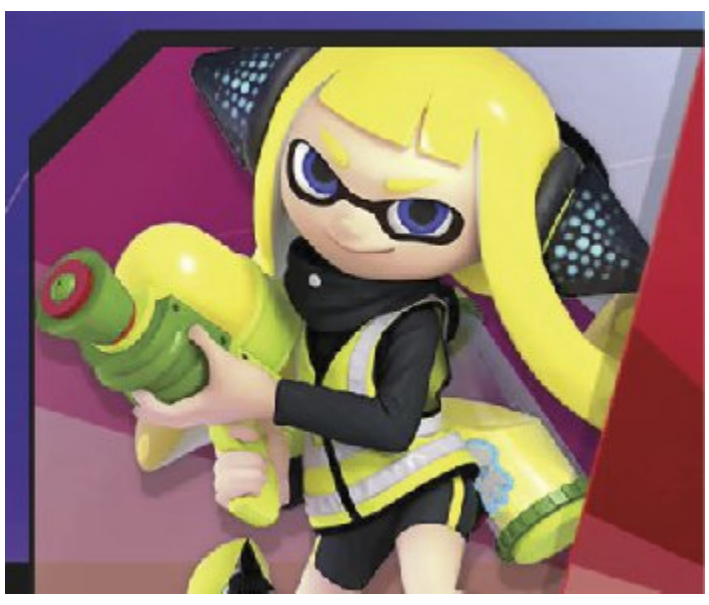


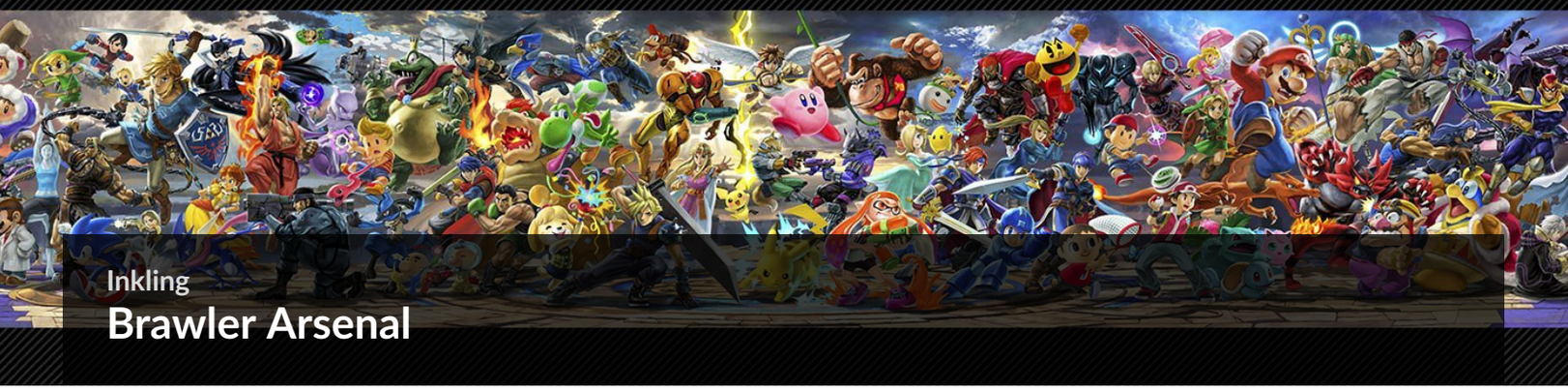
Inkling
Costumes









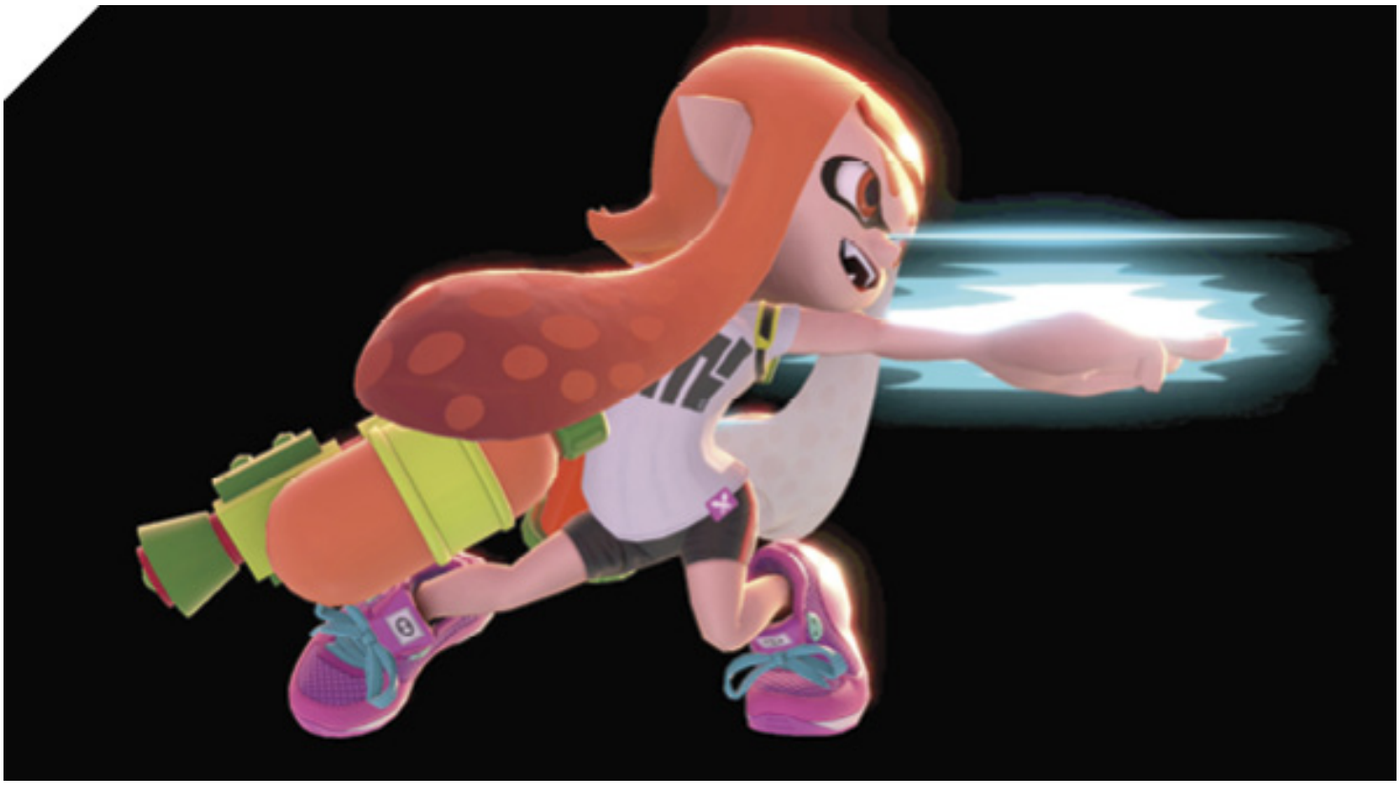


GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2	Hold for auto-combo ending in kick.
Neutral attack 2	2	Tap Attack input for neutral attack 3b.
Neutral attack 3a	3.5	Knocks foe away.
Neutral attack 3b	0.4x8+, 2.5	Hold for continuous attacks. Knocks foe away upon release. Inkling ink -2/150 per shot. Foe ink +10/300 per shot.



Inkling has a standard neutral attack combo, done by holding the Attack button down for all three hits. Squid kid starts with a jab, then follows with two kick attacks, the final one knocking foes a bit away. This neutral attack has decent speed, not among the best but not bad. It's a totally respectable out-of-shield option on defense, especially since Inkling's grab has below-average speed.

There's an alternate neutral attack combo when you want to cash in some ink. Hold or tap the Attack button for the first two hits—it doesn't matter which—then make sure you tap for the third attack. Inkling whips out the shooter and unloads at least eight quick shots up close, finishing with a launcher move that kicks the foe away. After tapping to initiate the special finisher, you can hold down the Attack button for continuous shots as long as you like, but attentive enemies will try to shuffle out, perhaps avoiding the launching blow.

If out of ink, this alternate neutral attack just spasms uselessly.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	8	Max damage and knockback on early hit. Knocks foes into potential juggle position.

A running Inkling is a beautiful thing, not so much "running" as "swimming through a trail of its own ink in squid form." Dashing/running Inklings have a very short profile as a result, and can avoid the same kinds of threats that Wii Fit Trainer or Solid Snake do by crouch-walking, and Pichu does simply by existing.

During dash attack, Inkling rises from squid-dashing with a short-range elbow. Hit when the elbow extends for max damage and launch potential, setting up mix-ups or air hits against an opponent's tumbling. An early hit is also usually safe when shielded, because Inkling slides through the defender.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	9	Knocks foe away.
Up tilt	6	Knocks foe into juggle position.
Down tilt	3, 6	Knocks foe away.

SIDE TILT

The squid kid swipes in front with the shooter, using the gun as a club. The shooter isn't a part of Inkling, so it overpowers incoming enemy pokes unless they stretch all the way through the gun. This hits with shocking knockback power, blasting enemies backward even at low-damage percentages. It's punishably laggy if shielded, but if you aim from max range, many shield grabs and neutral attacks out-of-shield will whiff.

This is sort of like a slower neutral attack combo packed into one swing in terms of results.

UP TILT

Inkling whirls heels-over-head with a launching bicycle kick. This move hits fast, quicker than side tilt, and has little lag after, so it can combo into itself two to three times in a row in most situations. After enough up tilts to push foes too high for another one, jump and pursue the victim with an immediate air hit or footstool jump attempt.

If shielded in front, up tilt is disadvantaged enough to get Inkling into trouble, but the hopping motion of the kick might make an immediate retaliation miss. If shielded behind, Inkling is safe from reprisal except from Little Mac and Zero Suit Samus.

This is a terrific attack, with one major catch. Because the kick is aimed relatively high, even though Inkling isn't a huge fighter, it's common for this move to miss against smaller fighters on the ground (or crouching ones).

DOWN TILT

Squid kid hits the deck and breakdances briefly, quickly kicking twice. The first kick is Inkling's second-fastest attack (after neutral attack), while the second kick combos after the first and knocks foes a little way away. If shielded, it's unfortunately unsafe from reprisal. However, if enemies drop shield prematurely after the first kick, anything they do loses to the second kick.

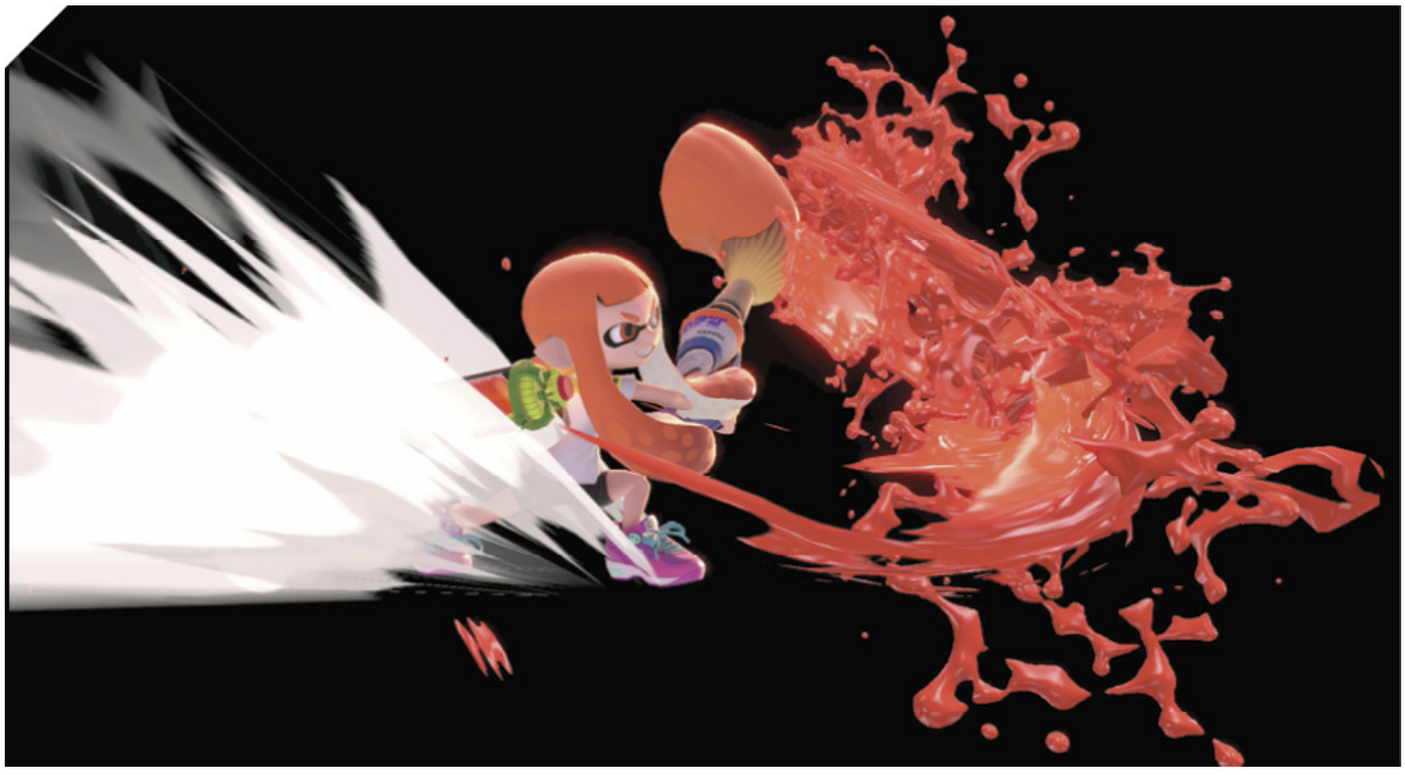
This is a great attack. The only thing to be wary of is opponents catching on to simply blocking and punishing both down tilt and neutral attack combos.

The second kick briefly has a hitbox that stretches beneath the floor, as Inkling twists a foot. This can be aimed at a stage edge when recovering foes reach for a ledge, possibly knocking them off before they become intangible.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	16-22.4	Max damage at brush head. Knocks foe away far and low. Inkling ink -10/150. Foe ink +120/300 (+100/300 with handle hit).
Inkless side smash	12-16.8	Max damage at brush head. Knocks foe away far and low.
Up smash	4, 15-5.6, 21	Launches foe into potential juggle position. Inkling ink -30/150. Foe ink +120/300.
Inkless up smash	4, 10-5.6, 14	Launches foe into potential juggle position.
Down smash	12.5 front, 11 back-17.5 front, 15.4 back	Double-sided attack. Knocks foes away. Inkling ink -20/150. Foe ink +120-150/300 front, +100-130/500 back (more up close).
Inkless down smash	10 front, 9 back-14 front, 12.6 back	Double-sided attack. Knocks foes away.

SIDE SMASH

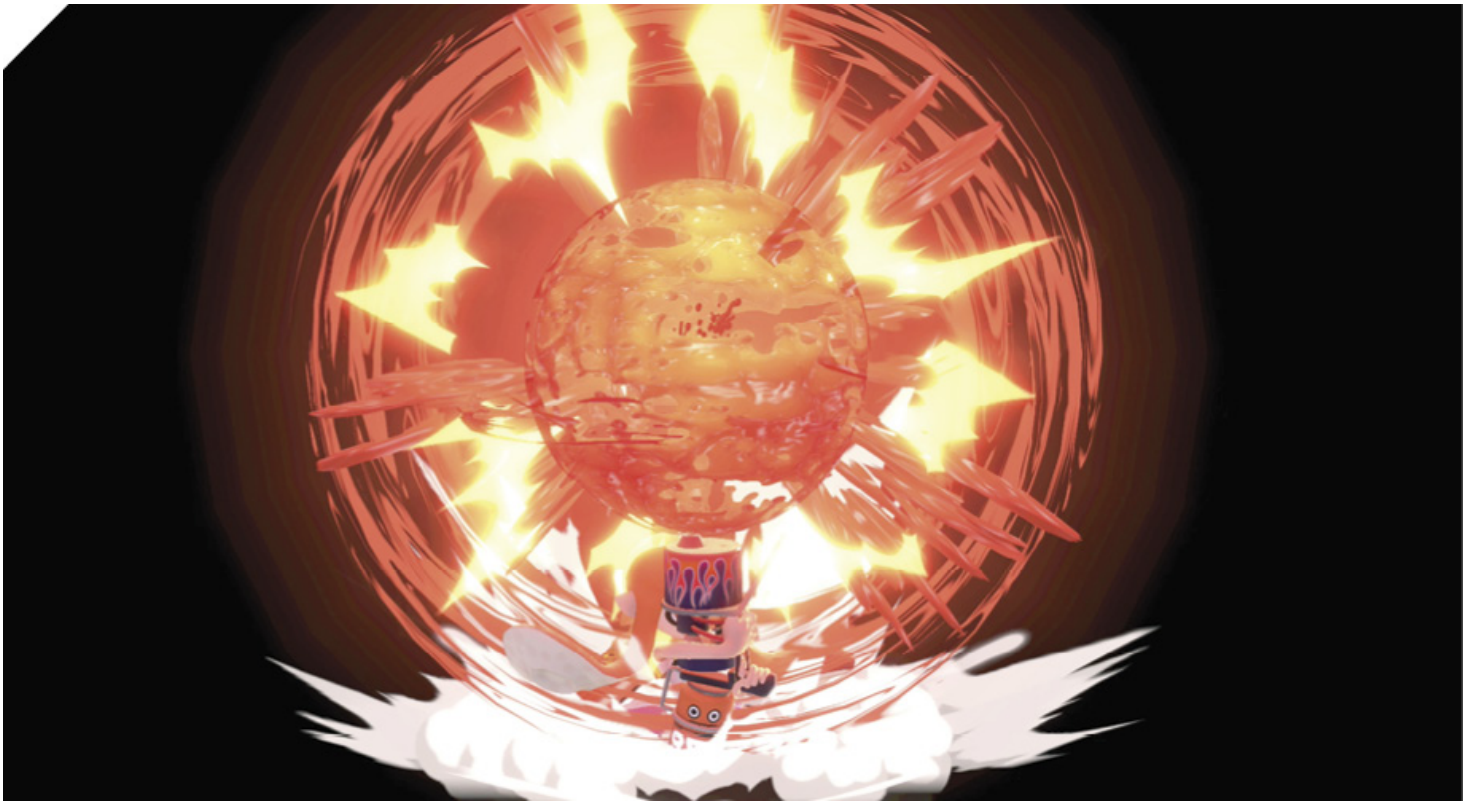


Ink during smash attacks is spent instantly upon smash start-up, and is expended even if Inkling is interrupted before hitting. If not enough ink is present, the smash attack loses power and fails to ink its victims.

Wielding a huge inkbrush, the squid kid swings fiercely in front. Side smash swings uncharged with typical side smash speed, neither quick nor sluggish for this kind of move. Damage, knockback, and ink applied to foes are all max at the brush head, which has extremely good reach. Inkling is unsafe if shielded, technically, but when tapping them with the brush's tip, the frame disadvantage is negated by the space.

A common defensive tactic when dash-dancing to incite a reaction, or when just plain running from foes, is to pivot and grab in the other direction suddenly, snagging someone on your heels. Inkling's grab speed isn't special, and grab speed while pivoting is even less special. Dashing away, then side smashing back in the direction you've vacated is a useful play to employ on occasion.

UP SMASH



The blaster emerges, briefly hitting in front as a weak launcher while Inkling raises the powerful soaker. Once it's aimed straight up, the blaster detonates, splashing damaging ink in a wide radius centered comfortably above Inkling.

The hit in front isn't quick enough to make up smash noteworthy as a kind of stealth forward poke or combo-starter on its own, but it's nice to have. It lets up smash start a punish combo against extremely laggy moves after you shield them, at least.

This is definitely unsafe against a defender shielding both hits up close, but it's possible they could drop shield too early after the forward hit and try to retaliate. The blaster blast will get them, just like if they drop shield too quickly against down tilt.

When considering this as an anti-air or juggle weapon, remember the start lag. Up tilt is over twice as fast to hit, though with less range. You need a third of a second's lead time to nail an airborne target with up smash's explosion. On the bright side, the damage, launch potential, and ink applied are all great.

DOWN SMASH

Crouching low, the squid kid dumps out a slosher soaker to both sides, starting in front. The splashed ink deals decent damage (more in front) and applies plenty of ink, filling the foe's invisible Ink Gauge by as much as half all at once if down smash hits up close in front. The delayed second hit to the back gives this attack clear-out use, and might hit foes who dodge-roll through to Inkling's back.

Down smash is great at splashing ink around and clearing out immediate space in crowded skirmishes, but it's not unusually fast, and end lag leaves Inkling open to counterattacks afterward if foes dodge or block.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	5, 3 (inkless: 3)	Forward throw. Inkling ink -10/150. Foe ink +80/300.
Back throw	9	Backward throw.
Up throw	3x2	Launches foe into potential juggle position.
Down throw	7	Bounces foe in front into potential juggle position.

GRABS

Inkling's grab speed is heavyweight-grade with short range, which is a weakness on a fighter who's agile in other areas. You get significant bonus range (at the cost of a little extra start lag) when grabbing out of a dash or pivot.

Once a victim is in the squid kid's clutches, front throw is noteworthy as a move that uses ink. It pastes the victim, along with anyone else directly in front, so it's efficient in free-for-all battles. It deals low damage with comically low knockback, though, if you try to front throw without spare ink.

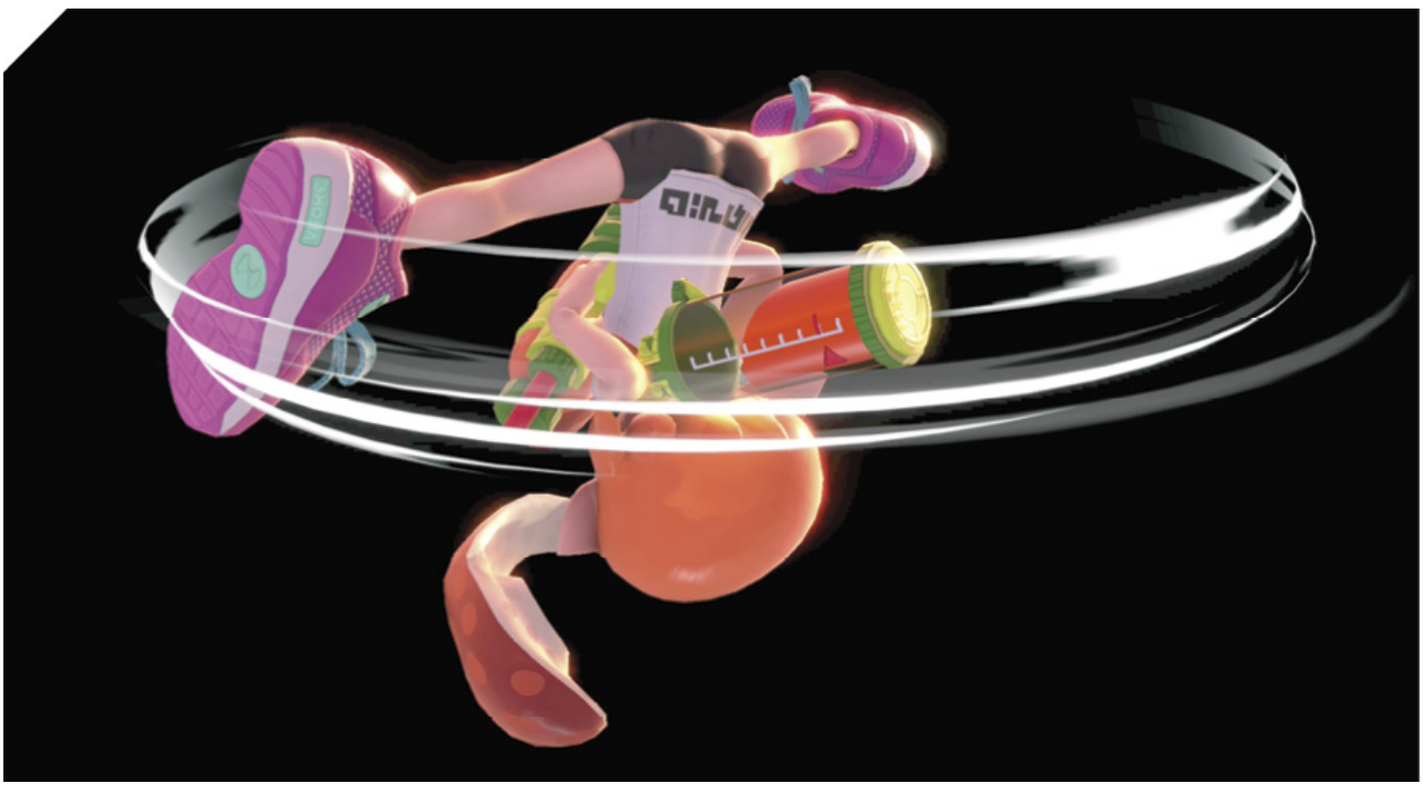
Back throw offers the most raw distance and damage, not counting follow-ups. Up throw hurls foes straight up for possible air pursuit, and down throw bounces them before Inkling, barely in hitstun at all. It might take enemies by surprise how quickly they can move after down throw, so rush in and go for more attacks before they adjust. At higher-damage percentages, down throw sets up guaranteed juggles in front.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	7	—
Forward air attack	12	Max damage early at foot.
Back air attack	10	Max damage early on gun.
Up air attack	4.5, 6.5	Knocks foe into potential juggle position.
Down air attack	12	Max damage on gun. Meteor smash on clean hit.

NEUTRAL AIR ATTACK



Inkling strikes quickly to both sides with an upside-down spin kick. It's a great multipurpose aerial move, fulfilling any role except for "meaty attack pulled down with fast fall." Unlike most neutral air attack moves, it's active very briefly, but at least it covers both sides simultaneously.

FORWARD AIR ATTACK

Inkling strikes with a two-legged dropkick thrusting forward. This is Inkling's longest-lasting air move, so it's the best for fast-falling tactics. Other air moves hit too briefly to stick out above, then pull down into people. The damage is highest early at the sweet spot on the feet, though.

BACK AIR ATTACK

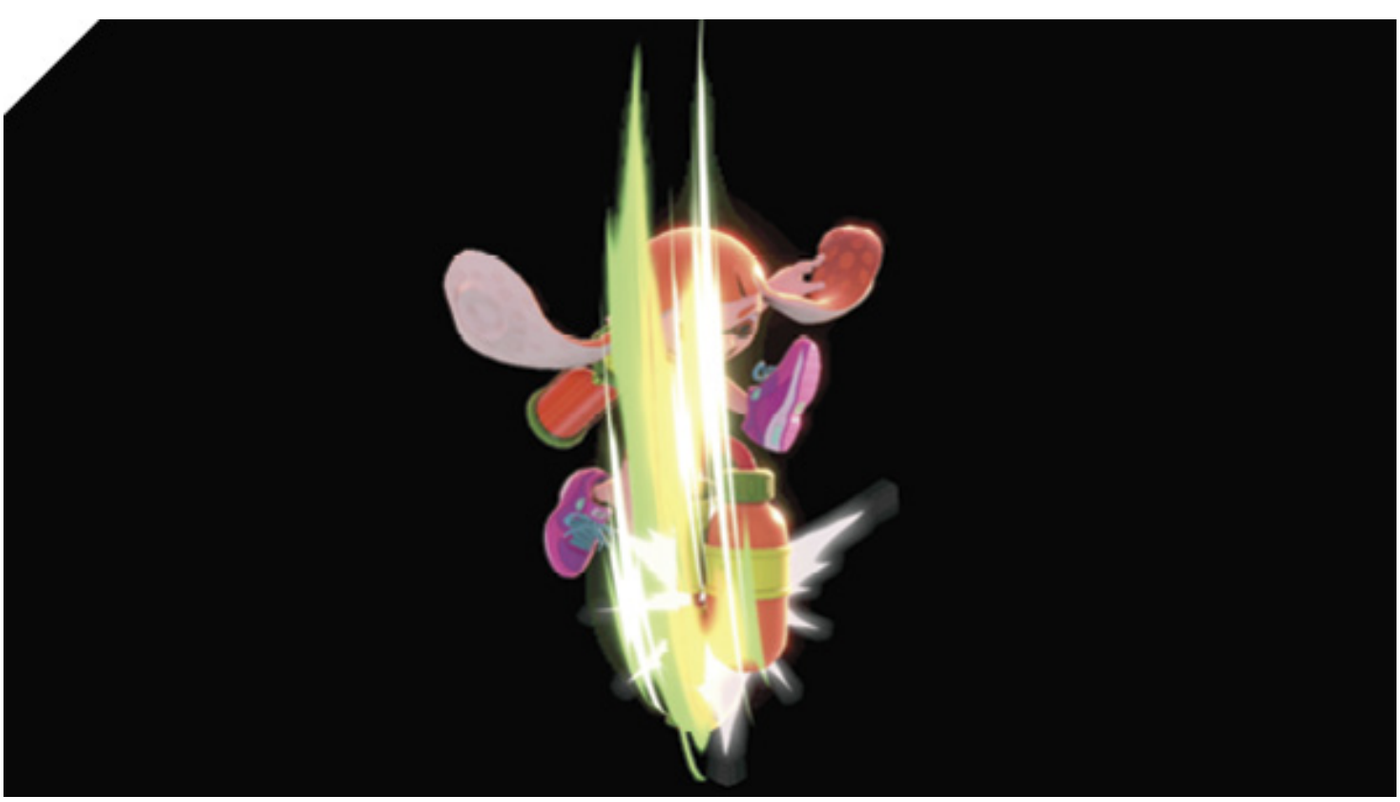
Inkling swings the shooter behind in a gun-whipping backhand. The hitbox is generous since enemies can't interrupt this attack by hitting the shooter. It strikes backward quicker than forward air hits forward, but lasts for a shorter period of time. It's better for precise walling attacks or pokes during short jumps than other air attacks, but less lenient.

UP AIR ATTACK

Inkling flips upward, kicking with each leg, one after the other. This double wheeling kick is slower than most up air attacks to hit, but persists much longer than most as an upward-aimed threat. This makes it easy to hit someone above with *some* part of this attack, but difficult to aim and score max damage on both hits. If you score a solid hit, it launches foes upward. Even so, with longer-than-average start and end lag compared to most upward sweeps, up air isn't great at linking up combos.

It's pretty good at starting them near the ground, though. Aside from aiming above at airborne adversaries, this has value aimed at grounded or low-altitude foes. Fast-fall from jump height at someone and immediately start up air on the way down (flicking the C-stick just after fast-falling with the control stick is a great way to make this error-proof). Done correctly, Inkling lands just after the launching portion of the second kick, leading to an instant follow-up juggle opening.

DOWN AIR ATTACK



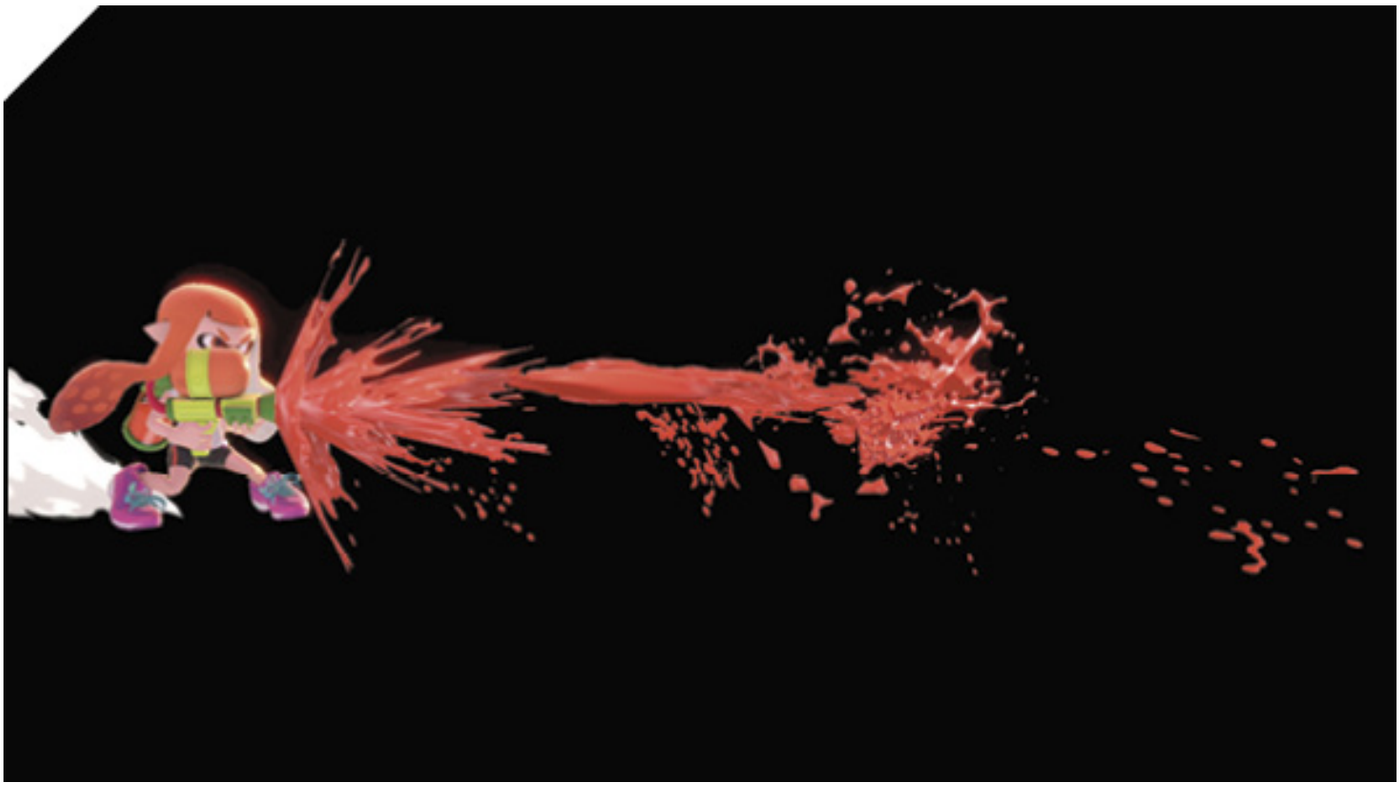
Inkling swings the shooter straight down in a spiking swing. The start lag is long for an air move and the active hitbox is brief, making it challenging to aim. The payoff is high, though, with good damage and a meteor smash effect on a clean hit.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	0.3 per shot	Inkling ink: -1.5/150 per shot. Foe ink: +12/300 per shot.
Side special	4-15.9	Hold forward to increase speed. Tap backward to turn. Attack or Special input to cancel, Jump input for special jump. Inkling ink -45/150 per second. Foe ink +60-120/300 depending on speed of impact. Cannot hit air-to-air.
Up special	8 direct, 6 splash	Left, right, or neutral on stick to direct takeoff. Can steer on descent. Lag until landing. Direct hit: foe ink +50/400. Splash hit: foe ink +40/300.
Down special	8-14	Inkling ink -30/150. Foe ink +80-140/300 depending on speed. Damage also speed-dependent.

NEUTRAL SPECIAL: SPLATTERSHOT



The shooter's full potential is deployed with this rapid-fire burst of small ink shots. The stream of fire can be aimed up or down, and can be maintained until Inkling's ink reservoir is empty. As ink gets low, the shots' range slowly peters out, like when Charizard or Bowser runs out of firepower for fiery breath. With any ink in reserve, the shooter fires until it's empty. With no spare ink, a neutral input sends Inkling into the Shield+Special refilling pose.

The shortest burst possible with the merest neutral special input is four shots, spending -6 ink to paste +48 ink on a target, assuming all shots connect. It costs slightly less than a third of an ink tank to fully ink a foe using Splattershot. If you manage to quickly pelt someone with 25 shots, you spend about -40 ink to fill up enemy ink at 300. Of course, this requires about two solid seconds of concentrated fire, and people seldom sit still for that long. It's not good directly engaging with someone who might dodge or jump over the stream, but it's good inking distracted fighters engaged in other face-offs, and harassing involuntary fliers as they try to drift back to safety onstage.

SIDE SPECIAL: SPLAT ROLLER

Upon activation, Inkling produces a huge splat roller and speeds forward. This works a bit like Wario's Wario Bike or Bowser Jr.'s Clown Car. After the initial burst of speed to get Splat Roller going, the forward-rushing Inkling is always decelerating. Push the control stick forward to accelerate, building up speed (and impact damage, and ink applied), or tap toward Inkling's back to flip around and roll in the other direction. While turning, or once speed drops enough, Splat Roller deals no damage or pushback, though Inkling keeps pushing a harmless roller. To speed back up, simply press toward.

Hitting foes at high speed on the ground while holding forward buries them in the ground briefly, inked with a debuff and made sitting ducks! Hitting foes at slower speeds may just pop them off their feet instead of planting them.

Splat Roller can be canceled by tapping Special or Attack, but jump-canceling tends to be better. Jumping to cancel Splat Roller doesn't count against your normal jump total. In other words, you can jump, double-jump, start Splat Roller in midair, then jump again, for what's in effect a triple jump. This greatly enhances Inkling's midair unpredictability and offstage recovery.

Splat Roller used in midair gets it ready for business once you connect with a surface, but it doesn't have an active hitbox while gliding, nor does it spend any ink. It doesn't hit airborne foes at all, so you can't rely on it for air-to-air. Falling Splat Roller *can* hit foes as long as they're standing, in which case they're popped off their feet, briefly vulnerable to juggles. Jumping above and diving in with Splat Roller, then jump-canceling on contact scores you the chance for guaranteed hits right after the roller launches them. Otherwise, midair Splat Roller simply becomes grounded Splat Roller upon landing.

Ink diminishes rapidly while rolling, at a rate of about -45 ink per second. From full ink, you can get about three solid seconds of grounded rolling time before needing a refill. Interestingly, you can still pull out the Splat Roller with no ink in reserve. It doesn't have a hitbox at all, but it allows for the pseudo-triple jump in midair.

UP SPECIAL: SUPER JUMP

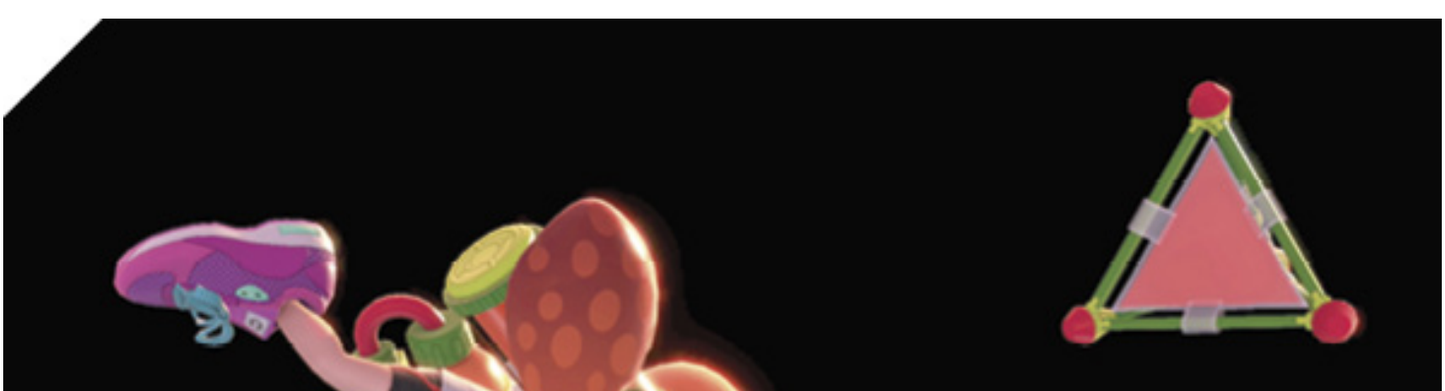
One of the squid kids' most exceptional physical abilities involves being able to dive into their own puddles before rocketing out to huge heights, covering lots of space suddenly. This is illustrated in *Super Smash Bros. Ultimate* style with this recovery special. Up special doesn't require ink, and inks anyone it hits even with no ink in reserve.

Initially, Inkling hops into a puddle in squid form, building tension with a very low profile. Then the squid kid explodes upward, generating a punchy hit like a pinball with the flying squid form on takeoff, followed by a weaker, splashing hitbox to both sides around the launch zone. By default Inkling launches straight up, but hold left or right after input—but before takeoff—to launch Inkling at a 60-degree diagonal angle (both to aim in a preferred direction and to make it more likely that you connect against anyone in the way with the stronger direct hit rather than the weaker splash). There's no attack hitbox while flying.

Whether soaring straight up or at an angle, gravity takes hold eventually and Inkling begins falling back down. Drifting squid form is maneuverable, and there's another direct-hit hitbox around Inkling just before landing, followed by a touchdown splash. Direct hits and secondary splashes deal the same damage on takeoff and touchdown.

High-flying and avoidant, with hits both launching and landing, this is a great survival-oriented up special. If anything's wrong with it, it's that it takes a long time, with Inkling traveling for about a second and a half between flying up and coming all the way down.

DOWN SPECIAL: SPLAT BOMB



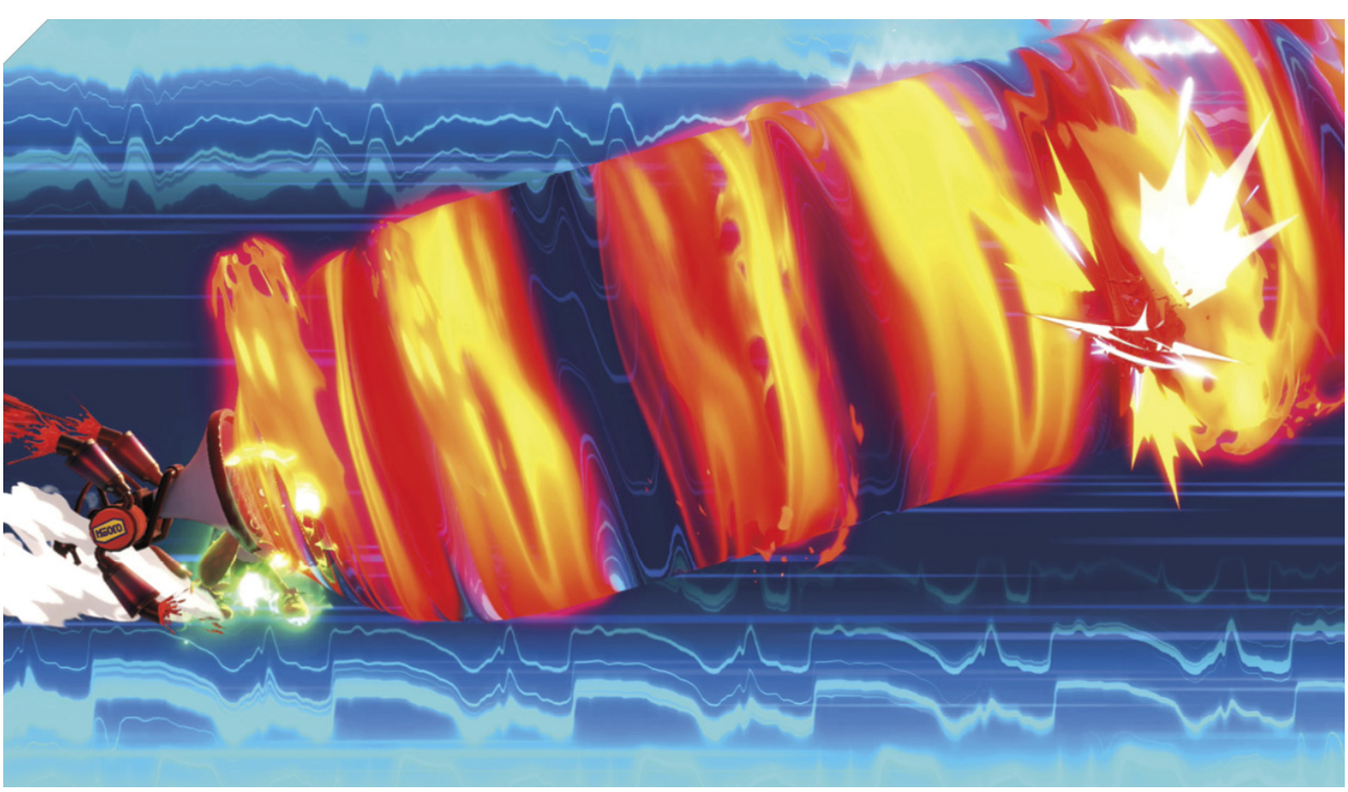
Inkling's Splat Bomb is basically an ink grenade for which you can alter the travel arc like Snake's Hand Grenades. Tap the down special input as briefly as possible for a quick upward-arcing toss, resulting in a bomb that falls directly in front of Inkling before exploding.

For a faster, longer, and stronger Splat Bomb, charge the input. It doesn't take long to produce a toss like a smash throw, flying straightaway and detonating on contact with fighter-shaped obstacles in the way.

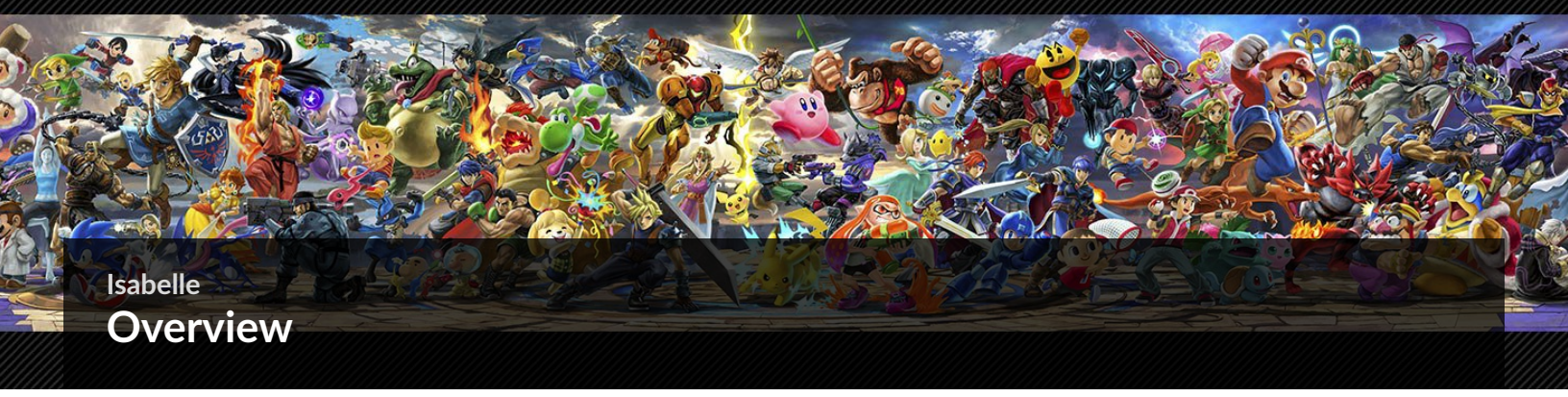
Work Splat Bombs into edge-guarding scenarios and recovery plays. When edge-guarding, tossing a bomb ahead of someone floating back to the stage can mess with their approach. Before using the recovery sequence of Splat Roller into triple jump into Super Jump, tossing a Splat Bomb can provide a moving midair shield while letting you alter your angle of approach.

Without enough ink left for a Splat Bomb, Inkling is just confused if you input down special. With no ink left at all, down special duplicates Inkling's unique Shield+Special refilling pose.

FINAL SMASH: KILLER WAIL



Wherever you activate Inkling's Final Smash, the kid deploys a Killer Wail special weapon. It emits a high-powered laser cutting through over a long distance straight ahead, but you can tilt it up or down using the control stick. While this is happening, Inkling can move around freely. Even if Inkling is KO'd while Killer Wail is active, you can direct its laser stream.



Isabelle

Overview

This civic-minded Shih Tzu assistant joins the *Super Smash Bros. Ultimate* action with a tool set similar to Villager's, but distinct in important ways. Isabelle brings along a similar slingshot, giving unparalleled air control in a small line to either side. She can also catch items and shots with Pocket like Villager. These two abilities together let her harass enemy zoners, thwarting their ranged game plans while implementing Isabelle's own.

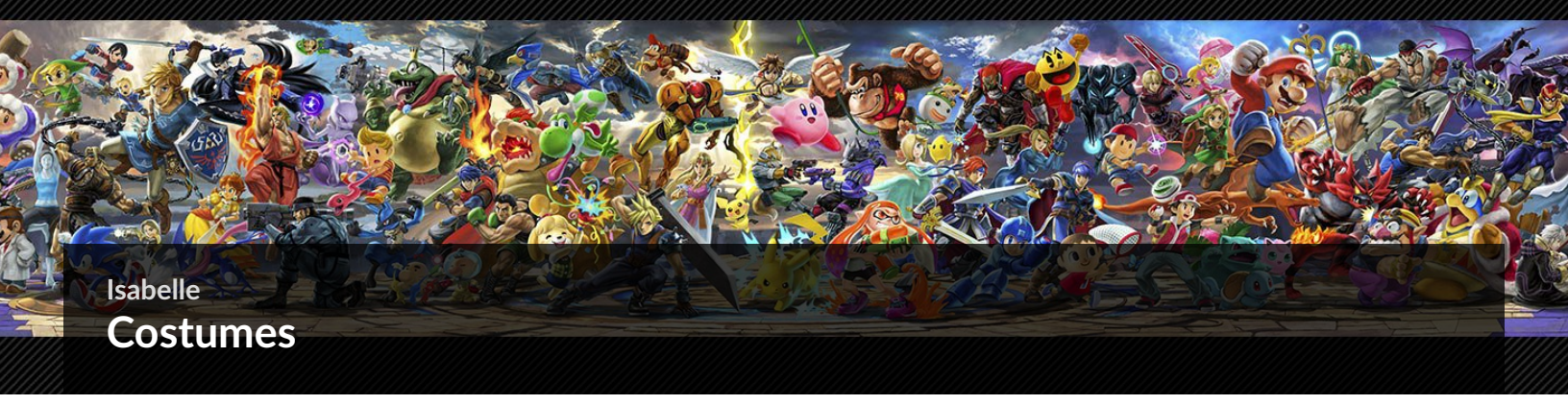
Isabelle's Fishing Rod and Lloid Trap are where she's most distinguished. Fishing Rod works as a combo hit-throw and tethering move, good for pulling in enemies from surprisingly far away, and for snagging the edges of stages before falling. Combined with Lloid Traps, like vertical fireworks designed to go off when an enemy triggers them, Isabelle has the moves to institute her own zoning, ranged attack. With slingshot rounds, the ability to catch anything thrown at her, a friendly rocket trap that works like a land mine, and a unique Fishing Rod grapple, she can lay claim to her own patch of the stage and dare adversaries to push her off.

Some of Isabelle's normal moves resemble Villager's, but with her own twists. Her side tilt parasol is slightly better, with a bigger hitbox, while her up smash is a linear, limited traffic sign. She's not beholden to the random number generator for her up/down air turnip strikes, which deal a static amount of damage and knockback. And, while her Balloon Trip recovery special might be the same in function, check out her unique balloon and swing contraption.

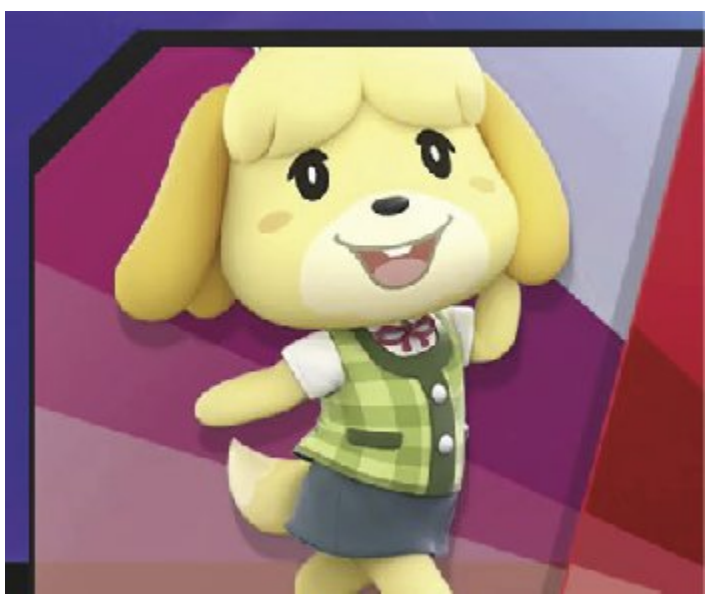
ISABELLE VITALS

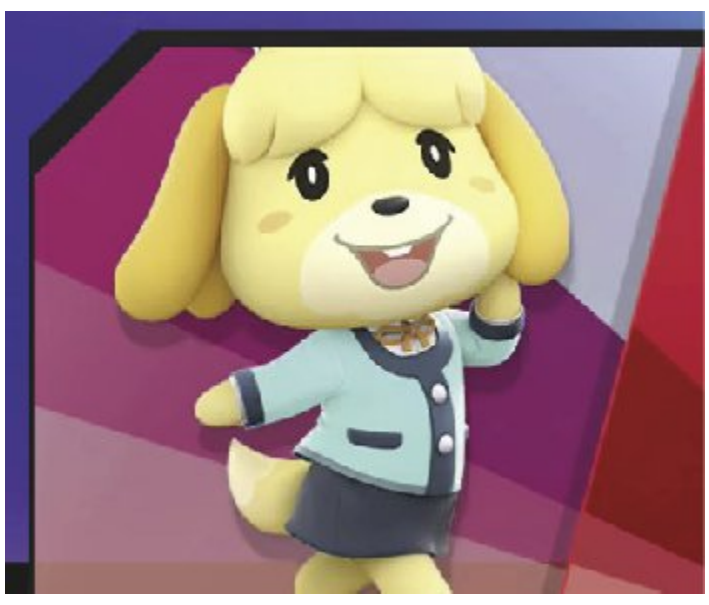
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	Yes
Wall jump:	No
Wall cling:	No

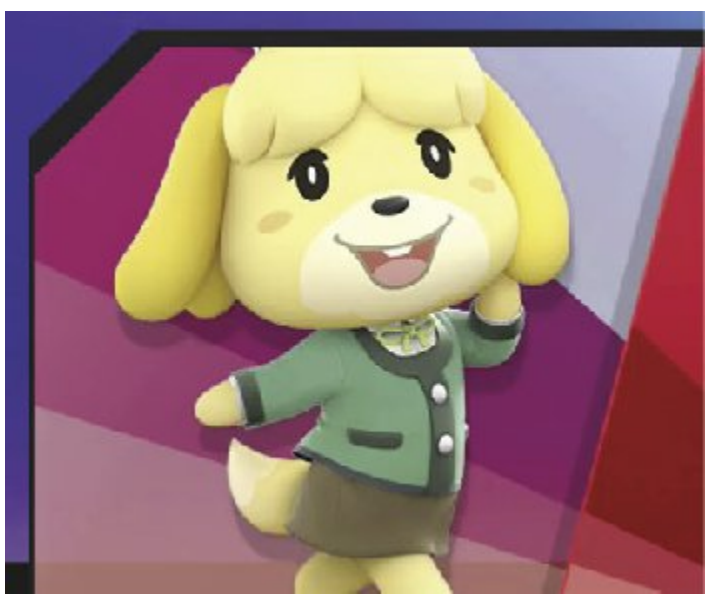
MOVEMENT RANKS	
Ground speed:	D- (67)
Air speed:	C (48)
Falling speed:	D (67-69)
Weight:	D (55-57)

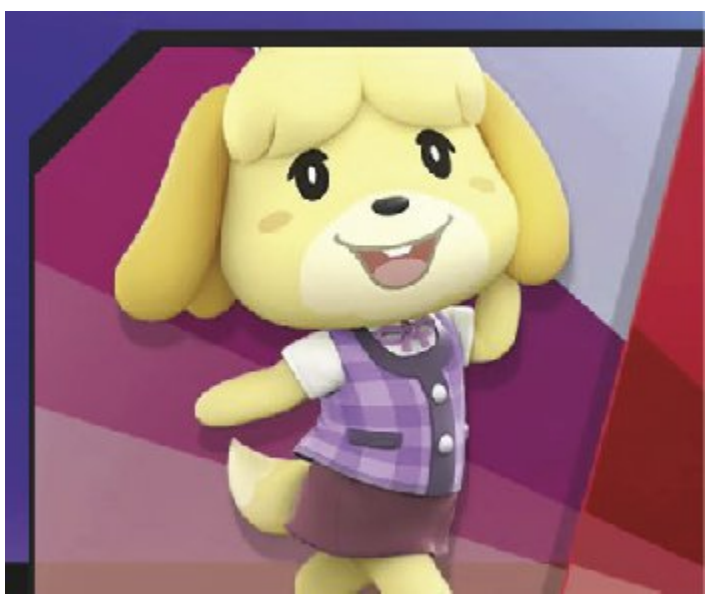


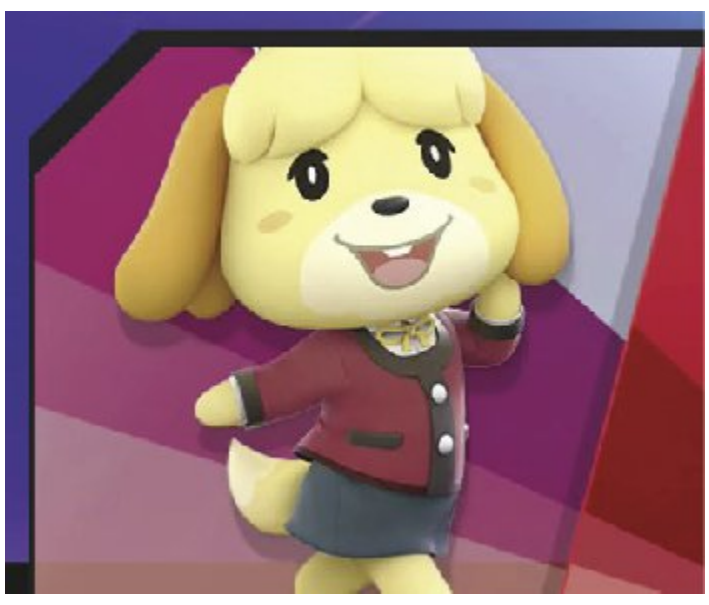
Isabelle
Costumes

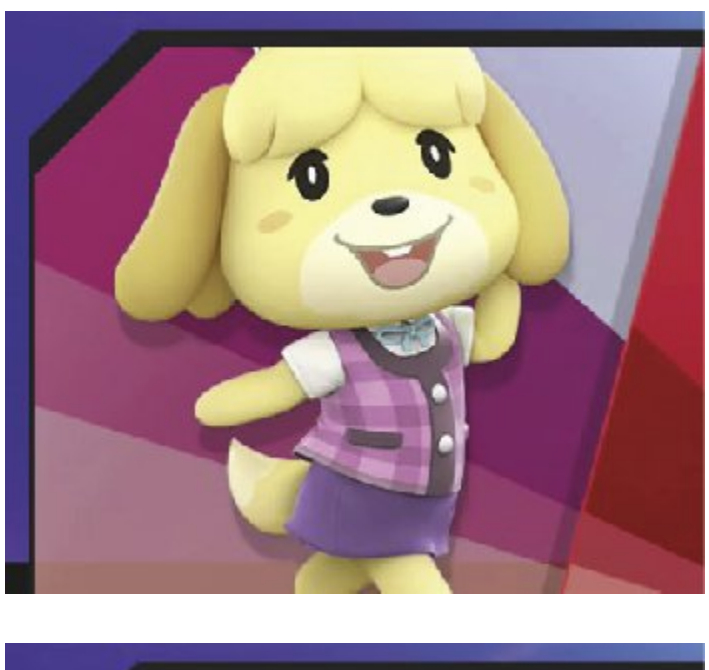


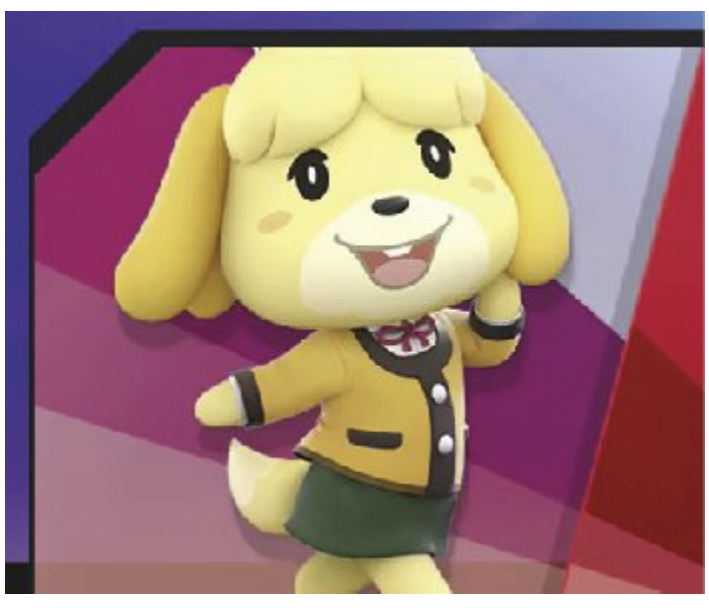


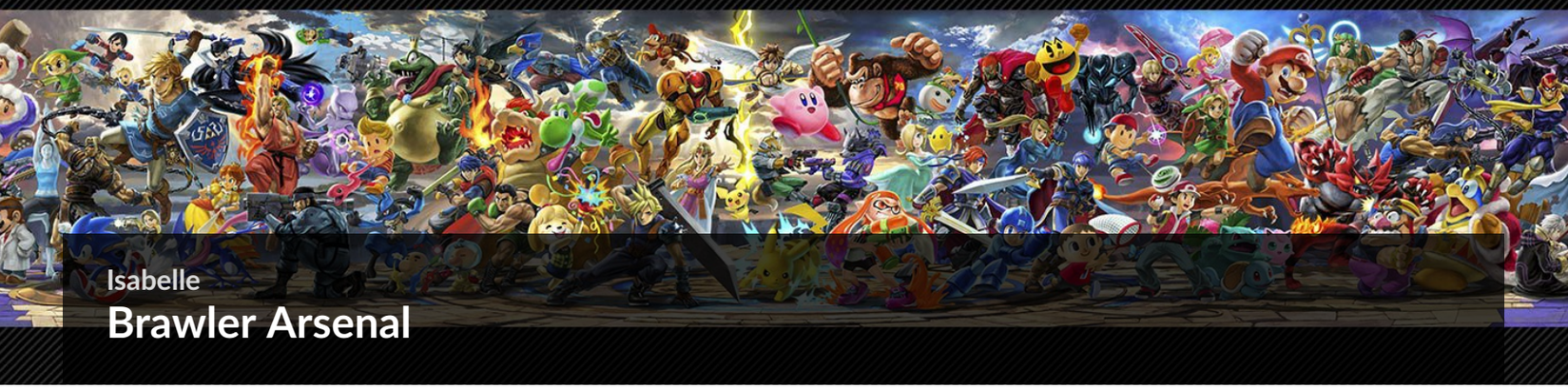












Isabelle
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2	Hold for continuous attacks.

The mayor's hardworking assistant swings quickly with a colorful mallet, hitting directly in front. It might look like this move swings over Isabelle's head, but the hitbox only strikes in a line ahead of her. Holding Attack or tapping it repeatedly makes Isabelle swing over and over. This works a bit like Pikachu and Pichu's neutral attack combos, which involve repeated headbutts. You might squeeze in four or five mallet swings in a close-range combo before the defender is pushed away, but three is more reliable. Depending on their position and size and damage, opponents can often slip out after three hits.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	10	Pops foe into potential juggle position.

Isabelle is somewhat clumsy, exemplified by her dash attack. While running, she trips and drops a breakable vase. Oh no! Until it smashes into the ground, the vase has a small circular hitbox. She can usually juggle right afterward, depending on how far away the opponent is launched.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack (faceup)	7	Intangible.
Wake-up attack (facedown)	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	9	—
Up tilt	8	Pops foes into potential juggle position.
Down tilt	13	Less damage farther from Isabelle. Pops foes into potential juggle position.

SIDE TILT

Isabelle swings a cute plaid parasol. This hits in front of her with good range and height, with the parasol on its side against anything in front. The opened umbrella is the main hitbox, but the handle hits as well if it's used closer up. This is a good poke from several steps away, and can often combo right after popping an enemy up with down tilt or a dash attack. Solid parasol hits knock the recipient away a good distance, scoring Isabelle breathing room.

UP TILT

Isabelle sweeps upward, literally, with a broom. She swings the cleaning implement from up-back to up-forward, hitting fairly fast to the back but pretty slow if you're expecting this to hit someone standing on the ground in front. It's intended mainly as a tool for swinging at jumping or helpless tumbling challengers. On hit, the victim is knocked upward, where you can try for more hits. They also get all the dust swept off them!

Since up smash hits only in front of her in a vertical line, up tilt has more significance than usual for Isabelle. Often, up tilts and up smashes are almost weaker/stronger counterparts of the same basic upward-arcing attack, but not here.

DOWN TILT

Isabelle notices an unsightly weed and crouches to pluck it up by the root. As she rises with the agricultural intruder, anyone in the way is launched upward. This does the most damage up close to Isabelle, right where she's weeding, but the hitbox extends a surprising distance in front with the vigor of Isabelle's effort.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	17-23.8	—
Up smash	2, 12-2.8, 16.8	Pops foe into potential juggle position.
Down smash	10 front, 8 back-14 front, 11.2 back	—

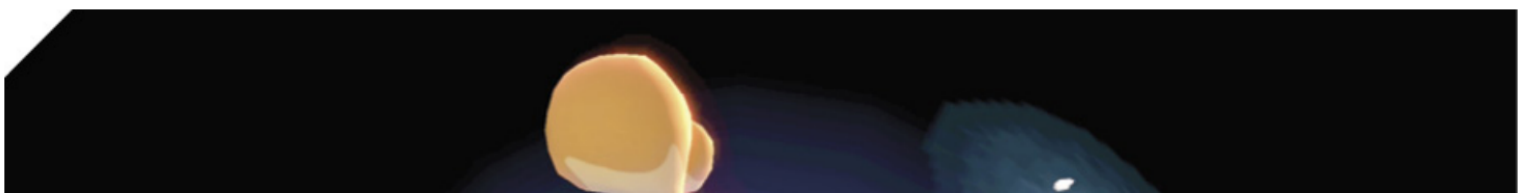
SIDE SMASH

With a combination confetti-and-firework-party-favor, Isabelle sets off a close-range blast. This attack has terrific knockback and good KO potential at higher percentages. It lacks a bit in speed and range, outdone on both by side tilt.

UP SMASH

With an air of authority, Isabelle blasts on a whistle as a stop sign springs from the ground at her feet. There's a weak launching hit at ground level, followed by a stronger hit as the sign pops up to full height. This is a strong attack in front, good for nailing prone foes who haven't gotten up yet and tumbling enemies you're sure will drift in front of Isabelle. But it lacks the wide horizontal coverage of many up smash attacks, since the only hitbox is along the sign in front.

DOWN SMASH



Isabelle spins while emptying out a bucket of water, sloshing away challengers nearby. This hits pretty quickly in front, as fast as side tilt's umbrella, before Isabelle empties out the second half of the water behind her. The back hit isn't painfully slow, and can knock away enemies approaching from behind. Since up smash doesn't cover both sides, down smash is your go-to when you need a clear-out option.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	9	Forward throw.
Back throw	11	Backward throw, short toss.
Up throw	10	Launches foe into potential juggle position.
Down throw	6	Bounces foe into potential juggle position.

GRABS

Swinging a big butterfly net over her head, Isabelle looks to wrap up defenders before a helping of grab attacks transitioning into a throw. Using a net gives her long reach on the grab attempt, but it's very slow to compensate. It takes almost three times as long as the fastest grabs to reach opponents. The time required is the same as an uncharged side smash, so keep that in mind. Practice canceling a dash with a grab attempt for the max possible reach against ground enemies. Keeping Lloid Traps set up and harassing foes with lots of short-hopping slingshots paves the way for this slow grab to succeed.

Upon netting someone, front throw is the best options for raw knockback. Interestingly, back throw barely hurls the enemy at all, keeping them close to Isabelle's back. Almost all other back throws are actually the farthest options, so use this to your advantage by immediately going for a mix-up where foes don't expect it. Up throw hurls them straight up, perhaps triggering a Lloid Trap combo if he was set up beforehand (like if you set up a trap and camp on top of it, daring people to attack you). Down throw bounces them off the ground directly in front, in position for you to threaten with a dash attack or short-hopping slingshot.

AERIAL ATTACKS

AERIALS

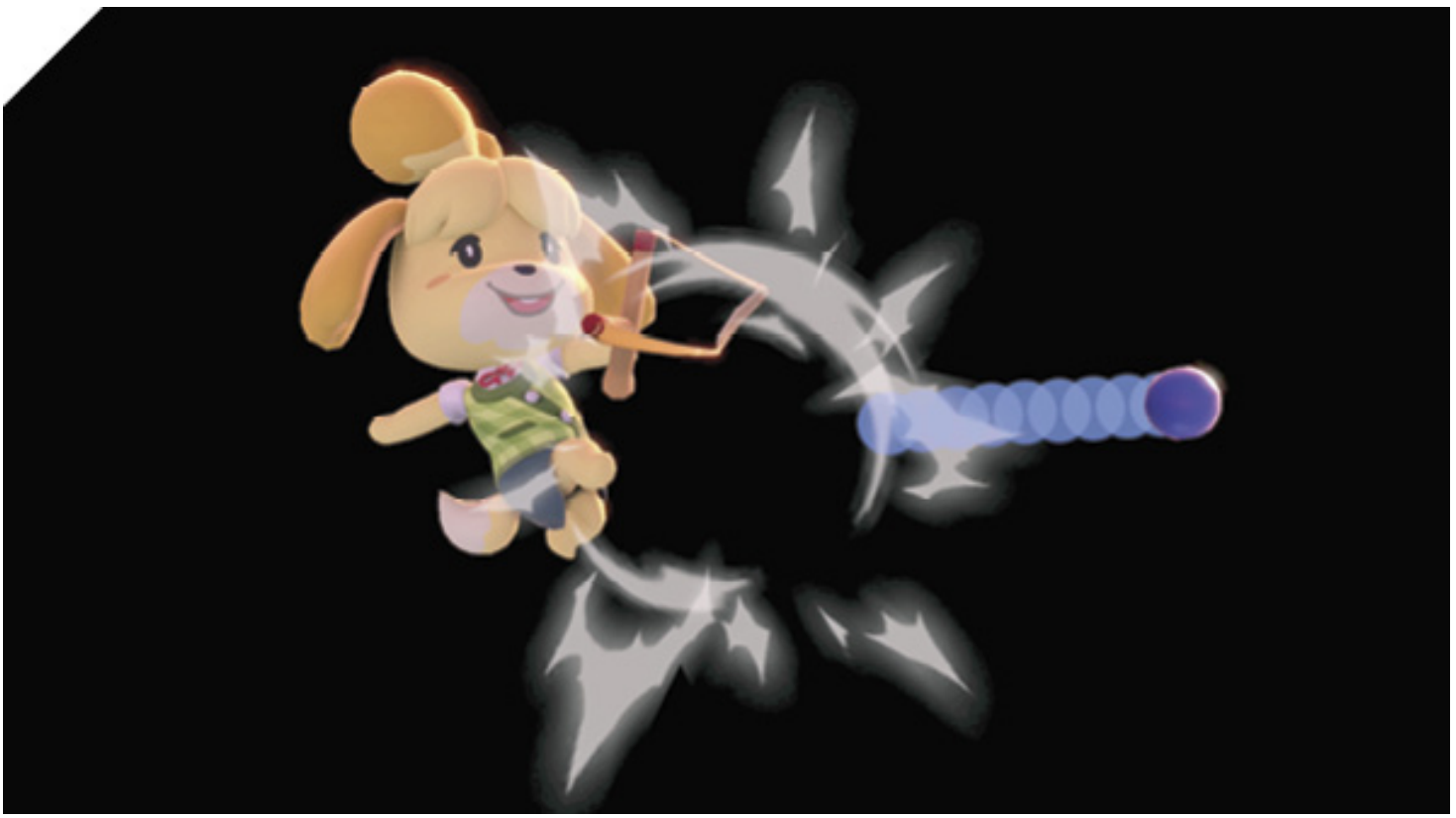
MOVE	DAMAGE	NOTE
Neutral air attack	10	Max damage early in move.
Forward air attack	7	Damage decreases with distance traveled.
Back air attack	9	Damage decreases with distance traveled.
Up air attack	10	Max damage early in move.
Down air attack	10	Max damage early in move.

NEUTRAL AIR ATTACK

A demonstration of civic spirit is in order, and Isabelle sets about it by spinning in the air with pom-poms. Coverage is decent on this attack, with hitboxes surrounding both arms as she twirls in circles with the pom-poms out to both sides.

This is her fastest air attack to start up, and the hitboxes persist for a surprisingly long time, a third of a second, as she spins. This makes neutral air attack great for using above enemies before fast-falling down into them, and during short hops. Short-hop with neutral air attack, then fast-fall as soon as possible, and you'll have a small jump with a spinning attack that covers almost the entire airborne period on the way up and down. Neutral air attack doesn't start knocking grounded foes a long distance away until high percentages, so it can also be used to start reliable jump-in combos at low and middle percentages. If you land facing them after fast-falling with neutral air attack, pop them up with down tilt. If you land facing away (and close enough), launch them with back-hitting up tilt.

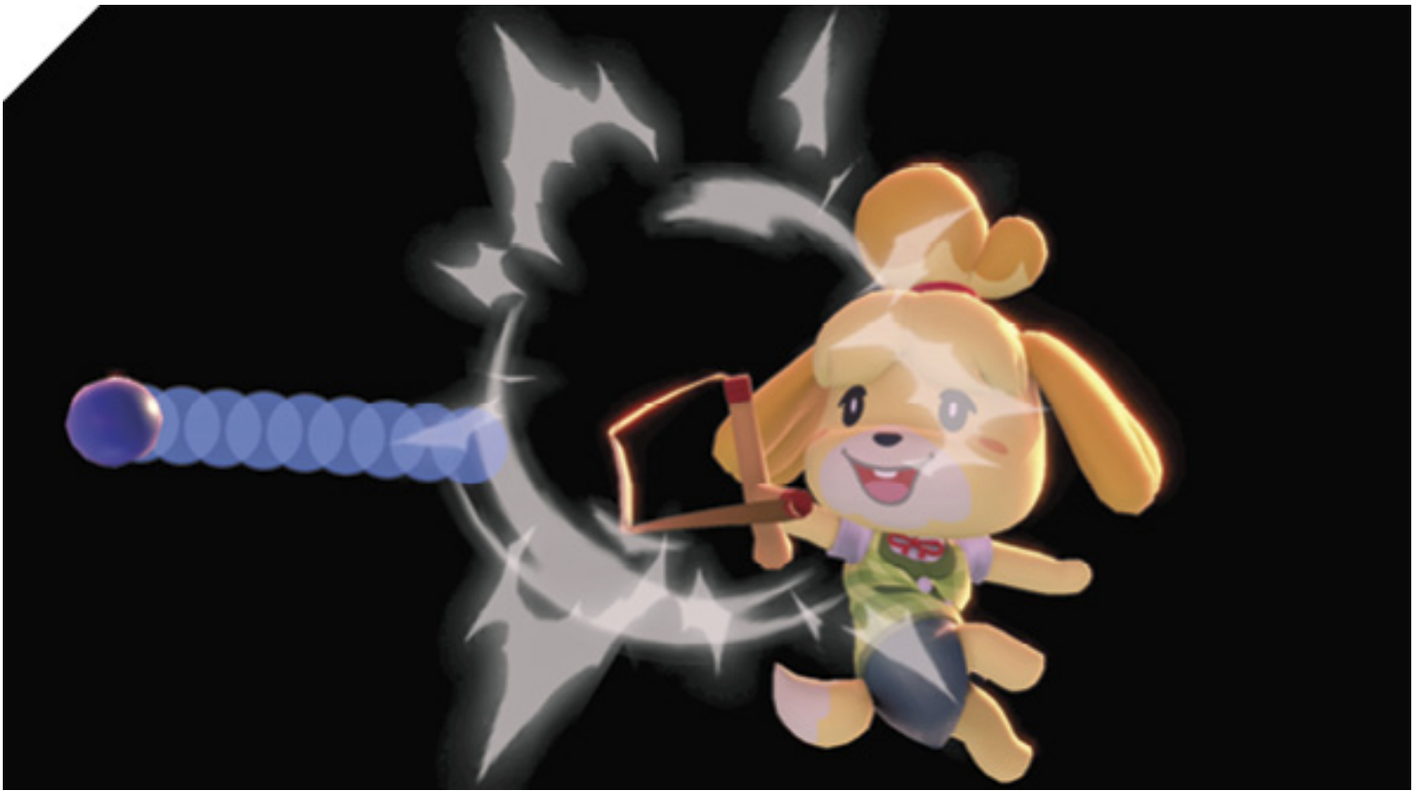
FORWARD AIR ATTACK



Like Villager, Isabelle's front and back air attacks are tiny projectiles launched from a slingshot. The slugs travel fast with incredible distance for air pokes, dealing decent damage right up close but quickly dwindling to low damage along the travel path. With the shot's path, you always want to release these lateral to desired targets. They're great at any range along the path, allowing Isabelle to harass and zone, and covering her during forward jumping movement.

The only risk is missing just over or under someone with the small shot, and getting beat by speedier air attacks (and up tilts) too close. Despite their reach and travel speed, shots require decent aim. High-jumping shots can easily miss erratic enemies air-to-air, and when short-hopping low to the ground with shots, savvy defenders will crouch (or even crouch-walk forward) under even the lowest shots. (Near stage edges, get around this by firing at toe level when falling past the stage!) Firing rapid shots also sounds like a good idea, and it is, but is easier said than done under control. Short-hopping forward with forward air quickly puts you so close to enemies that slingshot attacks aren't prudent. Manually short-hopping in place, inputting forward air attack, then dragging the jump to fall backward (or fast-falling) to cut forward movement, repeat, is hard to do well.

BACK AIR ATTACK



Isabelle's backward-facing slingshot attack. Back air is slower to shoot than forward air attack, but dishes out a little more damage. Err toward forward air when moving at enemies for the speed edge, and back air when zoning/running away from foes, when you have no intention of moving forward. Shot damage diminishes with distance traveled.

Like with forward air, using back air rapidly to wall off enemies and control space is a strong and fun approach, but surprisingly complex in execution. Either use an automatic short hop back attack (control stick to Isabelle's back plus Attack+Jump), then drag Isabelle to her front side, repeat; or manually short-hop, tap back+Attack as briefly as possible (for a back air without too much backward stick influence), then drag Isabelle to her front on the way down.

UP AIR ATTACK

Isabelle swings straight up very quickly with a small harvest of turnips, which she holds out for almost half a second. This does the most damage on the initial thrust, but stays active as a weaker hit for a long time for an air move. This hits only slightly slower than neutral air attack, and stays out even longer. Unfortunately, the hitbox doesn't hit low enough on Isabelle's body to make the attack useful as a long-lasting jump-in, like with neutral air attack. But it does make it a great all-purpose move when juggling or jousting with airborne targets above. Unlike with Villager, there's no random element to the number of turnips produced.

DOWN AIR ATTACK

The downward-aiming counterpart to up air attack. Isabelle swings turnips straight down. This is much slower to hit than up air, and is in fact Isabelle's slowest air move. Use it for spiking foes offstage and bouncing them midscreen at medium-damage percentages and higher. Although it's slow to hit and has a small hitbox, down air stays out for a surprising amount of time, a bit shorter-lasting than up air. This means it's a little easier to time against foes below than many down airs that only hit for a tiny fraction of a second.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	Varies	Pockets projectiles.
Side special	~16 front, ~11 back, ~14 up, ~12 down	Hit throw. Second input reels in hook. Hold control stick to choose throw direction.
Up special	0	Movement special. More balloons give more loft. Balloons can be popped.
Down special	1.6x2, 0.9x3, 12	Launches on second input or when foe touches planted Lloid.

NEUTRAL SPECIAL: POCKET

Isabelle reaches out, grabs any nearby projectile or item, and quickly stores it. Pocket works against projectiles and items whether they're in motion or resting on the ground. An icon above Isabelle's portrait indicates when she has something stored.

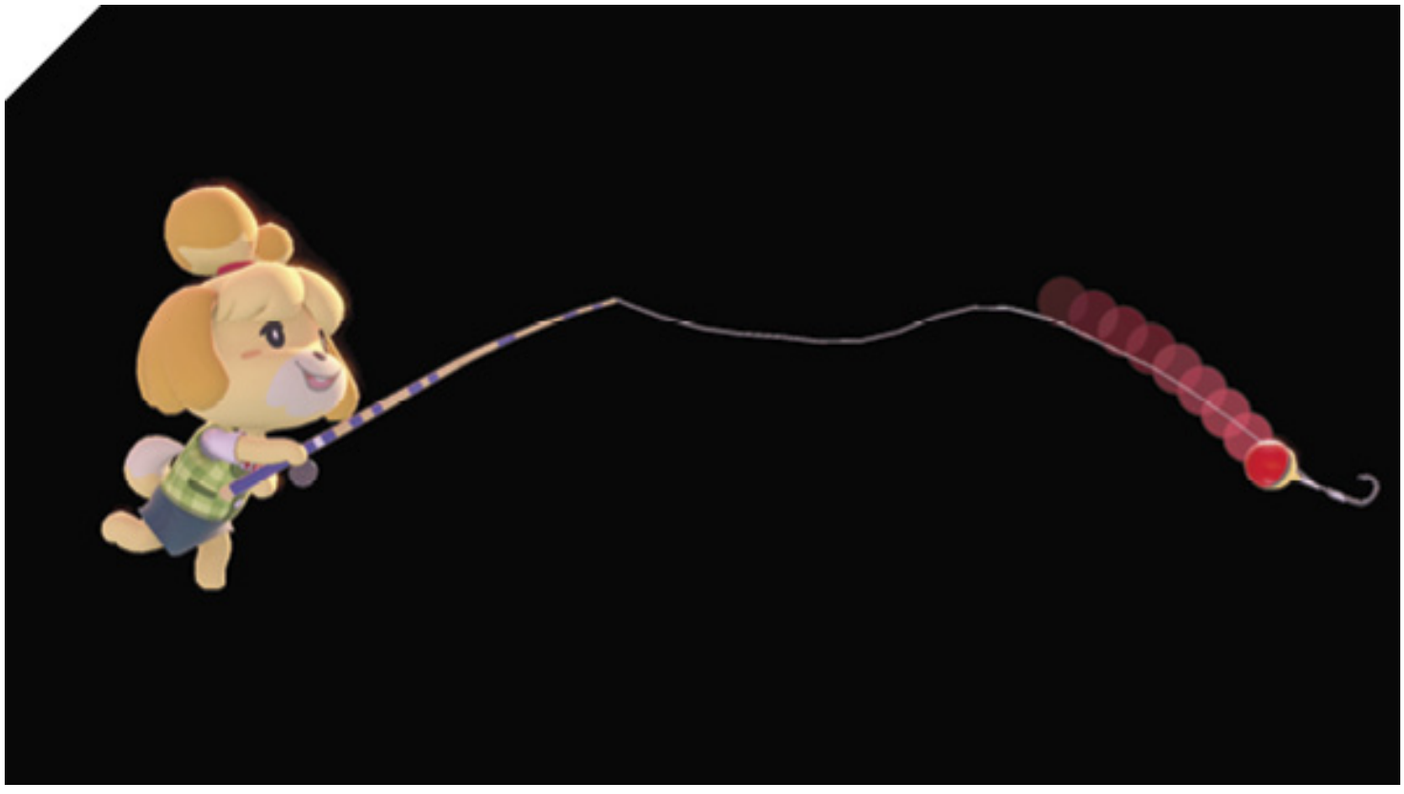
When something is Pocketed, the results upon inputting neutral special again depend on the object in question. For items that can be held and swung/thrown, Isabelle pulls the item out and holds it in her hands. For projectile items that exist only as shots and not as objects that a fighter can grab and heft, Isabelle ejects the projectile as if it were hers all along.

Like Villager's version, Pocket is a unique special move that serves both offensive and defensive functions. Against ranged attackers focused on zoning, Pocket can throw a big wrench in their plans since it's easy to catch their weapons of choice. This removes the incoming threat to Isabelle while giving her an instant extra tool to work with. Of course, if they're going to stick to their long-range tactics, you'll need to keep tossing their tools back, freeing Isabelle's hands (and Pocket!) for more catches.

In some cases, Pocketing an enemy's item might deprive them of one of their special moves, which is naturally a huge hindrance to their plans. An example is against Link, who can only have one Remote Bomb active at a time. Pocket his Remote Bomb when he tosses it, and instead of treating it like a single-use item for Isabelle, ignore it. Link can't use Remote Bomb again until Isabelle is KO'd or she finally relents and pulls out the bomb!

SIDE SPECIAL: FISHING ROD

Casting a line with a reach that's a bit less than that of a front/back air slingshot round, Isabelle takes a relaxing fishing break, Super Smash Bros.-style. After casting, she leaves the line out for about five seconds before automatically reeling it in. Moving the control stick around makes Isabelle move the pole around (but this doesn't have much purpose unless you're standing at a platform edge and can lower the hanging hook somewhat). Pushing any Attack button input or side/neutral special reels the line in early (up/down special doesn't work).



The hook at the end of the line is a hit-throw, reeling enemies in if it hits them. With no further input, Isabelle throws them forward. Hold the control stick during the reel-in period to choose a different throw direction. Fishing Rod throws deal a lot more damage than grab throws, and fulfill the same general roles. Front/back Fishing Rod throws have the most raw knockback. Hold up to hurl them straight up, or hold down to bounce them off the ground, with either of those giving you a chance to combo after.

There's nothing else quite like this attack, which is like a tether-throw hit and a sort of shield that can be active for a huge amount of time. Since it can be used in midair and left out for full airborne periods all the way to the ground, it gives Isabelle the means to ward away people in front. For example, double-jump as high as possible, using Fishing Rod at the apex in the direction of onrushing enemies, then leave it out the entire time Isabelle drifts back to earth. As Isabelle lands and the hook drifts level with her (it doesn't fall quite as fast as Isabelle), tap Attack or Special to pull the hook in. This basically gives Isabelle a midair grab attempt that reaches from her full jump altitude to the ground, with an active period lasting about a full second.

Offstage, attempting to thwart recovery, Fishing Rod is devious and hard to deal with. Leap out toward enemies offstage and cast the line into airspace they have to traverse. Don't leave the line out too long, since you have to recover too! If the hook hits the enemy in midair, immediately hold the stick down to thwart their recovery attempt; if there are no bites, retract manually before falling too far. Either way, use Balloon Trip to return to firm ground. Any shenanigans with Fishing Rod are amplified by setting down Lloid Traps first. For example, standing on your own Lloid Trap, hit a nearby foe with Fishing Rod and hurl them straight up. As Isabelle pulls them in and launches them upward, they'll probably trigger the Lloid Trap, which will launch and fly up with them, juggling off the Fishing Rod throw!

And Fishing Rod has uses beyond attacking. It can reel in items, and it works for tether-style ledge recovery! When in midair facing a ledge and within range, side special casts the line to catch the handhold. From here, a dangling Isabelle can reel herself into the ledge, grabbing it, or release, falling down. Beware, if releasing, that using Fishing Rod to catch a ledge does not count as having actually touched that ledge, so Isabelle doesn't restock a double jump if you release after using Fishing Rod as a grappling hook. If you dangle, reel Isabelle in with an Attack/Special input, then release—that's a legit ledge grasp, and you can release and double-jump, and even Fishing Rod the same ledge again. You can use the same ledge as a grapple point for Fishing Rod up to three times in a row, but beware that the fourth time you try to reel in the ledge without feet touching earth, the hook and lure will finally break!

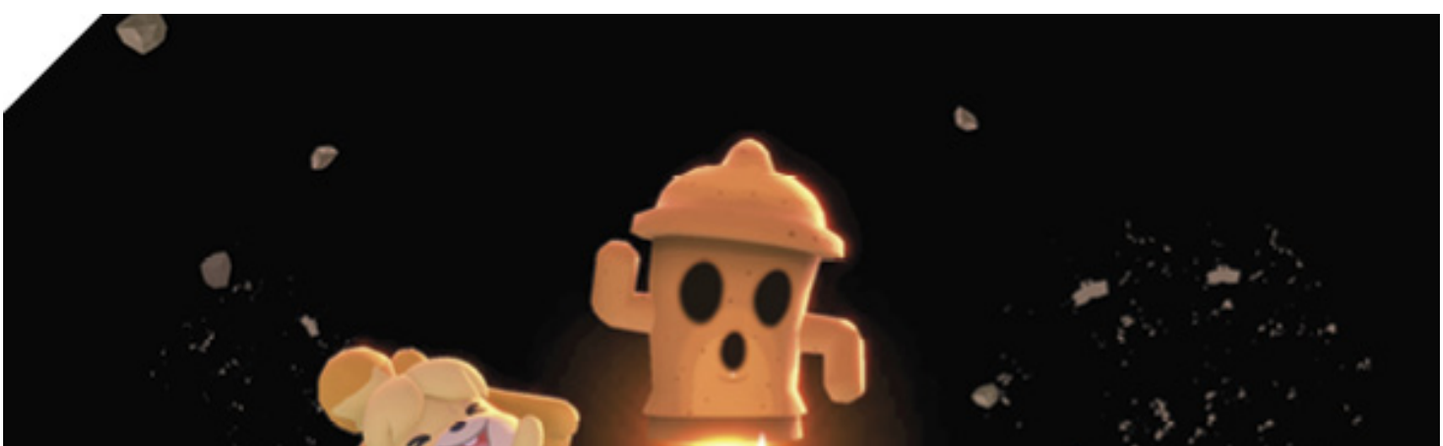
UP SPECIAL: BALLOON TRIP

This skill is strictly for movement and recovery, and has no attack portion. Isabelle sits on a swing buoyed in the air by one or two balloons. Two full balloons allow Isabelle to gracefully float through the air for a huge amount of time, giving almost unsurpassed mobility and recovery ability. Use the stick to direct her left/right travel, and tap or hold the Special button for Isabelle to take little swings for momentum, traveling upward quicker. When the balloons' loft is exhausted, they automatically release, leaving Isabelle to fall to the ground, helpless except for being able to steer and fast-fall. To cut the balloons early, tap Attack.

If this move is used repeatedly, or if enemies shoot the balloons out from above Isabelle's perch, her movement ability will be greatly reduced. Let Balloon Trip refill spare balloons by holding off on using the move until you need it; the balloons restock and refill over time.

Sometimes you have no choice but to repeatedly use Balloon Trip, cutting up special's movement capacity on every reuse. The most obvious example is when dancing with an enemy in the airspace off to the side of a stage, or even directly beneath it. For example, below the stage, dangerously close to losing a stock by falling, you activate Balloon Trip in an attempt to recover, but the enemy hits Isabelle (or aims for the balloons, imprecisely, and hits Isabelle in the process). Out of the helpless tumble you can use Balloon Trip again, but with reduced floating capacity. In this case, who cares? You have no choice.

DOWN SPECIAL: LLOID TRAP

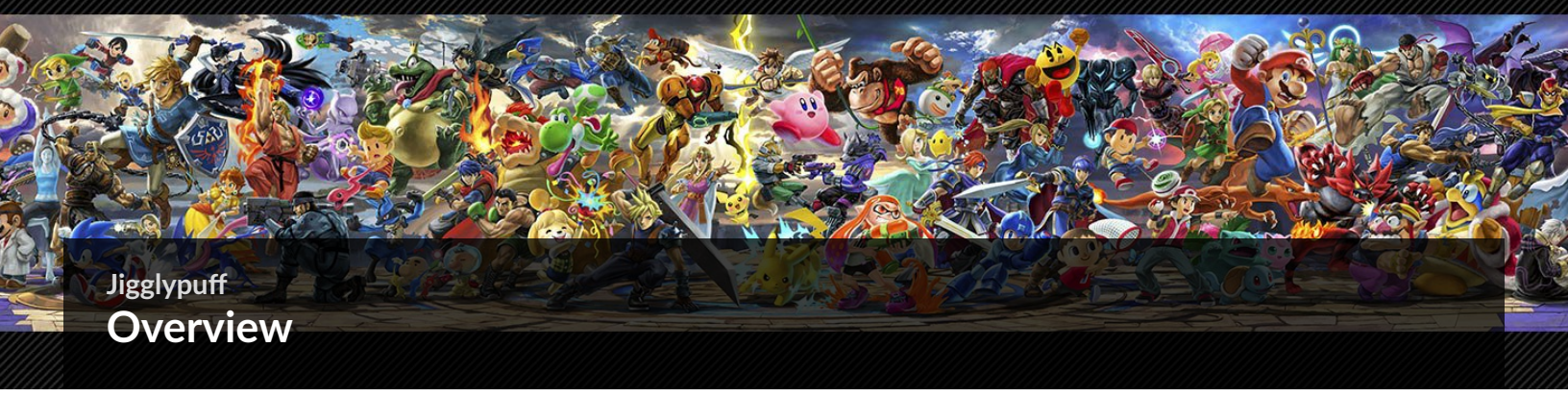


Isabelle plants her friend Lloid the gyroid, who looks like a cross between an acorn and a fire hydrant. Lloid bides his time underground, sticking around for up to 10 seconds before disappearing. During that time, if any enemy steps on him, he automatically launches vertically, dragging them upward for several hits before a powerful finishing explosion high off the ground. In addition to Lloid going off automatically if triggered by an adversary, Isabelle can manually launch him with another down special input.

Lloid Trap combines with front/back air slingshots and Fishing Rod to form the foundation of Isabelle's harassing zoning game plan. Lloid Trap can be used to lay claim to a particular bit of land, since anyone encroaching on Isabelle's territory will inevitably have a rocket launch to deal with. Having Lloid Trap set up potentially increases greatly the power of her grabs and Fishing Rod specials, since throws can combo into Lloid Trap's launch. The trap is also great to set up at stage edges when edge-guarding. Finally, you can plant Lloid Traps and immediately launch them manually to attack high-fliers.

FINAL SMASH: DREAM TOWN HALL

Activate Isabelle's Final Smash to call upon Tom Nook for a grand new contracting project: the construction of a new town hall! Unfortunately for whoever is caught in the build, such rapid work falls a bit short of safety standards, causing heavy damage. The range on this Final Smash is short, so make sure you're right next to the target and facing them before unleashing the industriousness.



Jigglypuff

Overview

Jigglypuff is a straightforward fighter. That's not to say it's easy to play effectively, though. Jigglypuff's goal is a simple one: score hits with Rest, its down special, while overcoming Jigglypuff's extreme weaknesses. Jigglypuff isn't a middle-of-the-road or flexible fighter by any stretch of the imagination. It has weak range on its attacks, a slow dash speed, a short grab, a and remarkably low hop height. And if Jigglypuff is shield-broken, it gets launched off the screen, worsening its weaknesses even more.

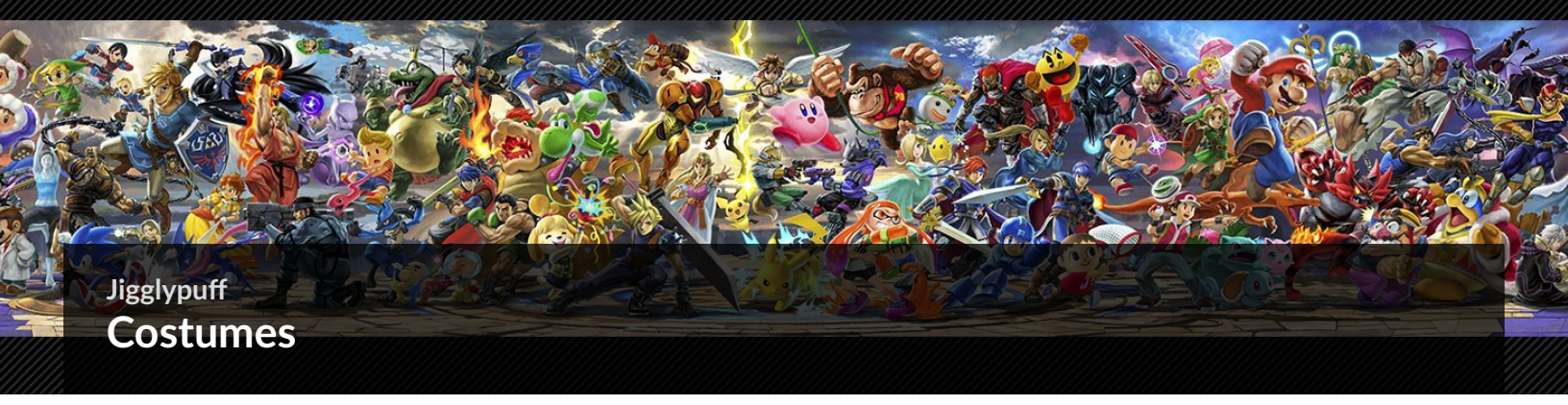
While Jigglypuff struggles in several aspects, its main strength—aside from its ability to KO at low percentages—is a solid aerial arsenal. Jigglypuff's limbs are relatively small, but its extended hitboxes stretch well beyond its vulnerable hurtboxes (you may hear hitboxes like these described as "disjointed") on most of its attacks, with its aerials being the most important.

Spacing your aerial attacks is vital to defending and attacking with Jigglypuff. Fortunately, it can midair-jump five times, allowing you to change your facing direction and alter jump trajectory. These qualities give Jigglypuff a solid edge-guarding game for harassing offstage foes, with neutral air attack extending a long active window and both front and back air attack covering decent horizontal range.

JIGGLYPUFF VITALS

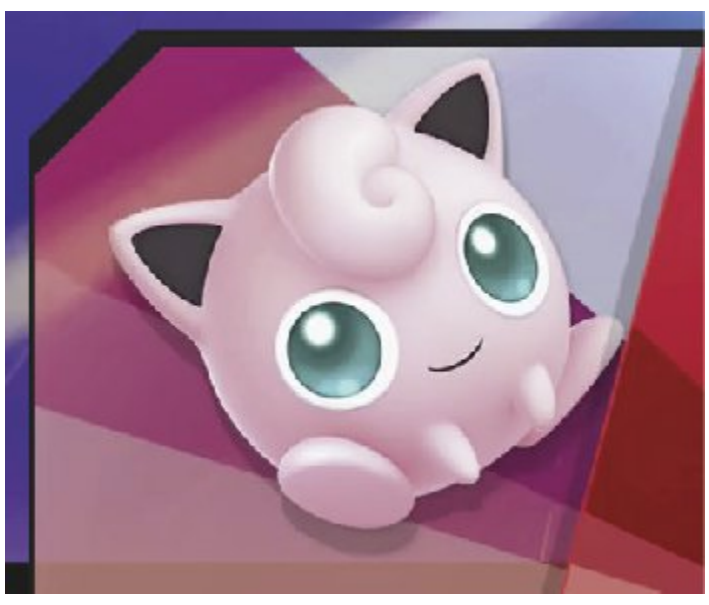
MOVEMENT OPTIONS	
Midair jumps:	5
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

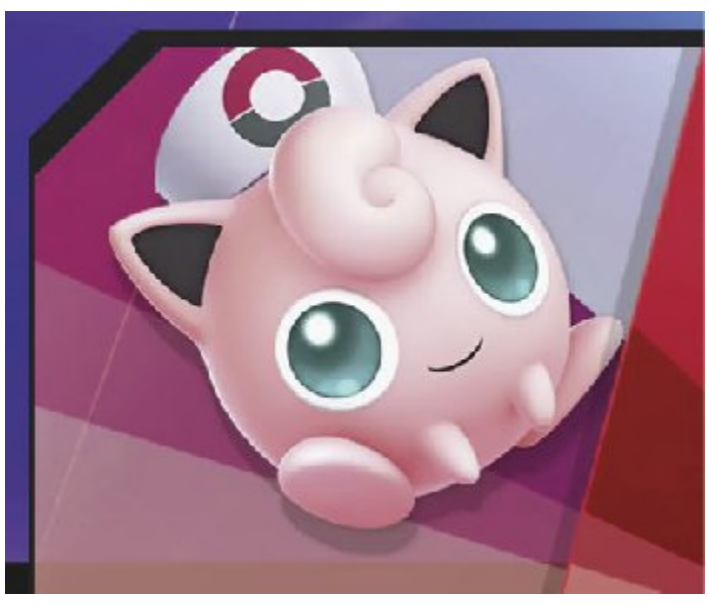
MOVEMENT RANKS	
Ground speed:	F- (74)
Air speed:	A (2)
Falling speed:	F- (76)
Weight:	F- (75)

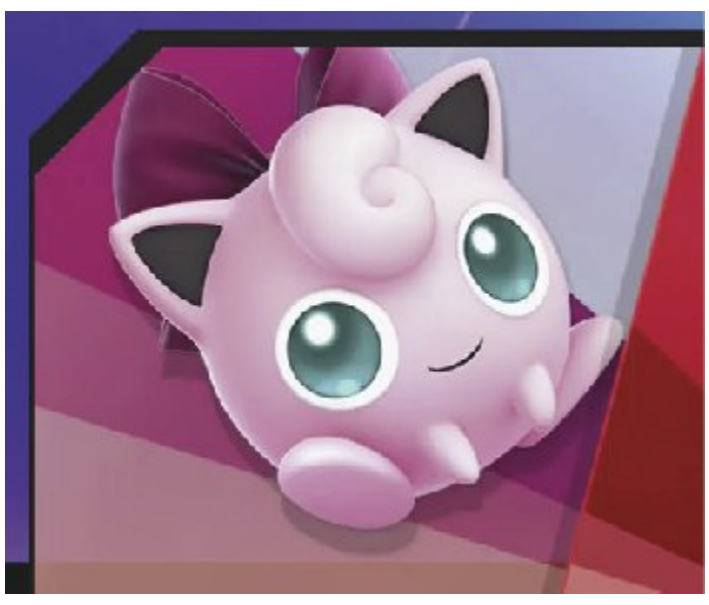


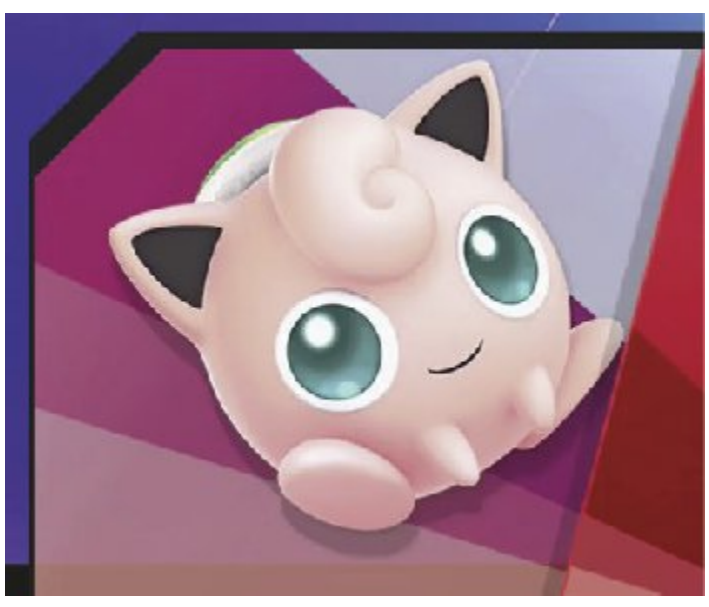
Jigglypuff

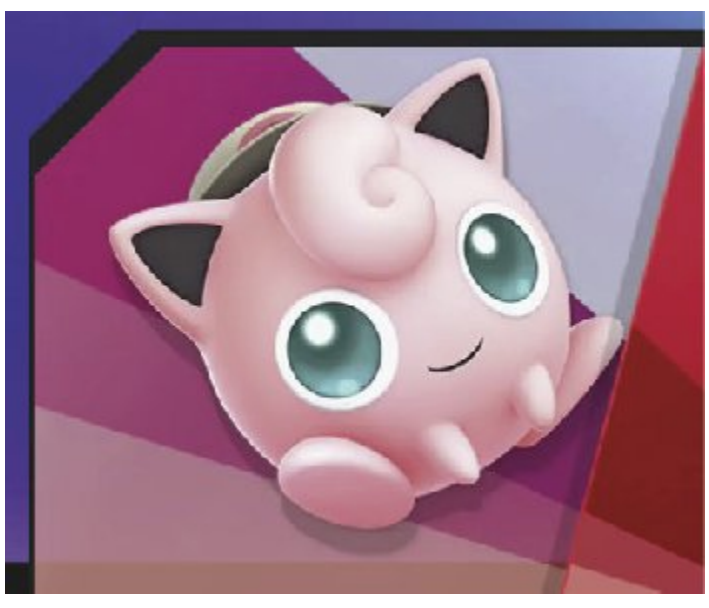
Costumes

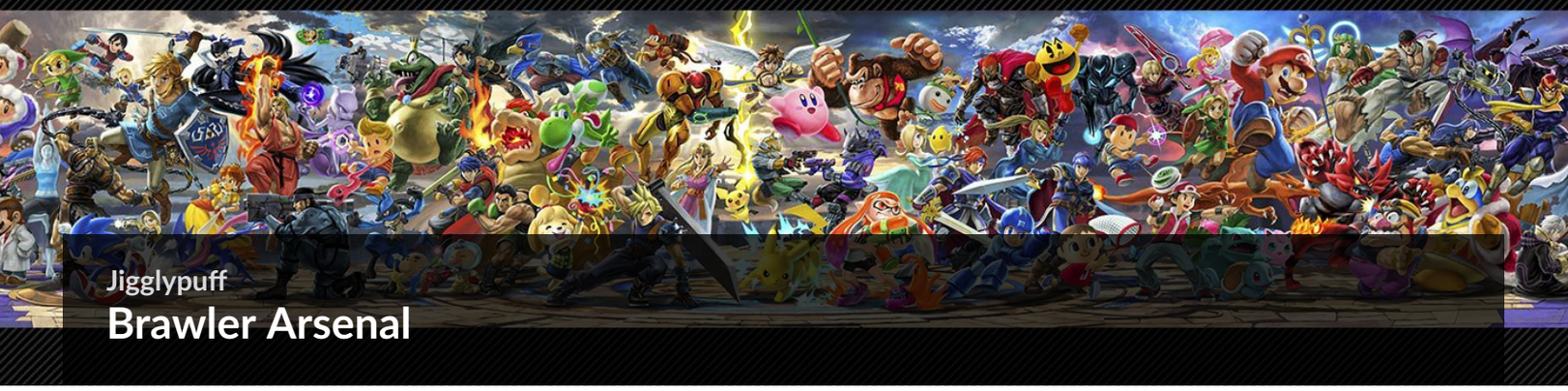










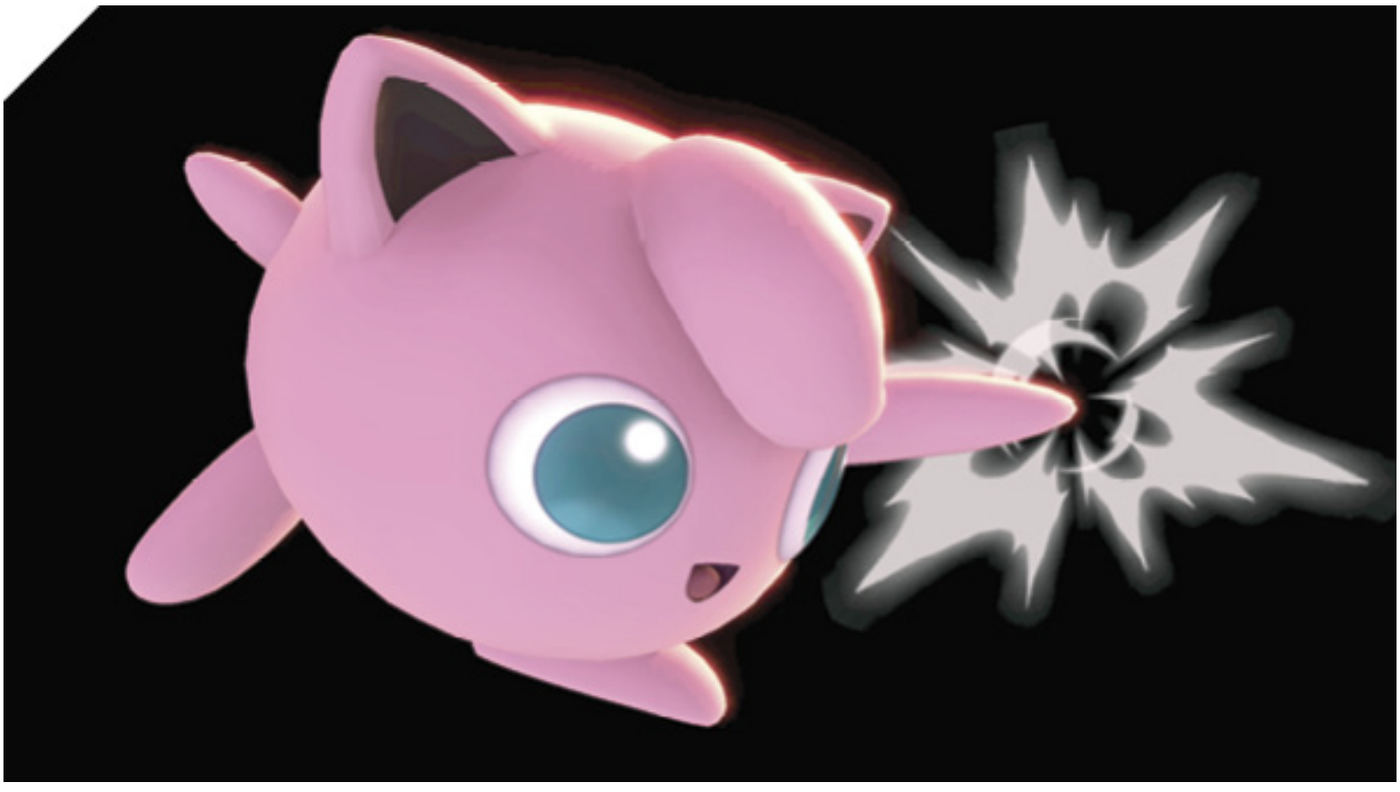


GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	3	—
Neutral attack 2	3	Knocks back, very low knockback power.

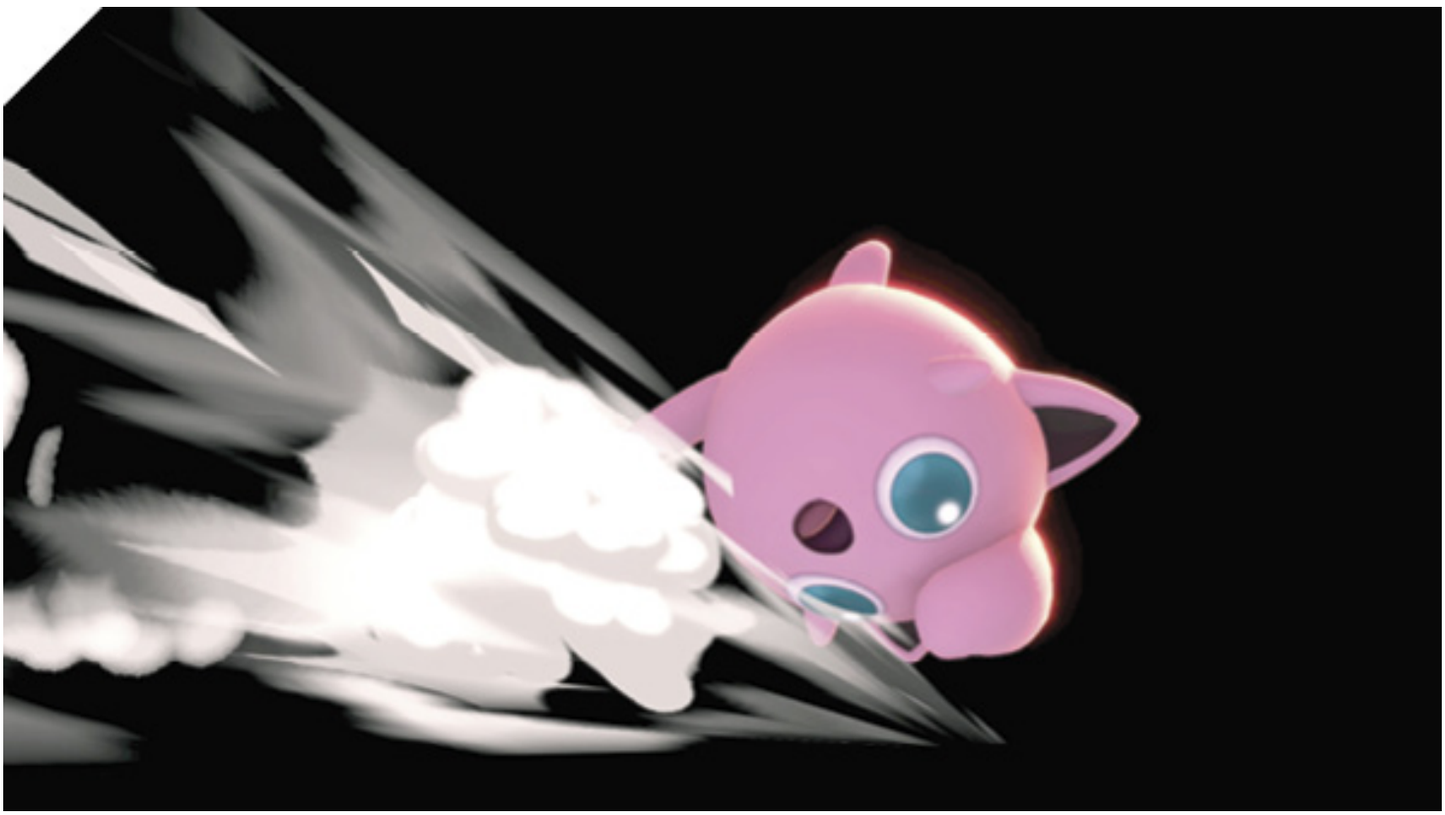


Jigglypuff pokes its little arms out for a one-two punch combo, knocking back enemies in range. Jigglypuff's jabs are unremarkable. They aren't particularly fast, and the second hit doesn't set up anything meaningful when it hits. The main selling point for Jigglypuff's neutral attack combo is that it's safe when shielded, so you can use it to beat out overaggressive enemies within range.

However, most fast shield grabs can grab Jigglypuff's shielded jabs before it can jump out, since Jigglypuff's jab reach is identical or lower than most grab ranges.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	12	Launches up and away. Early hit deals more damage with high launch power.



While dashing, Jigglypuff transfers its running momentum with a devastating headbutt that sends foes flying far away or slightly knocked back. The sweet-spot early timing of dash attack causes dramatically more launching power than hitting with its non-sweet-spot portion. Jigglypuff's dash attack also has a pronounced "lingering" effect. That is, it has a modest active window, so with its dashing momentum, it has a better chance of ramming into aggressive foes. If you hit with the tail end of this attack, it causes much less knockback.

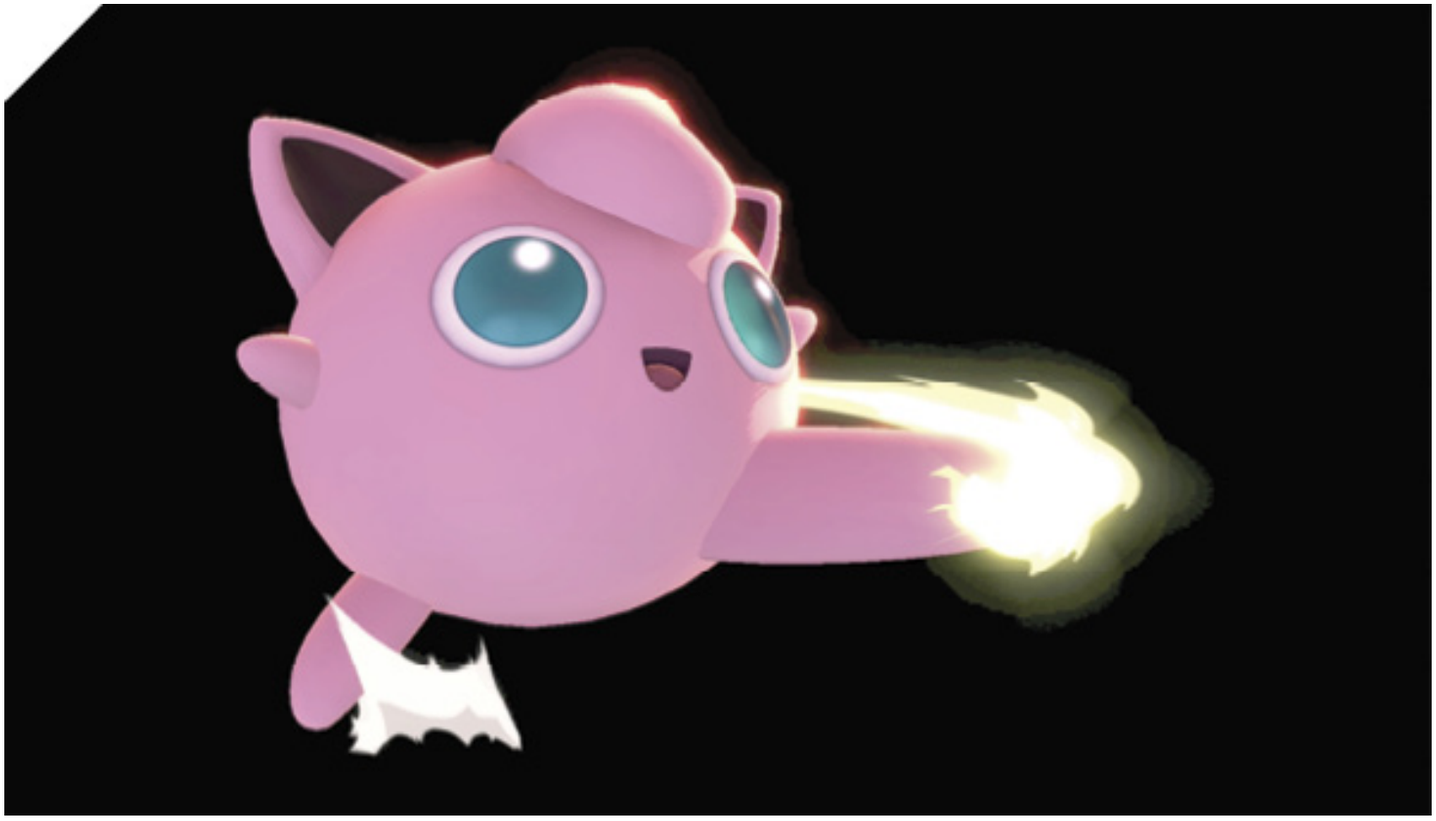
DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	8	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	10	Knocks back, low knockback. Can be angled up or down.
Up tilt	9	Launches directly above for potential follow-up. Early hit deals more damage.
Down tilt	10	Knocks away.

SIDE TILT



Jigglypuff performs a mighty roundhouse kick to the opponent's midsection, knocking them back. Side tilt can be angled upward or downward using the control stick. The up-angled roundhouse version targets the opponent's head, while the down-angled version hits even the smallest of crouchers.

Jigglypuff's side tilt has a decent active window, making it effective for stopping aggressive foes on the ground. Its start-up is slightly longer than Jigglypuff's neutral attack, but has slightly longer range. You can use side tilt to wall out an enemy after poking them with another attack that leaves you at an advantage, like down tilt.

UP TILT

Jigglypuff delivers a rear high heel kick, attacking foes behind and above. On hit, it launches enemies into the air, allowing for a follow-up thanks to low end lag.

Like most of Jigglypuff's attacks, up tilt is deceptively powerful, with an excellent hitbox-to-hurtbox ratio making it difficult to challenge with an aerial.

You can use up tilt to extend combos, punish opponents behind you, and as an anti-air against foes descending from directly above. Up tilt has high launching power, but if you connect with up tilt against a low-percentage grounded foe (with its rear hitbox), you can almost always combo into jump up air.

DOWN TILT

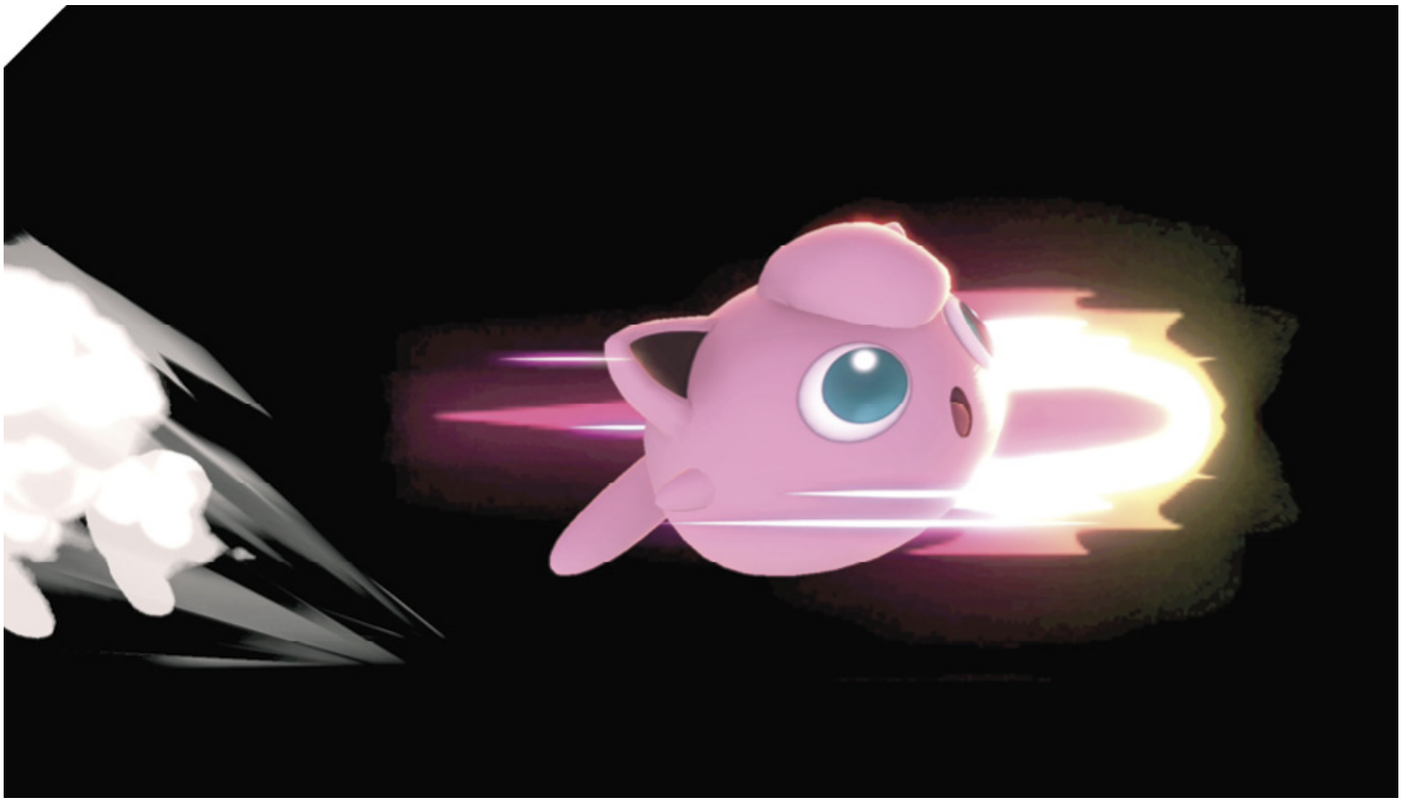
Jigglypuff halves its size, transitioning into its squishy form, and unleashes an elongated kick attack, obliterating the enemy's shins and knocking them back.

Jigglypuff's low-profiling hurtbox is smaller than most fighters' crouches, allowing it to sneak under and poke foes more effectively. Down tilt has a bit more start-up and end lag than side tilt, but boasts more range while making Jigglypuff more evasive. It's a solid attack when spaced out, especially since it leaves you with advantage.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	16	Launches away. Early hit deals more damage.
Up smash	15	Launches directly above. Deals more damage at point-blank range.
Down smash	11	Knocks back. Double-sided attack. Legs intangible.

SIDE SMASH



Jigglypuff winds up briefly, then lunges forward with a beastly leap kick, sending foes flying away. Although side smash is punishable when shielded, Jigglypuff extends a persistent hitbox while it's leaping forward. At lower percentages, it doesn't pack much of a punch, but above 100%, Jigglypuff's smash attack can absolutely destroy a fighter, sending them off into a side blast zone if they're caught off-guard.

UP SMASH

Jigglypuff leans back, getting ready to headbutt, covering a wide arc that reaches in front of it. Foes struck by the overhead attack are launched directly up above, allowing you to transition into Jigglypuff's juggle-trap game.

This is Jigglypuff's most versatile smash attack. It's a high-powered, anti-air that sets up for further damage thanks to its vertical launch trajectory. It can hit foes behind Jigglypuff and in front, so it can be used to clear out aggressive enemies if you make a good read. But it's slow to start and punishable when shielded (not nearly as punishable as side smash, though).

DOWN SMASH

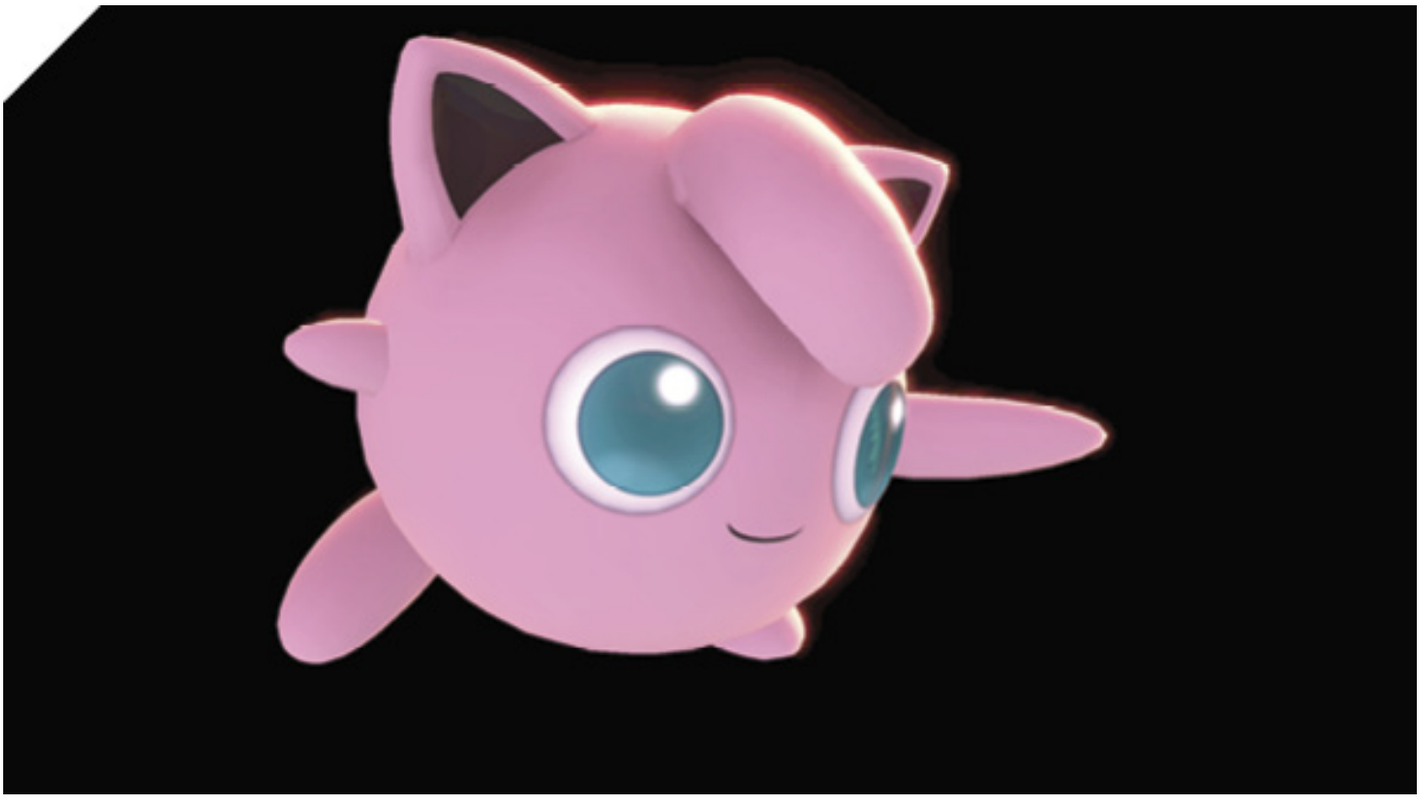
Jigglypuff squishes low to the ground with a heavy double-sided leg attack that demolishes enemies behind and in front of it. Jigglypuff's legs are intangible during the attack, and its launching power is multiplied significantly against foes at higher-damage percentages.

Down smash suffers from low range and high end lag, but allows you to extend a double-sided attack while minimizing your vulnerable hurtbox. Like up smash, you can use it to surprise high-damage enemies with a knockout into a side blast zone. Jigglypuff's hitboxes during this attack cover and overlap its ears, so you can potentially swoop under aerial attacks and other mid-hitting moves while punishing the enemy's attack.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	10	Forward throw, high launch power.
Back throw	10	Backward throw.
Up throw	8	Launches directly above, high launch power.
Down throw	12	Launches up and away at slight angle.

GRABS



Jigglypuff's grab is almost as fast and reaches almost as far as its neutral attack. Its front and back throws are effective for setting up its edge-guarding game, while front throw has slightly less end lag, allowing you to follow up earlier. Up throw has high launching power, even at low percentages, making it one of the best tools for setting up a high-altitude juggle-trap game, although you usually don't get a guaranteed follow-up attack from it. Jigglypuff's down throw launches the enemy high into the air at a slight angle. It's Jigglypuff's most damaging throw, but has much more end lag than up throw and launches the opponent away at an angle (whereas up throw launches them directly above).

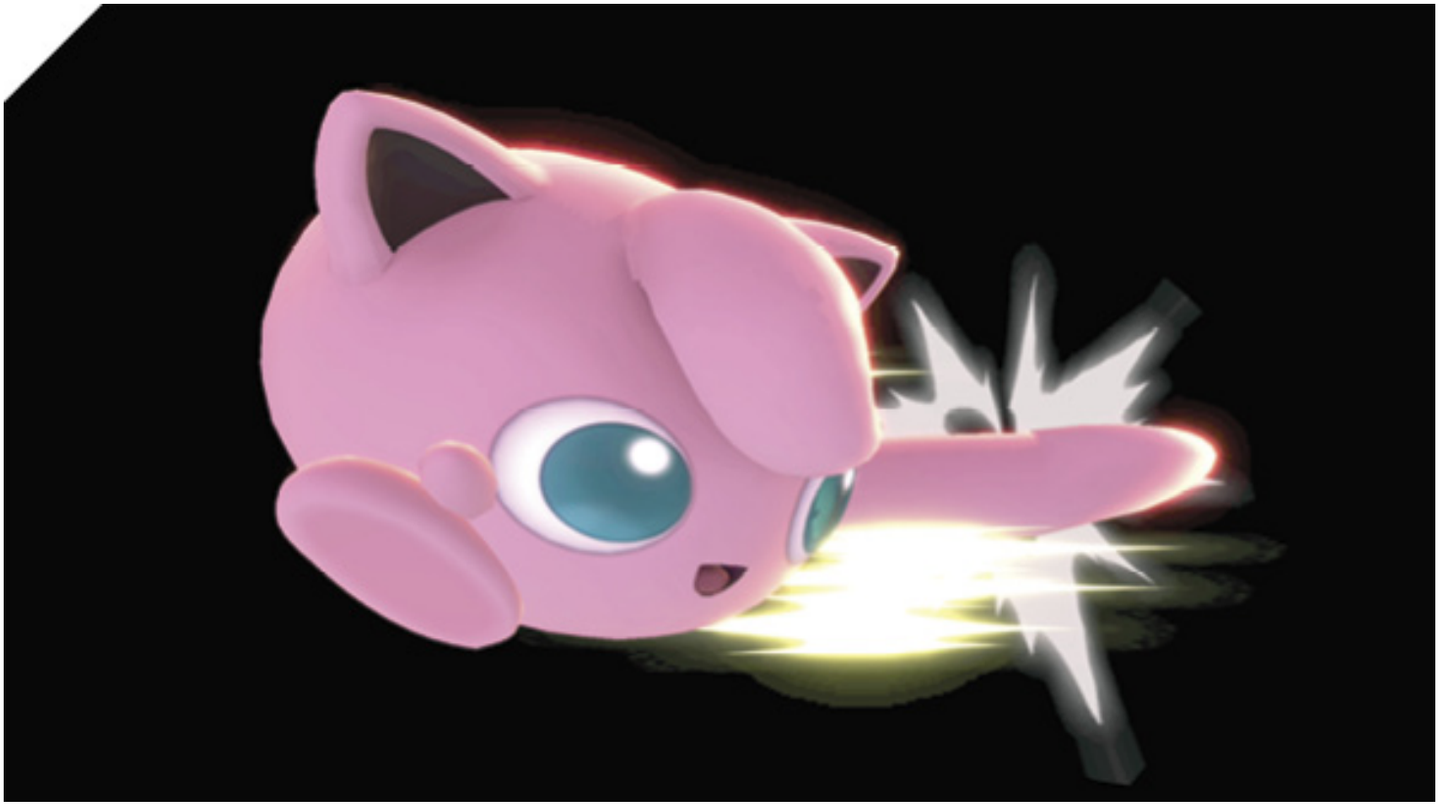
Jigglypuff's grab game has a glaring weakness due to its range. Jigglypuff has difficulty getting into point-blank range, so its low grab range exacerbates this weakness. Still, up throw, front throw, and back throw are powerful since they all set up Jigglypuff's effective edge-guarding and juggle-trap game.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	11	Knocks back. Early hit deals more damage.
Forward air attack	9	Knocks back. Early hit deals more damage.
Back air attack	13	Knocks up and away.
Up air attack	9	Knocks up for potential follow-up.
Down air attack	1.5x8, 2	First eight hits drag. Last hit launches up and away.

NEUTRAL AIR ATTACK



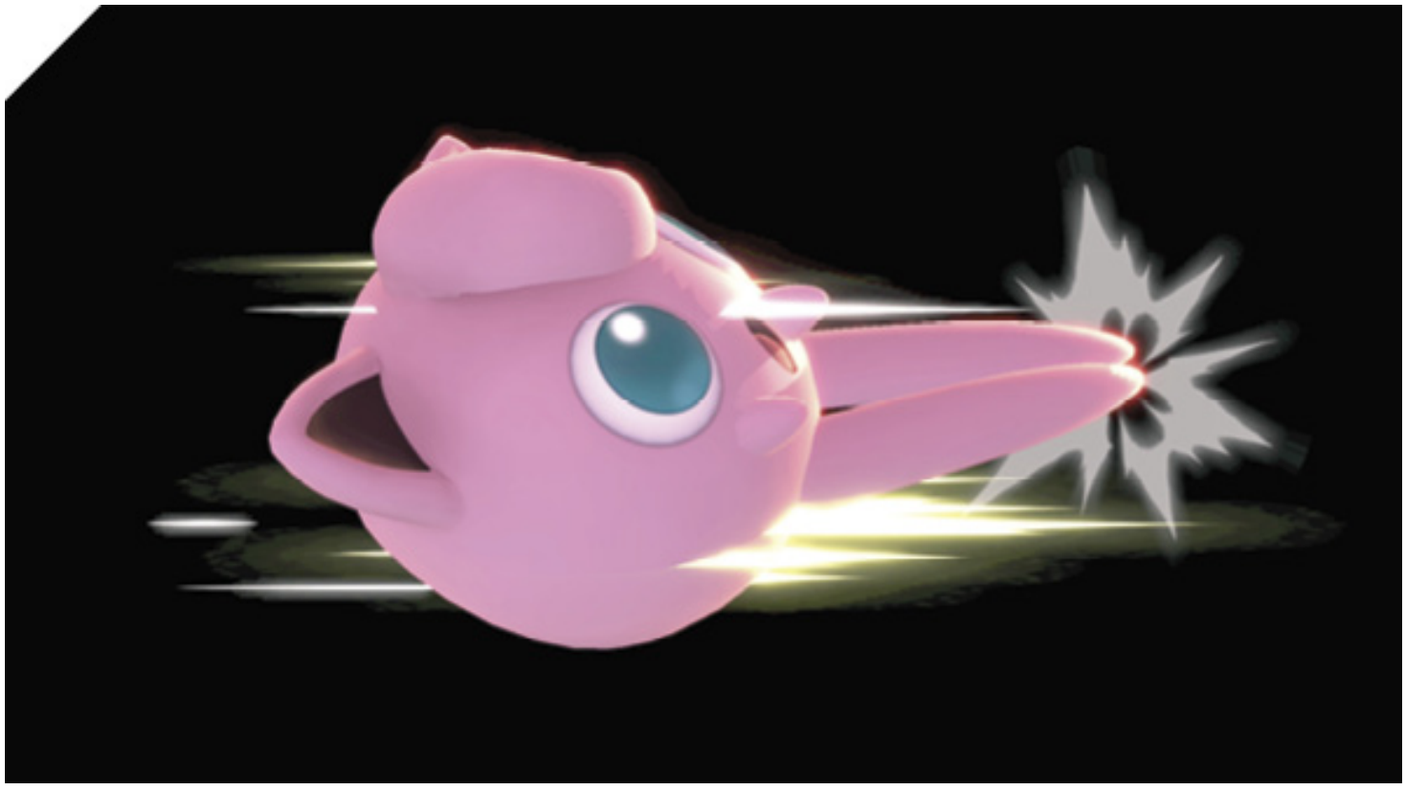
While floating through the air, Jigglypuff drives its foot forward, leaving it extended briefly. While the attack is extending, it deals much more damage and inflicts much more knockback power.

This is one of Jigglypuff's staple attacks since its persistent hitbox can be used to "wall out" foes with fast fall techniques (similar to Mario's neutral air attack). It has low landing lag, so it's relatively safe, usually only punishable by quick shield grabs.

Neutral air attack is incredibly versatile. It's good for blocking foes from recovering to ledges and punishing aggressive grounded foes, and it's one of your best aerial attacks to defend yourself with in air-to-air situations, thanks to its pronounced hitbox that covers Jigglypuff's vulnerable limb.

Short hop neutral air attack canceled into fast fall is generally your safest aggression-deterring attack sequence against grounded foes.

FORWARD AIR ATTACK

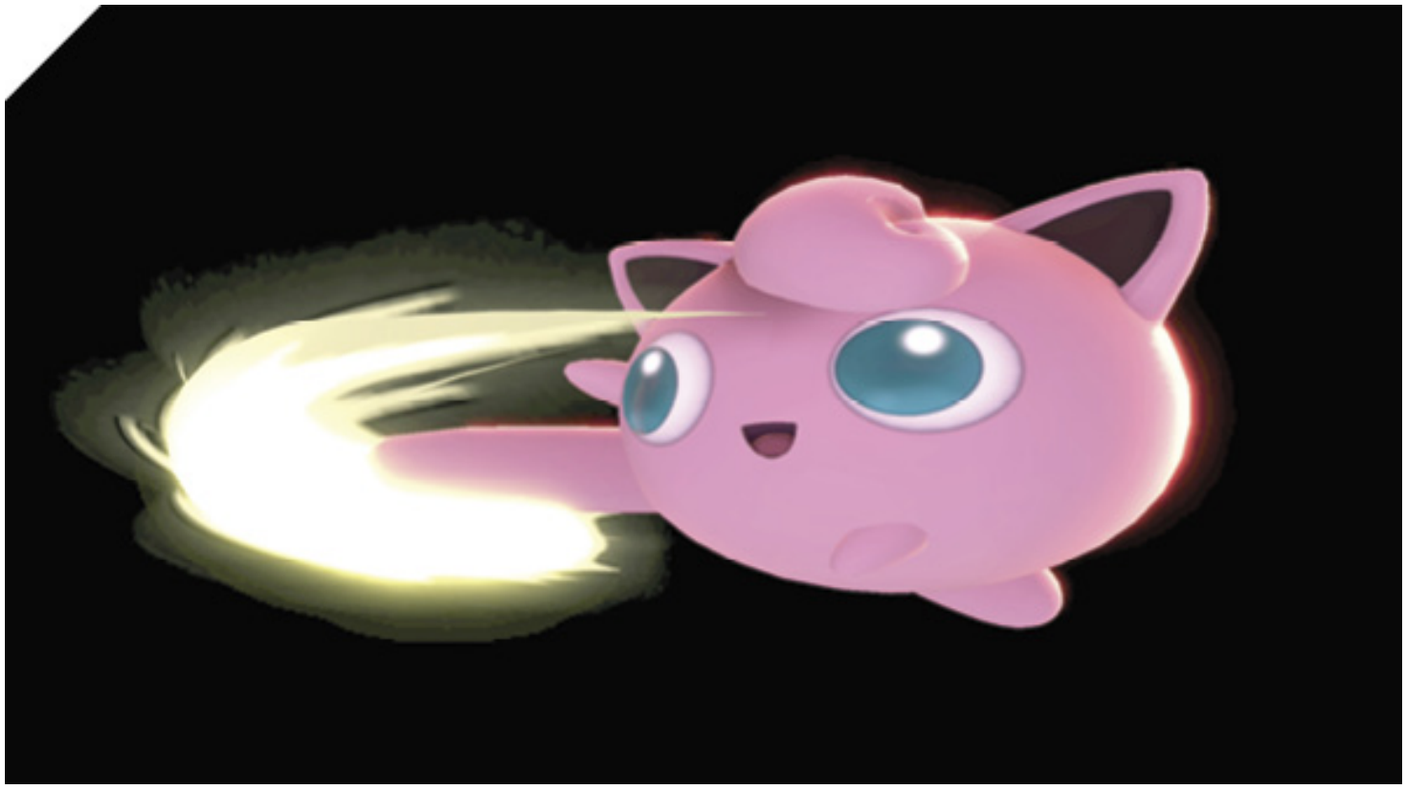


Jigglypuff delivers a midair dropkick that knocks foes away. Forward air starts slightly slower than neutral air attack, but extends a much bigger hit effect. Its landing lag is identical to neutral air attack, so it can be quite safe to use as a deep jumping attack against grounded foes.

You can jump into fast fall followed by forward air attack for a strong air-to-ground assault. When timed correctly, you can make it safe against everything but fast shield grabs. On hit, you can combo into a dash attack (against foes around 30%).

Naturally, forward air is a solid edge-guarding tool because of its decent horizontal range and knockback.

BACK AIR ATTACK



Jigglypuff spins around with a heavy rear roundhouse kick, knocking away foes behind it. It has high launching power when hit within point-blank range. Back air attack doesn't have a high active-window hit effect, but has solid range and high KO potential against offstage foes. As an air-to-ground attack, it can be made relatively safe with good spacing and timing.

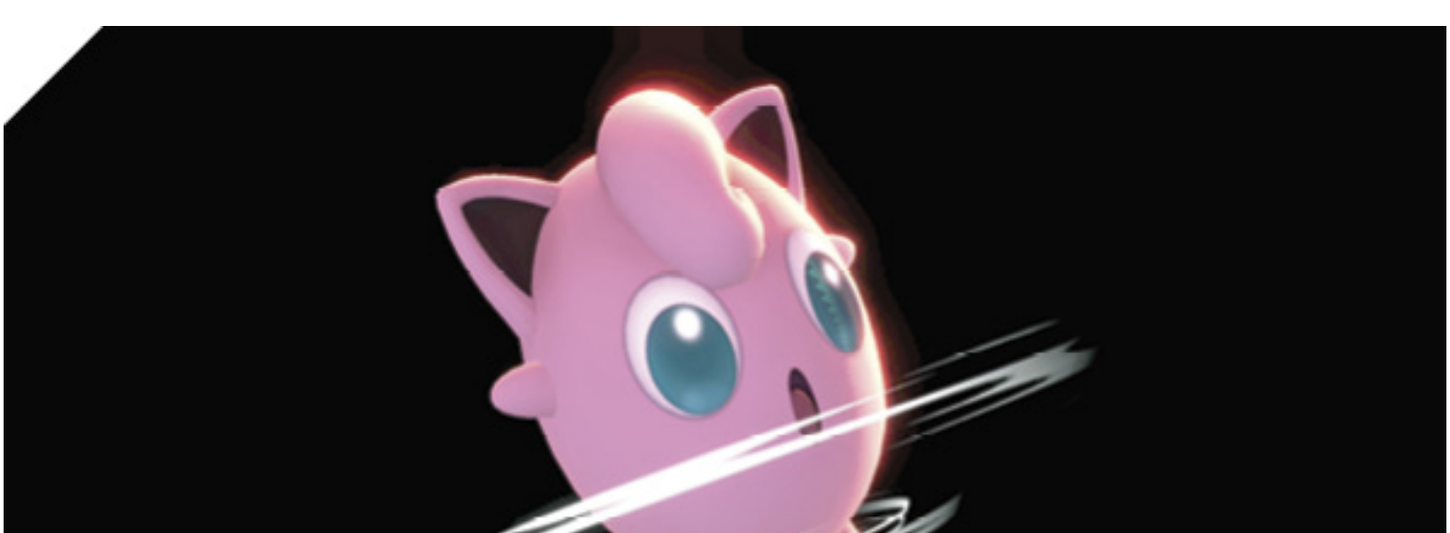
UP AIR ATTACK

Jigglypuff waves its hand above, arcing from slightly behind to out in front. Enemies hit by it are popped up, giving you ample time to follow up with a guaranteed attack.

Up air is an essential part of Jigglypuff's toolkit. It has low air lag and, in conjunction with Jigglypuff's midair jumps, allows Jigglypuff to extend juggling combos since its pop-up effect is perfect for following up with additional aerial attacks.

A powerful technique to employ is jump up air, then repeatedly double-jump into immediate up air. You have five midair jumps, and you can up air after each one. This makes Jigglypuff super effective for juggle-trapping foes.

DOWN AIR ATTACK



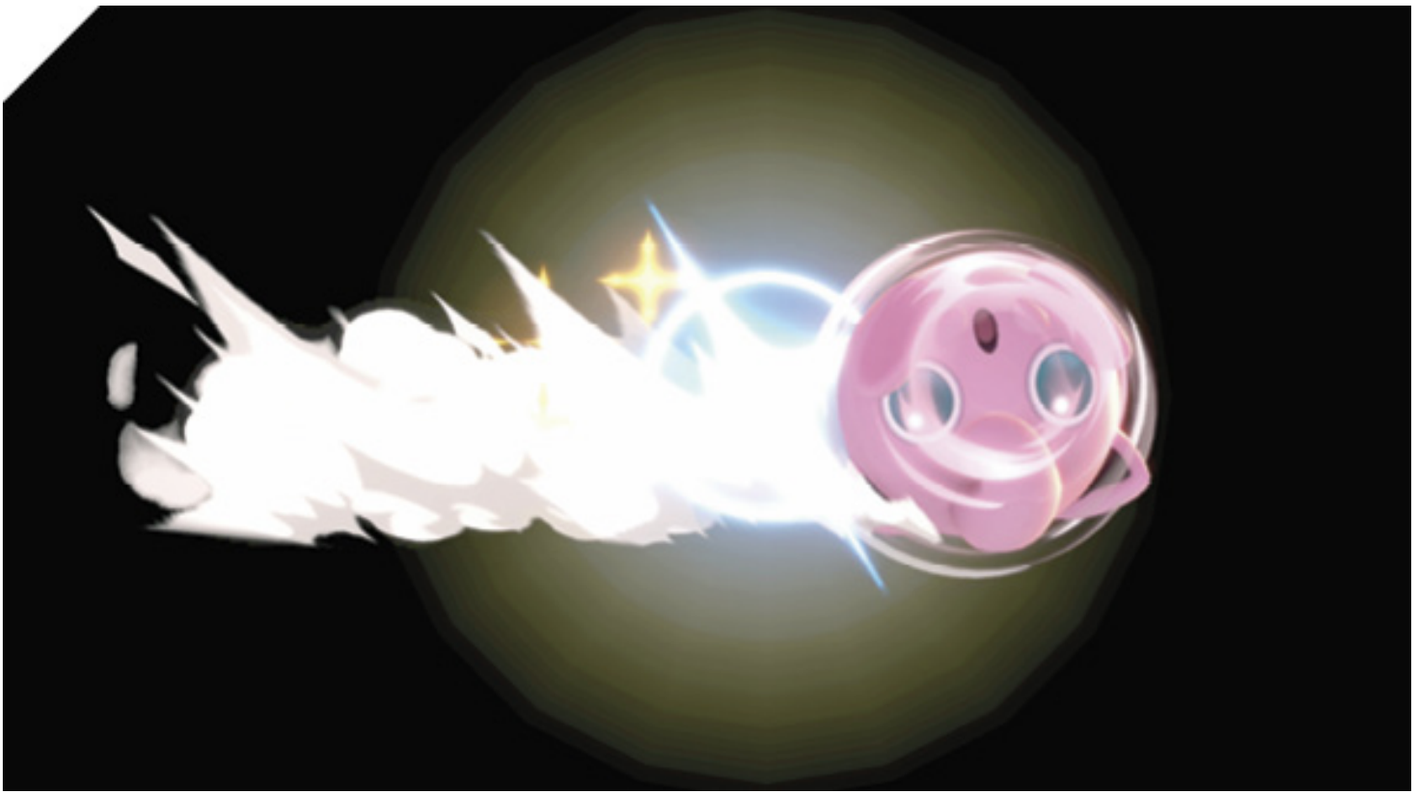
Jigglypuff performs a Fox-like drill kick attack aimed directly beneath it. The first eight hits of the attack can be used to drag foes around to set up potential grab mix-ups. For instance, if you catch a short-hopping foe out of the air with down air attack that's canceled into fast fall, you can pull the enemy down with you to the ground where they're forced into a standing state, giving you a chance to throw or hit them with an up tilt. Down air can be risky to throw out haphazardly since it has considerable air and landing lag.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	12 to 20	Charge to increase damage and distance. Can reverse direction.
Side special	11	Launches up and away at slight angle.
Up special	—	Puts nearby foes to sleep.
Down special	20 + 38 over time	Launches up, extremely high launch power. Causes bleeding damage.

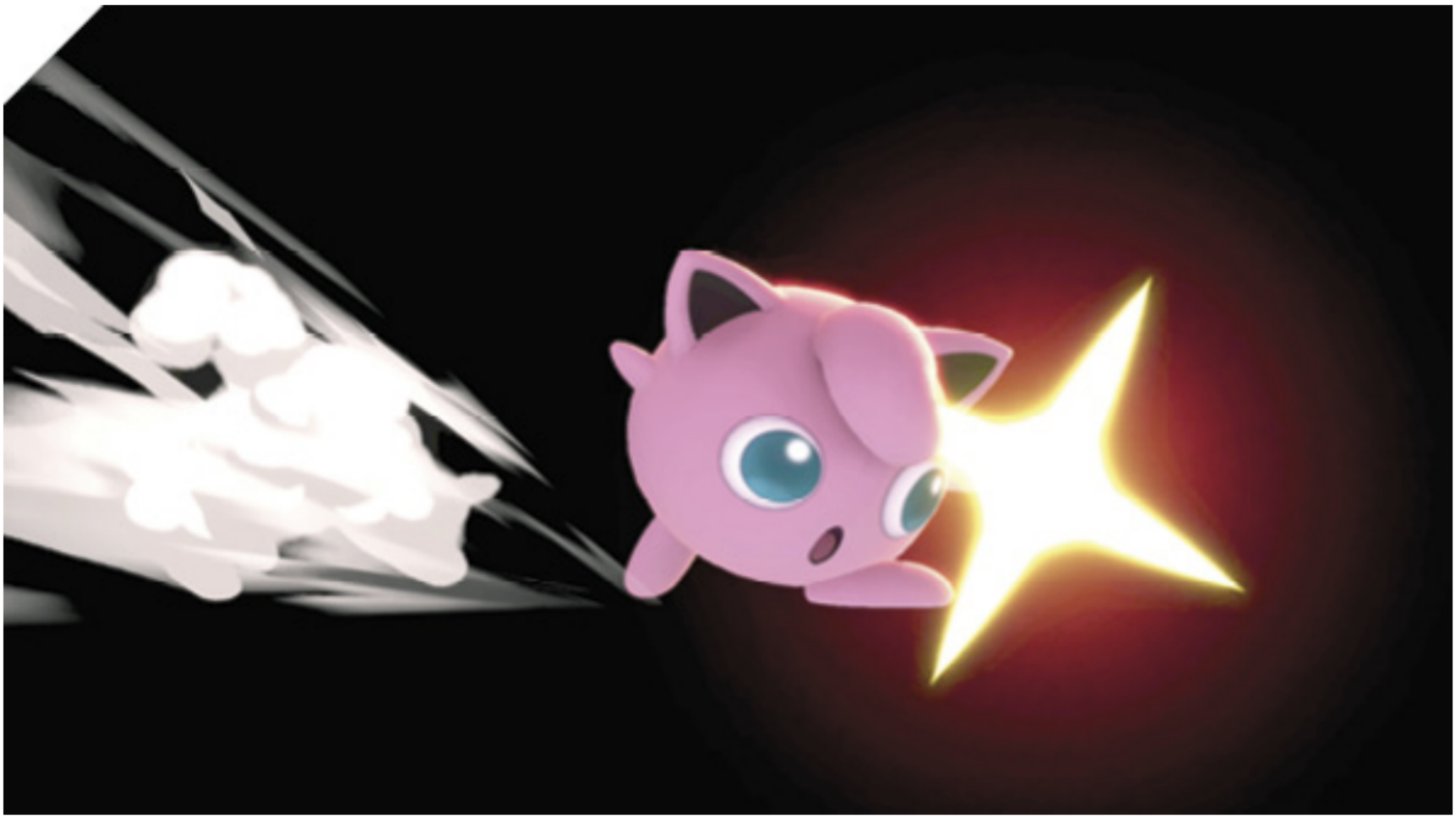
NEUTRAL SPECIAL: ROLLOUT



Jigglypuff charges up a rolling attack that can reach incredible speeds, similar to Sonic's Spin Charge special. The longer Rollout is charged, the more damage it deals and the longer Jigglypuff rolls. Unlike Sonic's Spin Charge, though, Jigglypuff bounces off the enemy when Rollout hits. Jigglypuff passes through the enemy if it's shielded. You can reverse Jigglypuff's rolling direction with control input (left/right). While turning, Jigglypuff can't hit enemies, making it vulnerable briefly. The rolling hitbox reactivates after Jigglypuff gains momentum.

If Rollout isn't charged sufficiently (e.g., if you tap the Special button), Jigglypuff just rolls forward slowly and helplessly. Aerial Rollout is best used after you gain sufficient altitude, either after you're launched offstage or high into the air (or simply from climbing you're your sextuple jump). If you gain enough charge while airborne, you can use it to roll back onstage.

SIDE SPECIAL: POUND



Jigglypuff winds up a forward-lunging punch that knocks foes up into the air. If Jigglypuff connects with the tail end of the attack as it lunges forward, the launch effect provides enough hitstun for you to follow up with a forward air attack against foes at low percentages.

Unlike most aerial special attacks, Pound can be used repeatedly to prolong Jigglypuff's air time. It has relatively low air lag and suspends Jigglypuff's descent each time you use it. Use this to frustrate foes trying to juggle you. You can mix up your air recovery against foes expecting this tactic and use Rollout to quickly land on the stage with an attack.

As a ground-based attack, Pound is unsafe when shielded and should be treated like a risky smash attack. But aerial Pound is great for aiming at foes standing on high platforms. You can hop into Pound, then follow it with up air attack for a potential juggle-trapping sequence.

UP SPECIAL: SING

Jigglypuff sings a soothing song that causes nearby opponents to fall asleep, leaving them vulnerable. The attack starts up slowly with a large circular hitbox extending all around Jigglypuff, and the song pulses three times rhythmically (each time Jigglypuff sings a note).

The closer the opponent is, the longer they sleep. This is further compounded by how much damage they've taken. Jigglypuff's signature song is primarily used to set up its Rest attack, potentially finishing off slumbering foes.

You can use Sing creatively in a variety of ways, such as for an anti-edge-guarding tool, leaping onto the stage while singing for a potential high-damage punish. Be careful not to sing yourself off the stage!

DOWN SPECIAL: REST

Jigglypuff takes a nap. But before the nap, Jigglypuff becomes a hidden power attack. Rest's hit effect is incredibly small, contained within Jigglypuff's body, so it's extremely difficult to hit with. But hitting with it causes massive damage (and a stylish little cutscene animation!) with an extreme vertical launch effect, all while bleeding out the enemy, causing further pain.

Rest is straightforward: it's a super-fast attack with a tiny active window that's almost impossible to hit with. You can set it up with intelligent use of Sing. Or, if you're skilled, you can use it to outright decimate aggressive foes with accurate timing and spacing. Of course, if you miss, you're left napping for three whole second.

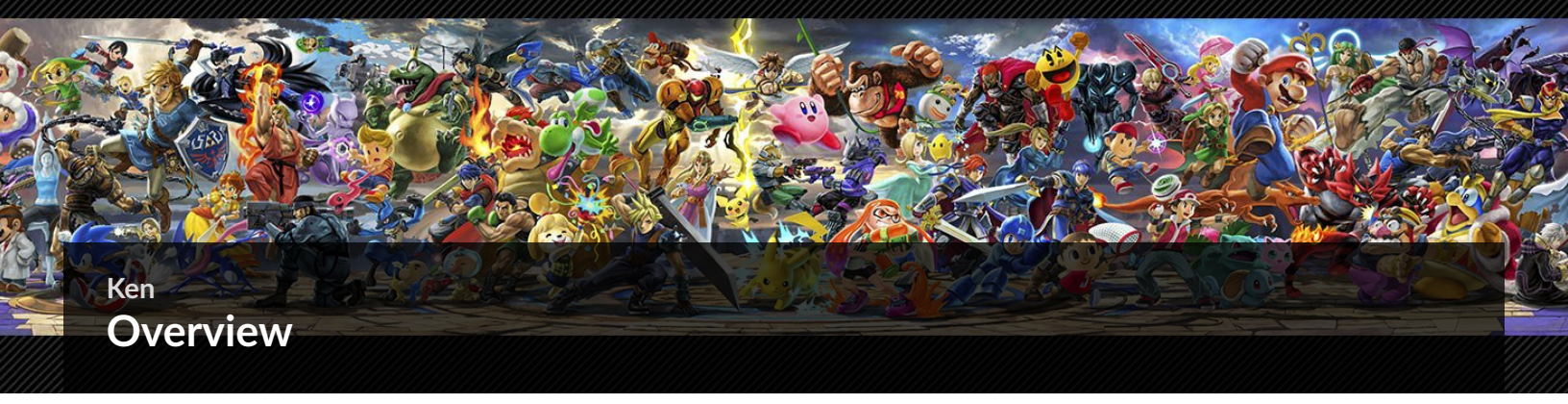
If you have rage (if Jigglypuff is around 100%), Rest can obliterate and knock out heavyweights like Bowser (as low as 75%).

Because of the new fighter-jostling system (it's much more difficult for fighters to pass through each other), the hitbox hidden inside Jigglypuff's body means hitting with Rest randomly against grounded foes is very difficult. You really have to set it up if you want to hit with it on a reliable basis.

You can combo into Rest with specific scenarios, such as late-hit forward air at certain percentages (around 50%) and against certain weight classes. These combos are advanced, and you need precise timing. Mastering Rest combos is crucial since they're essentially one-hit KOs.

FINAL SMASH: PUFF UP

Jigglypuff puffs itself up until it takes over the majority of the stage, then it rapidly deflates, launching nearby opponents. It's super effective on small stages.



Ken

Overview

Ken Masters has specialized mechanics that faithfully represent the in-depth combat of *Street Fighter IV*. Like Ryu, Ken is equipped with a vast range of attacks, many of which have varying strengths depending on how the moves are executed.

In terms of weight, Ken lands at the heavier side of the spectrum. While he's susceptible to certain juggle combos, he resists KO launchers better than most. He has an average max run compared to the rest of the cast, so he can readily approach with most of his ground-based light attacks.

Most of Ken's move arsenal from the *SF* series carries over to *Super Smash Bros. Ultimate* and is applied in his game plan similarly. A straightforward and effective strategy is to fire off a slow-moving Hadoken from range to use as cover for your engagement, then proceed with an aggressive jump-in attempt. Opening up foes lets you score high-damage combos that end in Ken's signature fiery Shoryuken uppercut.

Ken can perform several recognizable *Street Fighter* combos. They're especially powerful against grounded foes, allowing chained light attacks hit-confirmed into stronger finishers. In other words, you can poke with quick and safe attacks, committing to your high-damage combo-ender only if you've verified the hits. The following are sample practical combos you can do:

KEN VITALS

MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

MOVEMENT RANKS	
Ground speed:	C- (31-34)
Air speed:	B (29-30)
Falling speed:	C (36-39)
Weight:	B (22-23)

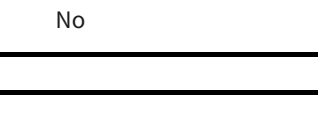
KEN'S STREET FIGHTER SPECIAL-CANCEL COMBOS

Against grounded: Crouching light kick (down tilt tap), crouching light kick, crouching medium kick canceled into Hadoken (+ attack).

Against attacker: Lv.2/3 Focus Attack (down special) released to cause crumple, then canceled into forward dash, jump, fast-falling down air attack (jumping fierce), land, Shoryuken (+ Attack [hold]).

Against airborne: Jumping light kick (up air attack) canceled into heavy Shoryuken OR jumping medium kick (neutral air attack), canceled into heavy Tatsumaki Senpukyaku.

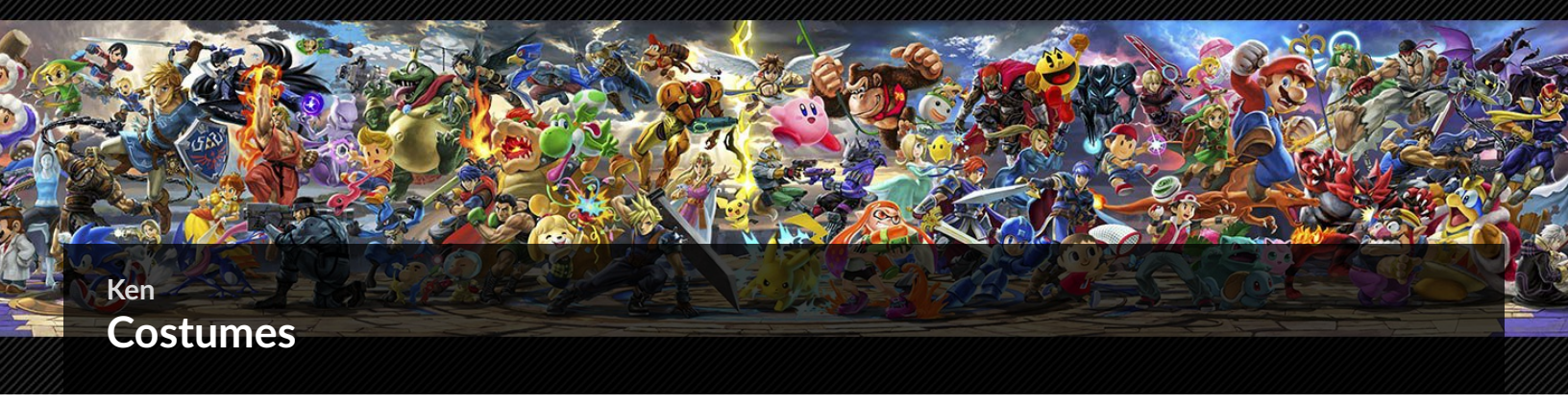
Against shielding foe (high shield damage): Crouching light kick, crouching light kick canceled into Nata Otoshi Geri and Inazuma Kick (+ Attack [hold]). Alternatively, you can start with close light punch (up tilt tap) x2.

Against hopping foe: Close light punch, close light punch canceled into Shoryuken ( + Attack [hold]).

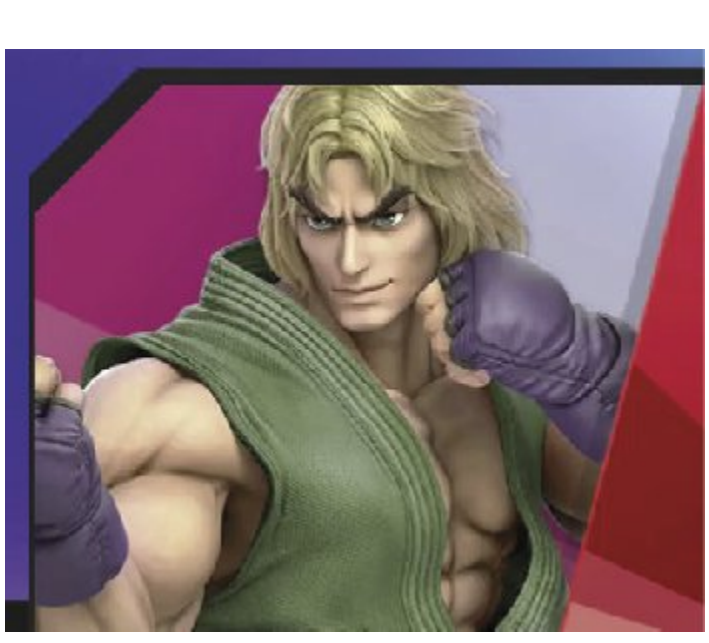
As a *Street Fighter* fighter, Ken's move set includes unique *StreetFighter* special moves that can be performed with quarter-circle, half-circle, and "dragon punch" control stick motions. These reward you with higher damage and stronger attack properties.

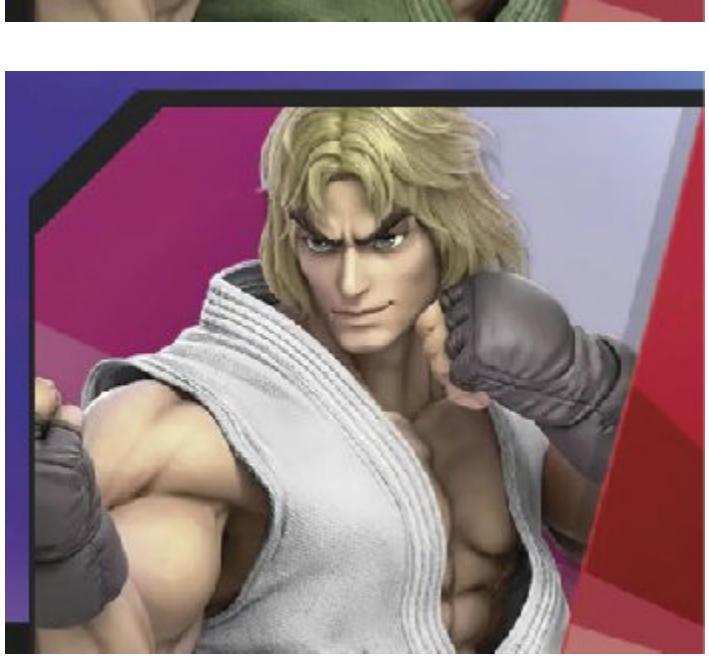
UNIQUE STREET FIGHTER MECHANICS

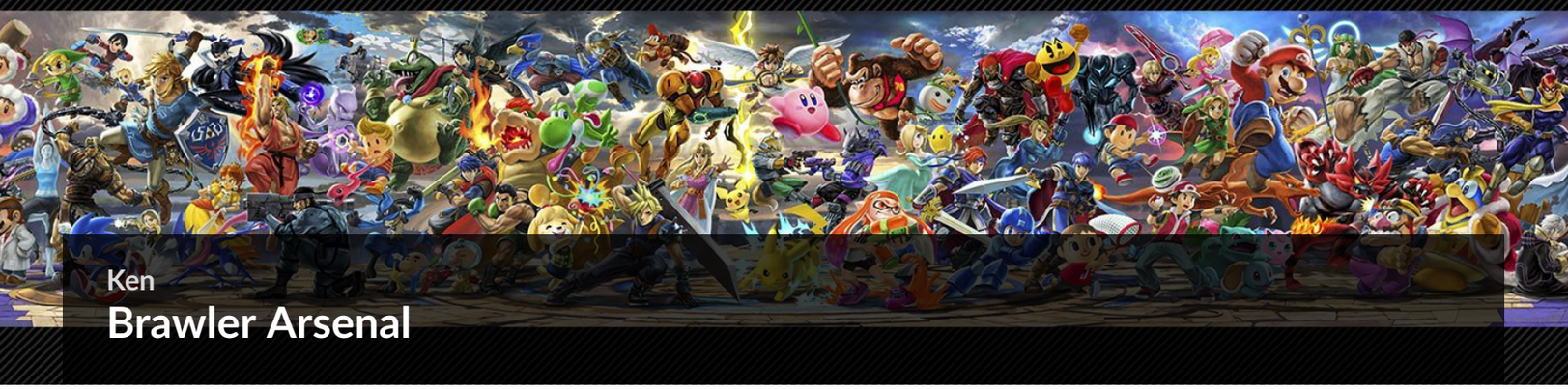
When facing a single opponent in a one-on-one match, the Street Fighters behave even more like in their home games. They automatically face their foes, and moving the control stick away from the enemy to move backward doesn't make them turn around. Instead, they walk backward, just like in *Street Fighter*. This makes it much easier to execute manual-input special moves such as Tatsumaki Senpukyaku.



Ken
Costumes







Ken
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	COMMAND	DAMAGE	NOTE
Standing light punch	Neutral attack tap	1.5	Chains into another light punch at point-blank range. Chains into target combo outside point-blank range. Cancelable with special moves.
Target combo	Neutral attack tap x3 (4 if up close)	1.5, 1.5, 1.5, 5	Begins with two jabs when executed at point-blank range.
Inazuma Kick	Neutral attack hold	6, 6	Early hit pops up. Later hit knocks away.

Ken sticks out a swift jab with his left hand (when facing right). Ken's neutral attack is a quick jab that functions conventionally as a combo-starter, quick punish attack, and close-range poke.

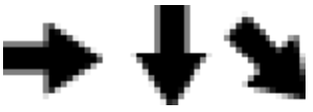
While it can be applied in a variety of scenarios, it differs from other fighters' neutral attacks with its relatively strict input requirement. Like Ryu, Ken has retained much of his normal attack arsenal from the *Street Fighter* series, which means he can use light, medium, and hard versions of his move set. Because medium and hard normal attacks are performed by holding the Attack button while light attacks are executed by quickly tapping and releasing the button, using Ken's jab can prove difficult in certain situations. For example, shielding a foe's attack and responding with a buffered light attack is exceptionally unforgiving since, if you're not precise with your timing, you may perform an unwanted buffered medium attack instead of your faster jab.

Generally, if you're in range of your neutral attack, it's best to go with a shield grab as your punisher attack right after blocking.

NEUTRAL ATTACK COMBO (TARGET COMBO)

Ken's *Street Fighter* target combo is a three-hit sequence, beginning with a jab, transitioning into a right-handed body blow, then finishing with a fierce left hook.

Up close, this "auto-combo" requires four Attack inputs, as Ken starts the sequence with two jabs before leading into the body-blow follow-up. From past point-blank range, Ken executes the body blow into hard punch sequence after a single jab. The body-blow attack is cancelable with any special move, so you're not limited to finishing the combo with the final basic Attack input. For instance, up close, you can go for neutral attack, neutral attack, neutral attack canceled into

 + Attack (hold) for a fancy high-damage hit-confirm combo.

While this target combo is relatively simple to execute, it's generally unsafe if shielded, particularly the body blow and hard punch portions. If you finish the entire target combo against a shielding foe, they can almost always score a guaranteed buffered neutral attack punish (or shield grab). Thanks to Ken's special-cancel ability, you can get around this weakness by calling out your opponent's retaliation. By special-canceling the body blow (the third Attack input while up close) with Focus Attack, you can absorb the incoming "punish," punishing the punish with your Focus Attack kick release!

NEUTRAL ATTACK HOLD

Ken extends a leg skyward, then transitions into an axe kick, chopping down enemies in front of him. Ken's "overhead" medium kick, also known as Inazuma Kick, is performed with a long-press neutral attack command, and doubles as an anti-air and defensive attack. It starts with a vertical hitbox and ends with an axe swing downward. While it doesn't excel as an anti-air or horizontal poke, it's moderately effective against enemies coming down from directly above or in front of you. But Ken has much more effective specialized attacks for these scenarios (close hard punch for anti-air and standing medium kick for horizontal pokes).

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	12	Early hit deals more damage. Launches up and away. Late hit launches directly above for a follow-up.

While running, Ken delivers a flying kick attack, similar to his jumping roundhouse kick, that launches foes up and away. Although Ken's dash attack leaves you extremely exposed and vulnerable to retaliation if blocked or dodged, it starts incredibly quickly and, if spaced correctly, rewards you with a huge payoff.

Ken's flying kick can launch in two ways: If you hit the early high-damage window, the foe is launched up and away. If you hit with it later on as the attack lingers, it launches the foe straight up into the air. This vertical launch allows you to follow up with a guaranteed up air combo (canceled into fierce Shoryuken for maximum damage).

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	10	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	COMMAND	DAMAGE	NOTE
Close light punch	Up tilt tap	2	Slight pop-up. Chainable with close light punch. Cancelable with special moves.
Close hard punch	Point-blank neutral attack hold OR up tilt hold from any range	12	Launches directly above. Cancelable with special moves. Upper-body intangibility on start-up.
Standing medium kick	Side tilt tap	6.8	Launches up and away slightly for potential follow-up. Kicking leg intangible.
Close medium punch	Point-blank side tilt tap	6	Cancelable with special moves.
Standing hard punch	Side tilt hold	10	Launches away.
Crouching light kick	Down tilt tap	1.6	Chainable into crouching light kick or crouching medium kick. Cancelable with special moves.
Crouching medium kick	Down tilt hold	7	Knocks up and away. Deals more damage with inner hitbox. Cancelable with special moves.

UP TILT TAP

Ken quickly performs an elbow strike that pops enemies into an airborne state (*Street Fighter* players will recognize it as his close standing jab). This attack is similar to his neutral jab attack, but slightly slower with less reach. While its range and speed may seem inferior to standing light punch, the pop-up effect of close light punch makes it a much more versatile attack. It can be used to harass enemies while providing safe hit-confirm opportunities against both grounded and airborne foes. Close light punch should be one of your staple moves, prioritized over other attacks while you're in close proximity.

As an anti-air, you can follow up with jumping light kick or heavy Shoryuken. This combo is made much easier against high-damage-percentage targets.

UP TILT HOLD / CLOSE NEUTRAL HOLD

Ken's close standing fierce attack from the *Street Fighter* series is a powerful left-handed uppercut that launches his foe into the sky. This attack is an incredibly effective anti-air thanks to its upper-body intangibility as Ken thrusts his fist above his head. This up tilt long-press attack is generally much safer to use than his Shoryuken special move, particularly against air dodges. It can be special-canceled as long as you make contact with it, potentially scoring a follow-up Shoryuken juggle. It's unsafe when shielded, but since it's special-cancelable, you can avoid punishment by canceling its ending lag with Tatsumaki Senpukyaku directed away from the enemy. Alternatively, you can go for a bait setup by canceling it with Focus Attack (release as soon as you absorb your foe's retaliatory strike).

SIDE TILT TAP

Ken delivers a quick leg thrust to the enemy's midsection. This kick is a fast poke with intangibility around Ken's extended attacking leg, making it effective for stuffing and beating out other grounded combatants. It isn't special-cancelable and doesn't naturally provide combo opportunities. While it's effective for its niche use, you generally don't use it often because of the fast-paced, aerial-based nature of combat.

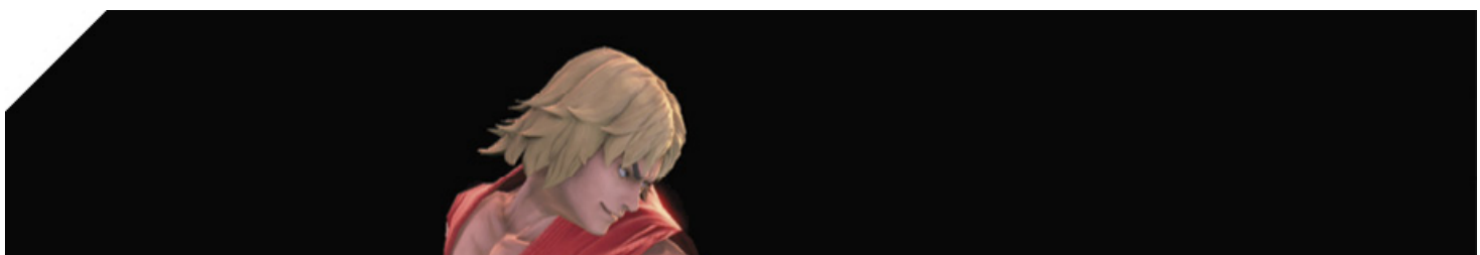
CLOSE SIDE TILT TAP

Ken drives his right elbow into the opponent. At point-blank range, inputting a side tilt tap attack results in Ken's close medium punch instead of standing medium kick. This attack is special-cancelable. But combos such as close medium punch canceled into heavy Shoryuken can be tough to pull off in a real match against elusive opponents. In most up-close situations, target combo and standing light punch are much more practical tools.

SIDE TILT HOLD

Ken's side tilt long-press attack is a direct right-handed fierce punch (also known as a standing hard punch). Connecting with the fist portion (essentially at its maximum range) causes extra damage. Overall, it's an unremarkable attack because it lacks speed, cancelability, and range. You get much more damage and utility out of Ken's faster cancelable attacks.

DOWN TILT TAP



Ken prods the enemy's foot with his own in this quick low-profiling foot attack. Since high and low blocking (shielding) doesn't exist in *SuperSmashBros.Ultimate* as it does in *Street Fighter*, this attack's utility lies in its chainable property rather than as an avenue of breaking an opponent's defense. Essentially, this lightning-fast "low" attack functions similarly to standing light punch, thanks to its chainable properties. You can chain multiple crouching light kicks that can then chain into a crouching medium kick, which can be canceled into a special move, resulting in a true *Street Fighter* combo (such as crouching light kick, crouching light kick, crouching medium kick, Hadoken).

DOWN TILT HOLD

Ken crouches low and attacks the opponent's feet with a far-reaching foot thrust. Veteran *Street Fighter* players will recognize this as "low forward" or "crouching medium kick." This cancelable attack boasts respectable range (relative to Ken's other attacks). On hit, it pops up the enemy, providing moderate combo opportunities, such as with crouching medium kick canceled into Hadoken.

SMASHES

MOVE	COMMAND	DAMAGE	NOTE
Standing hard kick	Side smash	16	Launches away.
Crouching hard punch	Up smash	17	Launches directly above. Deals more damage early, first hitbox.
Crouching hard kick	Down smash	16	Knocks away. Deals more damage with tip.

SIDE SMASH

Ken delivers a heavy spinning roundhouse kick to the enemy's midsection. It sports decent range and damage. Unfortunately, Ken's smash attacks cannot be special-canceled. In certain situations, side smash can be used to punish extraordinarily unsafe whiffs, or as a charged move while edge-guarding a ledge. Take caution with these types of smash attacks, as they leave you vulnerable to reprisal.

UP SMASH

Ken performs his well-known alternative anti-air—a vertical uppercut from the crouching position, also recognized as a crouching hard punch. This move is a strong anti-air attack with an intangible hitbox around Ken's extended arm. While it's an adequate anti-air, it isn't cancelable, making it generally inferior to close hard punch, which functions similarly.

DOWN SMASH

Ken sweeps the floor in front of him with his dominant leg, knocking foes away.

Ken's *Street Fighter* sweep is standard fare for a down smash attack, but doesn't cover his rear. This move is best left unused, especially since it's not cancelable while being easily punished by sharp and ready foes.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	9	Forward throw.
Back throw	12	Backward rolling throw.
Up throw	8	Launches directly above.
Down throw	6	Launches up and away slightly, allowing for follow-up attack.

GRABS

Ken quickly grabs a nearby foe and puts them into a mixed martial arts guard position where he can follow up with one of four throw options. Ken's tumbling back throw deals the most direct damage out of a grab, but for optimal damage, down throw followed by holding up tilt (close hard punch) canceled into Shoryuken deals a massive amount of damage against 0% opponents (at higher-damage percentages, you can potentially follow up with an air attack combo).

Ken's up throw is a vertical toss, giving him an opportunity to mix up the descending enemy with anti-air juggle combos, such as with up air.

The other two grab and throw options for Ken are lackluster. Forward throw deals low damage, though it gives you a chance to mount a follow-up offense.

It's important to note that since buffering light attacks may be difficult for Ryu and Ken (because of how their medium long-press attacks work), buffering grabs is your next best defensive option in up-close situations.

AERIAL ATTACKS

AERIALS

MOVE	COMMAND	DAMAGE	NOTE
Jumping medium kick	Neutral air attack	8	Can cause standing hitstun on grounded hit. Deals more damage with lower hitbox. Cancelable with special moves.
Jumping hard kick	Forward air attack	14	Launches up and away. Cancelable with special moves. Deals more damage with tip.
Neutral jumping hard kick	Back air attack	16	Launches away. Cancelable with special moves.
Jumping light kick	Up air attack	6.5	Knocks up slightly for potential follow-up. Cancelable with special moves.
Jumping hard punch	Down air attack	12	Knocks up for potential follow-up. Can meteor smash. Cancelable with special moves.

NEUTRAL AIR ATTACK

Ken extends a moderately quick kick from the air. Ken's neutral air attack is his *SF*-style jumping medium kick (with cross-up trait included!). It's a solid air-to-air and air-to-ground attack with respectable reach. Its active window is relatively short, so unlike Ryu's jumping neutral attack, you need to time it accurately. Its recovery is short enough so that you can do two jumping neutral air attacks in one normal-height jump—one during your ascent and one during your descent—a safe and effective poking/walling attack pattern.

Short hop into a well-timed jumping medium kick while fast-falling makes for an effective air-to-ground pattern as well, both defensively and offensively, especially in conjunction with Focus Attack cancels against shielding foes.

Neutral air attack has low air lag, so you can stick it out multiple times in a single jump.

FORWARD AIR ATTACK

Ken delivers a jumping hard kick attack from the air. Ken's jumping front attack (jumping hard kick) is similar to his jumping neutral attack. It deals more damage and has a high-damage sweet spot around his extended foot. It makes for an excellent descending attack while fast-falling on top of the opponent, although neutral air attack is preferable in most practical cases.

BACK AIR ATTACK

Ken jumps into the air and delivers a weighty rear roundhouse kick. While this is his back air attack, most *SF* players will recognize it as his neutral jumping roundhouse kick.

This attack deals the most damage out of all of Ken's aerial options, but requires accurate spacing and timing due to its low active-frames window and particular horizontal hitbox. It can be used aggressively as a reverse air rush (run, pivot, back air).

UP AIR ATTACK

Ken quickly performs an aerial "crane" kick, thrusting his right leg into the air. This incredibly fast aerial air-to-air move is a staple attack in your arsenal when it comes to aerial combat. Its vertical hitbox is designed to deal with foes above you, great for taking advantage of "juggling" falling opponents, giving you an excellent air-to-air harassment tool. It also makes for a decent combo follow-up to close light punch (up tilt tap into quick jumping up air).

DOWN AIR ATTACK

From the air, Ken descends on the opponent with a hefty fist thrust, striking them down, familiar to *Street Fighter* players as jumping fierce punch. While this air attack doesn't feature the range and active window of Ken's jumping kick attacks, it allows for more damage opportunities, such as off of a Focus Attack crumple-stun opener. If you connect with a jumping hard punch on a grounded opponent, the pop-up hit effect provides ample hitstun for follow-up combos. An example of a combo sequence is: jump above an opponent, pop them up with fast-falling down air, juggle with close light punch (up tilt tap) or close heavy punch (up tilt hold), then cancel into heavy Shoryuken.

Ken's down air attack is the quintessential meteor smash. Like Ryu's down air, it spikes and plummets airborne foes, making it your optimal attack for knocking out opponents over a pit or ledge.

SPECIAL MOVES

The strengths of the following attacks depend on how long the Attack button is held upon execution. Hadoken, Tatsumaki Senpukyaku, and Shoryuken each have three levels: weak, medium, and strong. Performing these attacks with the special *Street Fighter* directional inputs rewards you with higher damage and other beneficial properties.

Short hold: Activates quickly and leaves you less vulnerable.

Long hold: Powerful and has a long reach.

VARIABLE STRENGTH STREET FIGHTER SPECIALS

MOVE	COMMAND (WHEN FACING RIGHT)	DAMAGE TOTALS (LIGHT/MEDIUM/HEAVY)	NOTE
Hadoken	Neutral special OR + Attack (hold button to increase power level)	4.5 (5.6) / 5 (6.2) / 5.5 (6.8)	Deals more damage when performed with control stick sequence. Limited to one Hadoken projectile on-screen at a time.
Tatsumaki Senpukyaku	Side special OR + Attack (hold button to increase power level)	6 (6.9) / 12 (13.9)	Deals more damage when performed with control stick sequence. Airborne intangible during hits.
Shoryuken	Up special OR + Attack (hold button to increase power level) OR + Attack	13 (15.6) / 14 (16.8) / 15 (20)	Deals more damage when performed with control stick sequence. Brief invincibility on start-up.

NEUTRAL SPECIAL: HADOKEN

Ken summons and fires an energy wave (“fireball”) across the battlefield. There are three separate strengths and speeds for the two methods of executing the iconic Hadoken projectile. Performing Hadoken “manually” with quarter-circle forward (+ Attack) motion rewards you with a bigger fireball (better hitbox), along with higher damage. You should almost always use the full-command version since the motion doesn’t interfere with movement (at least not as much as the Shoryuken and Tatsumaki Senpukyaku motions do).

The longer the Attack button is pressed when performing Hadoken, the faster and stronger the projectile becomes. The light version generally provides the most utility since, more often than not, slow-moving projectiles are more difficult to deal with. Hadoken is one of your best edge-guarding attacks, as it puts out a dangerous obstacle for a recovering foe to get past while they try to break your edge-guarding posture.

SIDE SPECIAL: TATSUMAKI SENPUKYAKU

Ken becomes a human hurricane, flying forward with a flurry of spinning kicks. Tatsumaki Senpukyaku is a multi-hit, multifunctional hurricane kick. It can be used as a gap-closing horizontal-mobility option, a combo-finisher, and an escape.

Although it's unwise to throw this out randomly as a fishing attack, it makes for a good method of traversing the field quickly, either to recover onto a ledge or as a retreating tactic (canceling your normal attacks with a runaway reverse Tatsu, for instance). The longer the Attack button is held, the farther you travel and the more damage you deal in total, assuming all of your kicks connect (although this is rare in most practical scenarios). While the *Street Fighter* command version deals more damage, performing the quarter-circle back (+ Attack) motion can result in undesired movement, so using the easier side special command is preferable in most cases.

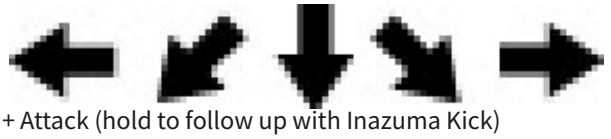
UP SPECIAL: SHORYUKEN

Ken flies into the air with a jumping uppercut, also known as the Shoryuken (or "Rising Dragon Fist"). Ken's iconic uppercut special doubles as an anti-air and ledge-recovery tool. Shoryuken power level determines the height Ken flies into the air, as well as the total damage of the attack. Like Hadoken and Tatsumaki Senpukyaku, the longer you hold the Attack button upon executing the attack, the higher the resulting power level.

Inputting the *Street Fighter* command (+ Attack) not only rewards you with higher damage but also complete start-up intangibility, blowing through all opposing attacks. This is a major difference between performing manual Shoryuken and up special, although the latter is much easier and should be used for ledge-grabbing and double/triple-jumping purposes. You can also use the *Street Fighter IV*-style "shortcut" motion by inputting + Attack to more easily execute a true Shoryuken. This is particularly important for performing crouching light kick canceled into Shoryuken hit-confirm combos.

Shoryuken is an outstanding anti-air that deals an incredible amount of damage, but can be considerably dangerous to use. While descending from the attack, Ken is almost completely helpless—you can modify your trajectory slightly, and you're vulnerable to reprisal until your feet hit solid ground. A misplaced Shoryuken off a ledge can mean your death, so mind your surroundings!

OTHER SPECIAL STREET FIGHTER MOVES

MOVE	COMMAND (WHEN FACING RIGHT)	DAMAGE	NOTE
Focus Attack	Down special (chargeable)	12 / 17 (max charge)	Breaks shield when charged fully. Causes crumple-stun effect when charged (released after Ken flashes white).
Nata Otoshi Geri	+ Attack (hold to follow up with Inazuma Kick)	10 (15 with Inazuma Kick)	Inazuma Kick follow-up deals bonus shield damage.
Oosoto Mawashi Geri	 + Attack (hold to follow up with Inazuma Kick)	10, 10 (Inazuma Kick)	Inazuma Kick follow-up deals bonus shield damage. Minor intangibility on leg.

DOWN SPECIAL: FOCUS ATTACK

Ken swings his dominant leg back, posturing and charging up a powerful kick while becoming resilient against an incoming attack. This is recognized as Ken's *Street Fighter IV* Focus Attack. Focus Attack is performed using down+Special and can be charged. While charging the attack, you can absorb up to one hit, so it essentially behaves as a parrying counterattack.

There are three distinct Focus Attack power tiers. The first tier (releasing the attack anytime before Ken flashes white) deals high damage and knocks away foes hit by the kick. Charging just past Ken's flash point powers up the attack to cause a crumple-stun on enemies you hit, leaving them vulnerable to a follow-up attack or combo sequence. The third, and maximum, power level not only inflicts crumple-stun, but also breaks through enemy shields. While charging, Focus Attack can be dash-canceled by tapping forward, forward ( ) or back, back ( ) quickly on the control stick. This technique gives you an added level of mobility, allowing you to dash away to safety.

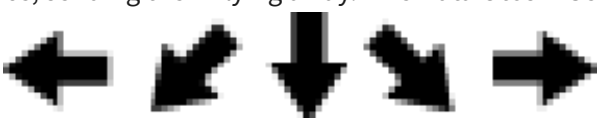
As many of Ken's normal attacks are special-cancelable, Focus Attack makes for an incredible special-cancel tool, adding an extra offensive dimension to your tool kit. Against a shielding foe, you can cancel your jumping and grounded normal attacks with Focus Attack to bait the opponent into counterattacking, then release the Focus Attack when their hit is absorbed.

An effective tactic with both Ken and Ryu is aerial Focus Attack baiting. Much of *SuperSmashBros.Ultimate* is fought through aerial skirmishes, jockeying for position with intelligent short hops and short hop attacks. Since Ryu and Ken can Focus Attack while airborne (something they couldn't do in *Street FighterI V*!), you can take advantage of your jump's momentum in conjunction with the absorption effect of the Focus Attack, essentially injecting a parry into your aerial aggression. It's also relatively safe, thanks to being able to dash-cancel out of its charge animation (although it's only dash-cancelable once you land on your feet). The direction of your Focus Attack release can be altered by simply holding the desired direction upon release of the Attack button.

NATA OTOSHI GERI

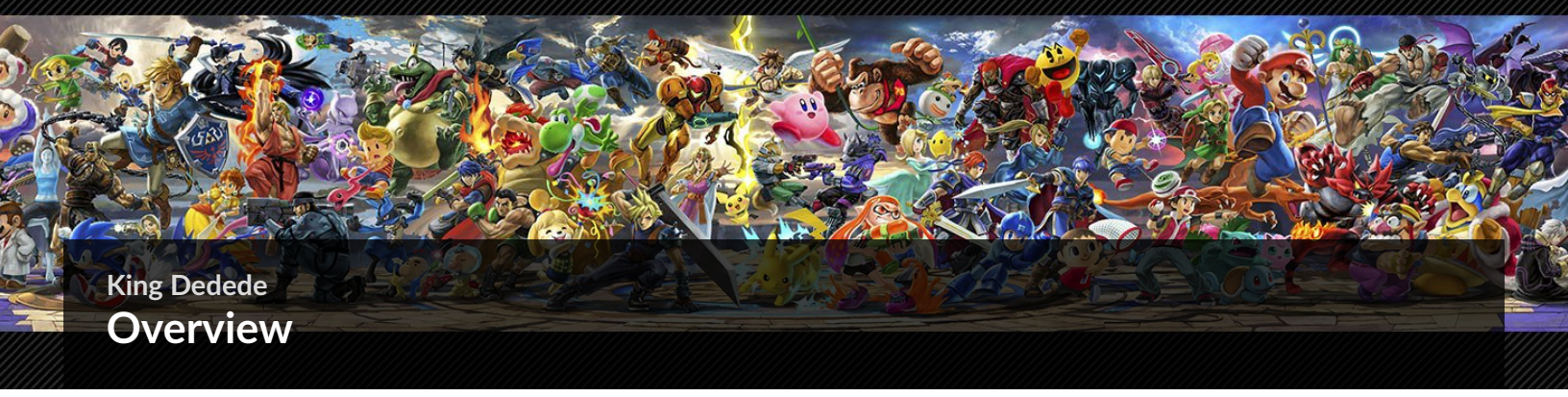
Ken performs a swift two-hit reverse heel kick. This kick can only be performed with a special command (+ Attack), with the ability to transition into an Inazuma Kick if the Attack button is held down. This follow-up version of the Inazuma Kick differs from the normal neutral attack hold in that it deals much more block damage, making Mata Otoshi Geri most effective as a block string ender in order to punish your opponent's shielding habit with a potential shield-break stun.

OOSOTO MAWASHI GERI

Ken delivers a powerful roundhouse kick to the opponent's face, sending them flying away. Like Nata Otoshi Geri, this roundhouse kick can only be done with a special command ( + Attack), and functions similarly. The most notable difference is that it knocks enemies farther away on hit. The Attack button can be held upon execution to transition into a shield-breaking Inazuma Kick. Both Nata Otoshi Geri and Oosoto Mawashi Geri are best used as special cancels from Ken's normal attacks (like down tilt hold and neutral auto-combo).

FINAL SMASH: SHIPPU JINRAIKYAKU / SHINRYUKEN

Ken twirls around, then rises with Shinryuken, dealing damage to opponents by tossing them into the air. If the opponent is close to Ken, the attack becomes Shippu Jinraikyaku, instead unleashing a flurry of kicks.



King Dedede

Overview

All hail the king of Dream Land! King Dedede floats into the fray with a powerful hammer and a kit that emulates Kirby without copying him (no pun intended). For starters, King Dedede can float like Kirby, giving him the equivalent of a quintuple jump. After double-jumping, tapping or holding the Jump button gives him up to three more chances to increase his altitude. Like Kirby, this also gives Dedede an easy way to change direction in midair; most fighters are committed to the direction they're facing once they leave the ground, unless an orientation-swapping trick is used instantly after starting an airborne special. But King Dedede needs only triple/quadruple/quintuple-jump in the desired direction, and he'll face that way.

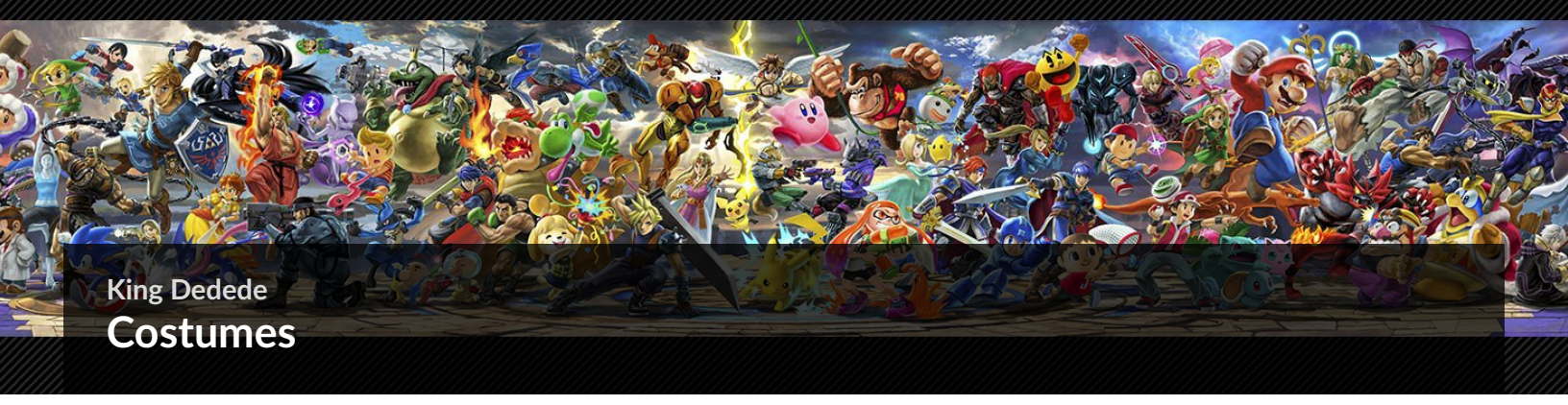
Aside from the recovery staying power afforded by having air movement like Kirby's, Dedede also emulates his arch-enemy with his Inhale move. Just like Kirby, he sucks in hapless nearby victims, able to spit them out to inflict damage and to put them into dangerous positions offstage.

When he's not busy copying his nemesis, King Dedede outfits himself with a toolbox of slow, incredibly hard-hitting moves, mostly using his barrel hammer. Playing Dedede means compensating for the long windup on his strikes, but the benefits are both high damage and virtually unmatched shield-shattering ability. Even an uncharged side smash is likely to shatter the block of a defender. As a bonus, as long as hammer swings are well-spaced, King Dedede's swings will never lose out to a challenger's attack that strikes at the same time.

KING DEDEDE VITALS

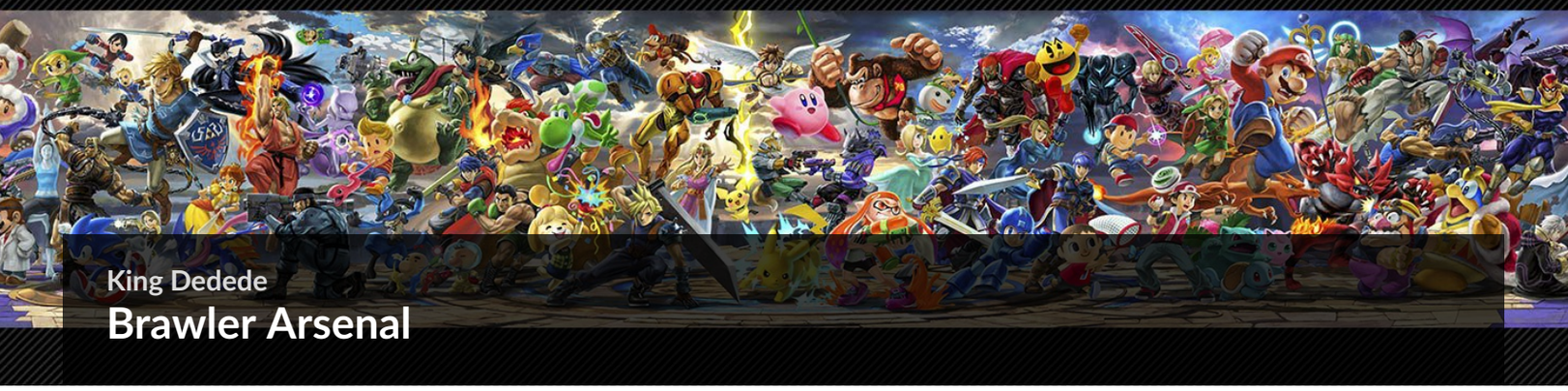
MOVEMENT OPTIONS	
Midair jumps:	4
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

MOVEMENT RANKS	
Ground speed:	D- (66)
Air speed:	F (76)
Falling speed:	A (2-3)
Weight:	A (3-4)



King Dedede

Costumes



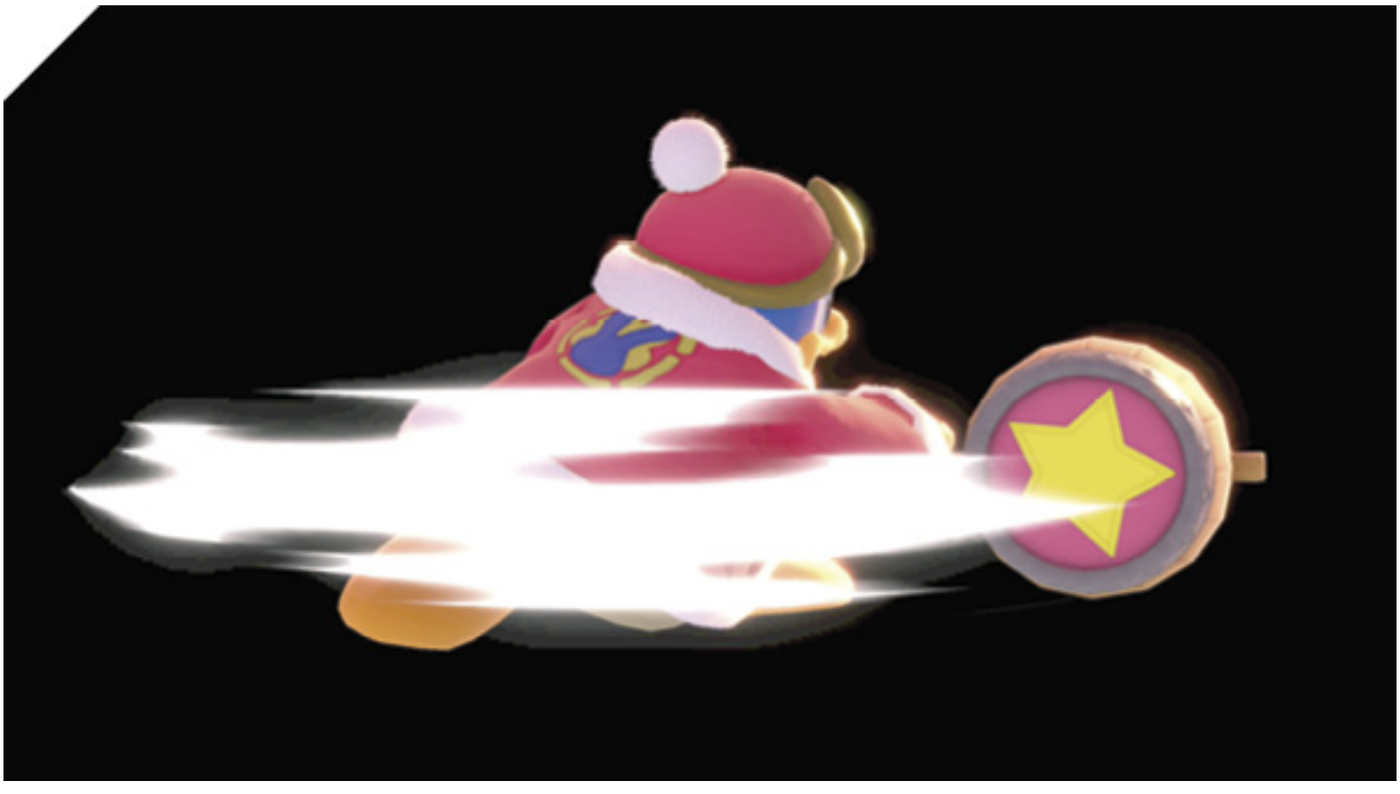
King Dedede
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2.5	—
Neutral attack 2	2.2	—
Neutral attack 3	0.5x7, 3	Hold for continuous attack.



Tap or hold the neutral attack input for the first two swings, a horizontal hammer swing into a scooping follow-up. After these first two swings, inputting neutral attack again results in a spinning hammer attack that inflicts rapid minor hits before finishing with a launching attack. The hammer's spin can be extended by holding down the button during the third attack, though holding it too long runs the risk of allowing the victim to escape the last hit.

This sequence is powerful, but has the distinction of being one of the slowest neutral attack combos. King Dedede's grab connects faster than his first neutral attack. Keep this in mind when thinking about how to go after people with Dedede.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	16	—

King Dedede flops from a run or dash into a belly slide, hitting as he skids with his hands and head. This is slow to hit and laggy afterward, but powerful.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	10	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	2x3, 3	—
Up tilt	10	Head intangible. Pops foes into potential juggle position.
Down tilt	10	—

SIDE TILT

The king juts his barrel-hammer forward and spins it rapidly, with a poking attack that's like a more powerful version of the neutral attack combo's third move. The horizontal reach for this attack is very good, with the hammer's spinning head sticking around for a moment when extended. You can combo this attack after jumping in with a last-second neutral air attack, or after popping someone up with down tilt.

UP TILT

King Dedede leans back, then delivers a painful arcing headbutt, covering upward angles starting at up-back and rotating to straight forward at the end. The king's head is intangible during the headbutt, increasing the chances it'll win out against whatever the enemy is sticking out. Keep in mind that this hits behind King Dedede first; this gives it some use covering his backside, like hitting at people who've rolled past Dedede, or for use as a last-second backturned attack out of a forward dash or run.

DOWN TILT

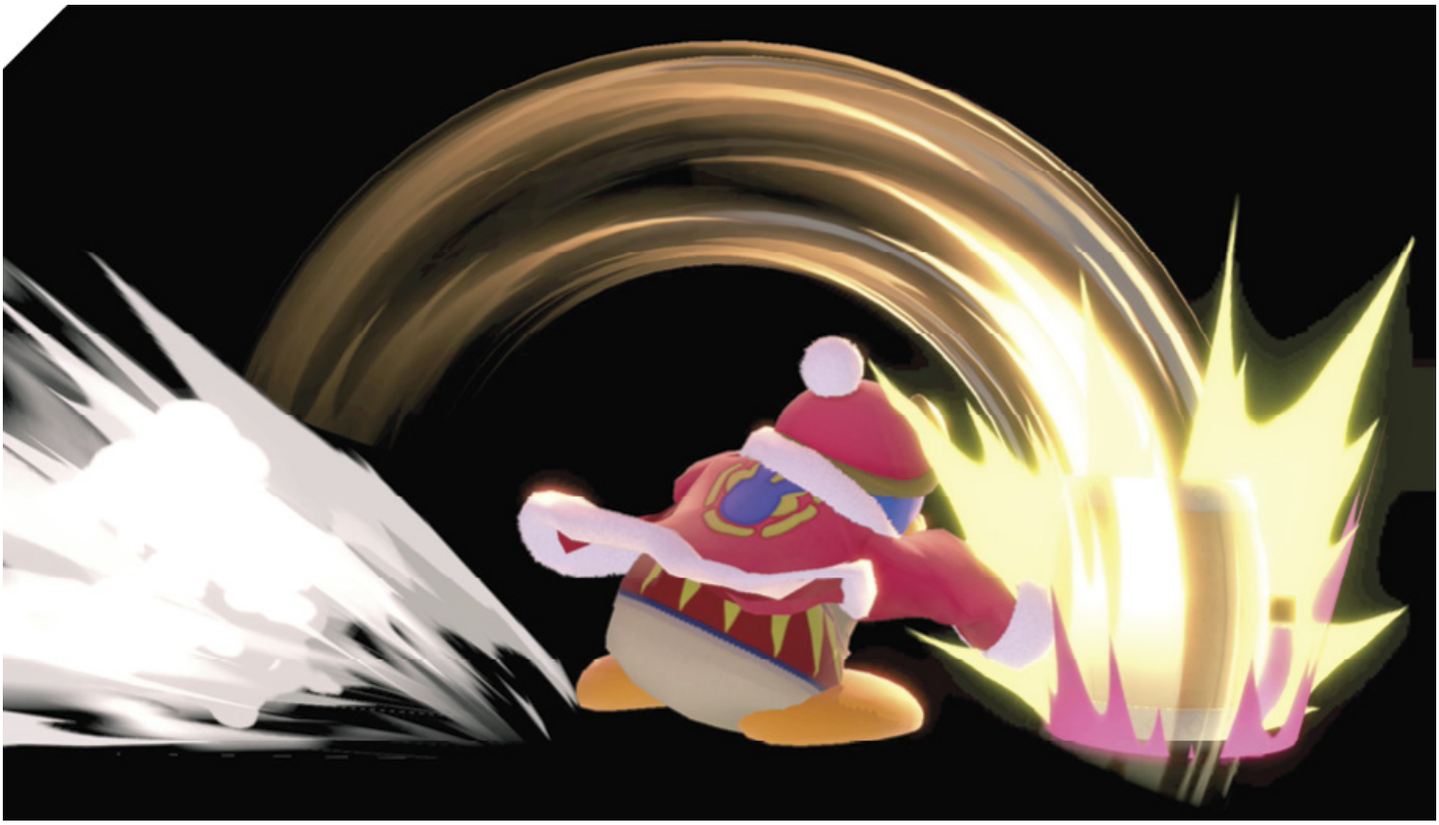
While crouching, King Dedede luxuriates in a relaxed-looking pose. From here, he can roll forward with one of his quickest attacks, a tumbling bump. At the end, he returns to his reclining posture briefly before being able to do anything else.

Hitting faster than King Dedede's neutral attacks or his grab animation, down tilt is important in his arsenal, even though it's very laggy and likely to lead to punishment if it's dodged or shielded. On a successful hit, the opponent can be smacked again immediately, depending on their position.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	25-35	11-15.4 with impact tremor.
Up smash	16-22.4	Pops foe into potential juggle position.
Down smash	13-18.2	—

SIDE SMASH



King Dedede hefts his wooden hammer for an extremely slow but extremely strong overhead smash. The hammer's hitbox begins when it's swinging vertically over Dedede's head, but reaches full power while aimed up-forward. It does full damage from here until slamming into the ground, at which point a secondary impact tremor hitbox springs up around where it hits, giving the attack good reach (if weaker damage) past the hammer's head.

This is one of the game's slowest attacks, with even the uncharged version taking over half a second to strike, and the fully charged version striking in a second and a half (if it's released as soon as it's fully charged). It's hard to land this in the heat of combat against quicker fighters (which is almost everyone), but if you do, the damage and knockback are staggering. If foes try to block it, it'll surely shatter their shield! The long windup makes this a rare case where, if you're going to use side smash at all, you might consider fully charging it. It's not surprising anyone anyway, so adding an extra second to the total duration (for the possible benefit of destroying someone with a 35% damage single hit) is less costly for Dedede than it is for most fighters.

UP SMASH

Starting with a scooping motion forward, King Dedede raises the hammer from ground level and swoops it over his head. It hits to the front first, before sweeping up overhead and then behind, eventually covering all angles except downward ones. Whether enemies get hit in front, above, or behind, they're launched off their feet, into a position that allows for follow-ups as damage accumulates. The king whirls with the hammer held low, smacking both sides with a forceful clear-out spin. He hits in front first before twirling to hit behind. For a forward hit, this is a bit faster than the front-facing portion of up smash—it's also a bit faster to make it to the backswing—though it doesn't cover upward angles as up smash does while Dedede turns around. Down smash is strictly a floor-level swipe.

DOWN SMASH

The king whirls with the hammer held low, smacking both sides with a forceful clear-out spin. He hits in front first before twirling to hit behind. For a forward hit, this is a bit faster than the front-facing portion of up smash—it's also a bit faster to make it to the backswing—though it doesn't cover upward angles as up smash does while Dedede turns around. Down smash is strictly a floor-level swipe.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.6	—
Front throw	4, 6	Forward throw.
Back throw	4, 9	Backward throw.
Up throw	4, 5	Pops foe into potential juggle position.
Down throw	6	Bounces foe into potential juggle position.

GRABS

King Dedede's grab attempts are normal for a heavyweight, but slow compared to most fighters. With his neutral attack being one of the slowest in the game, you have to threaten with down tilts, hopping attacks, and high-bouncing Gordo Throws to coach challengers into being susceptible to throws. When you're seeking to pull in enemies and toss them, remember to think of Inhale as a longer-reaching throw you can also do in midair.

After a grab, throwing someone either forward or backward can also strike any other fighters in the way. Up and down throw both offer different combo opportunities. After an up throw, you can usually get at least a leaping up air, and down throw can lead to an immediate up tilt juggle before you go for a short-hopping follow-up.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	12	—
Forward air attack	12	—
Back air attack	16	—
Up air attack	1x7, 5	—
Down air attack	15	—

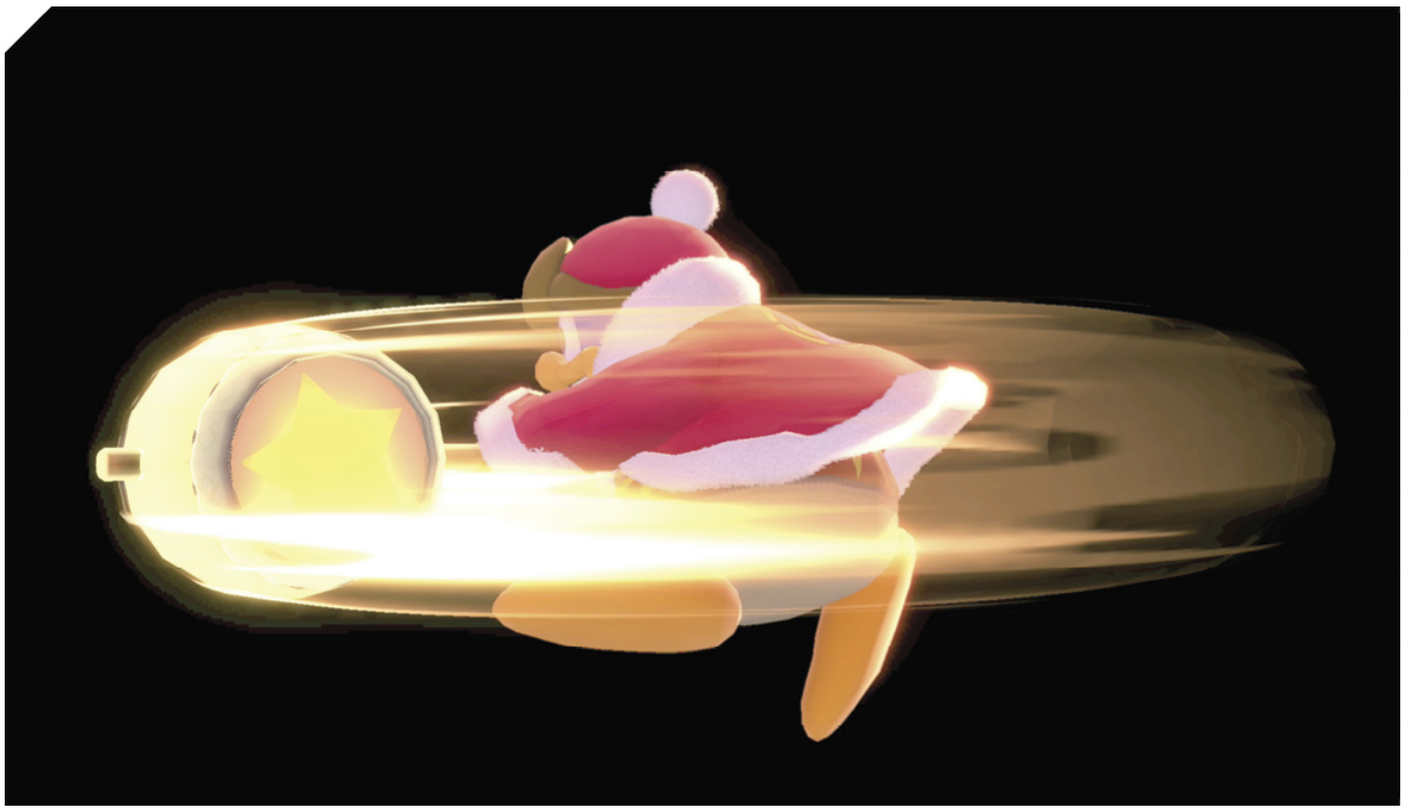
NEUTRAL AIR ATTACK

The king extends all his limbs and falls, using his bulk as a weapon. This attack's hitbox is essentially a circle around King Dedede's midsection, effective against grounded foes whether the king lands in front of or behind them. Immediately after he jumps at a grounded opponent with neutral air attack and lands, a combo is possible by catching them with side tilt or up tilt. It's possible to juggle immediately after a fast-falling neutral air attack with two up tilt juggles back-to-back, before short-hopping to finish the juggle with something like up air attack.

FORWARD AIR ATTACK

In midair, King Dedede brings the hammer down with a chopping attack, first hitting at an up-forward angle, then swinging to down-forward, covering all forward directions. The hammer here has more range than neutral air attack, making it better for pursuing a target from farther way. It just requires a bit more lead-in time for the hit.

BACK AIR ATTACK



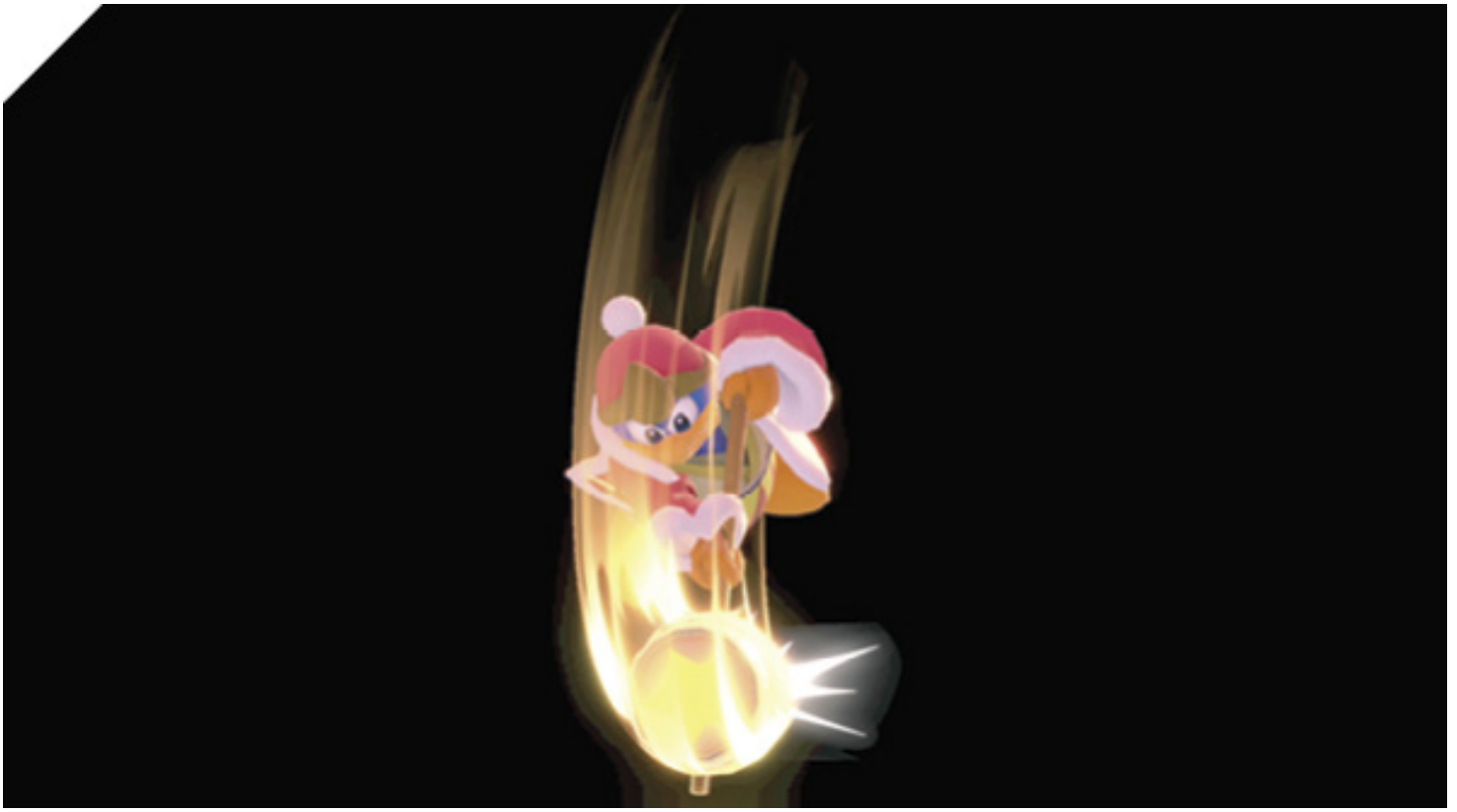
King Dedede whirls backward in midair, bring the hammer around for a sideways swing. This doesn't have any upward or downward slashing coverage, and hits laterally to his back. It's slower to hit than forward air, and linear, but the damage is higher, and the knockback is much more useful. When short-hopping backward at enemies to use this as a ground-level poke, be sure to use a manual short hop so you can perform back air slightly later, since an input of back on the control stick plus Attack+Jump results in a short-hopping back air that will whiff right above most fighters' heads.

UP AIR ATTACK

Dedede extends the hammer straight up while spinning the handle, rotating the hammer head rapidly. The extended handle has a narrow hitbox on it, but the star of the show is the hammer head above. This doesn't provide any use against ground-level enemies or enemies on the same plane in midair, but it's great to harass and juggle those at higher altitude.

After somehow launching an enemy, keep them aloft with well-aimed up airs right into them, like after hurling them with up throw or juggling them with a couple up tilts.

DOWN AIR ATTACK



Winding up by pulling the hammer back over his shoulder while falling, King Dedede then swings the weapon straight down, slamming anyone underneath and knocking them off balance. This hard-hitting move will certainly pummel anyone in the way, and Dedede's hammer won't lose out to other attacks on clean hits, but the lead-in is quite long, so this can be hard to aim effectively.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	10	20 damage if spat foe hits another foe.
Side special	14	Damage diminishes with distance traveled.
Up special	15, 12	Intangible briefly on takeoff. Input up or special during ascent to skip diving portion.
Down special	12-40	Can be charged. Can move while charging.

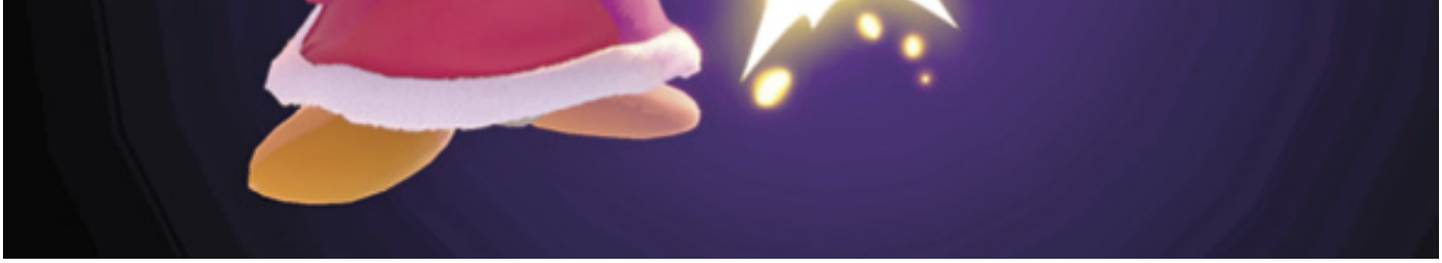
NEUTRAL SPECIAL: INHALE

King Dedede has trained long and hard to emulate the skills and abilities of his feared nemesis, Kirby. He opens wide for this attack, creating a vortex that pulls in anyone directly in front. With a foe held captive in his gullet, King Dedede can move and jump (although at greatly reduced speed) to seek a desired regurgitation point. Another Attack or Special input makes him spit them back out (he does it automatically should enough time elapse). The captive is spat out as a star projectile, taking damage and seriously hurting anyone they're flung into.

Whether on the ground or in the air, this essentially works like a special-move throw with terrific reach. Think of it as a long-reaching throw or as an unshieldable attack. It can be used for the raw damage whenever available, but it can be made even more potent on purpose by launching enemies into each other, or by spitting them off ledges. Even better, near stage edges with gaps underneath the level, Inhale someone, hop backward off the stage, spit them under the stage, then quickly use your double-jump and up special to return to safety! This can make it difficult or impossible for them to recover.

It's not just enemies that can be transformed into shots for Dedede. Incoming projectiles can also be scarfed up using Inhale, and they're immediately returned to sender with a little extra mustard (though it's probably not actual mustard). You can't choose to lumber around to pick a particular firing spot when you Inhale an enemy's shot; it's fired back right away.

SIDE SPECIAL: GORDO THROW



King Dedede produces a Gordo—a cute, spiny creature that looks like a spiked ball with eyes. He then swats the Gordo like a baseball, knocking it on a bouncing path forward. (Don't worry about the Gordo. They're invincible. Ask Kirby.) The Gordo bounces several times moving forward, then disappears. It also disappears prematurely after bouncing off a target. The Gordo's damage diminishes a bit as it travels. Only one Gordo can be active on-screen at a time. Attempting side special again while a Gordo bounces makes Dedede perform the Gordo-swatting swing (worth 10 base damage if it hits a foe), just without the Gordo toss beforehand.

Immediately after you start a side special, control stick input dictates the kind of bounce Dedede sends the Gordo on. With the regular side special input (left or right plus Special), the Gordo bounces far and low, traveling the longest distance. (To ensure you get this type of bounce rather than inadvertently triggering the other ones, keep holding left or right after the command.)

For higher bounces and less travel, input side special, then immediately hold down on the control stick. This Gordo bounces forward about two-thirds the distance of a "normal" side special Gordo toss.

Finally, for the highest-bouncing, shortest-traveling Gordo, input side special, then hold up on the control stick. This spiked ball doesn't travel far from King Dedede at all, with the highest bounces of the three versions.

The different Gordo versions are basically skewed toward offense or defense. A longer-bouncing Gordo is obviously a bigger threat to people far away, while the Gordo that bounces near Dedede can act as a temporary shield, deterring frontal enemy assaults for a moment and giving him a chance to start up direct offense of his own.

While a Gordo bounces, there's a chance a sporting foe will try to expertly time attacks or countermoves to reflect the bouncing spiked balls right back at the king. You can get caught up in a volleying game here, batting it back with your own attacks if you like (any physical attack will do, as long as it swats the Gordo before the Gordo's spikes hit; you don't have to use the side special hammer swing).

And there's an extra twist. Remember that Inhale allows Dedede to pull in and eject projectiles. This includes his own Gordos! This can be done before or after a Gordo is reflected back by an opponent. One curveball trick is to use a high-bouncing "up" Gordo so it stays near Dedede, seemingly as a defensive stalling tactic. Then Inhale the close-range Gordo and send it bouncing ahead unexpectedly fast, with its damage boosted from having been Inhaled!

Finally, it's important to note that a Gordo may stick into vertical surfaces, in which case it stops bouncing and becomes a motionless hitbox for a couple seconds before disappearing. Midstage, this is mostly incidental, but you can put it to intentional use when edge-guarding against enemies. If a stage's edge ends in a sheer cliff, with a wall leading straight down (rather than a gap leading under the stage), bravely step off the stage, immediately turn and knock a Gordo into the wall, then double-jump and float/Super Dedede Jump back to the ledge. If someone tries to recover from a low angle along the wall, they'll be impeded by the spiked Gordo!

UP SPECIAL: SUPER DEDEDE JUMP

The king squats, then launches himself high, quickly gaining lots of altitude. The trajectory of this super jump can be altered by holding left or right during ascent. With no further input, Dedede transitions to a powerful diving attack at the apex. He hits hard on the way down, smashing grounded foes with such force that they're planted into the dirt. That doesn't last long, since his ground impact is a secondary hitbox, launching them away if the dive-bomb connects. Depending on the angle and the enemies' positions, they might just get launched away by the diving airborne hit, or only grazed by the impact tremor on the ground.

As an attack, Super Dedede Jump is highly telegraphed and relatively easy for enemies to see coming, though it's extremely strong if it hits. It's best for literally leaping into the fray when a few other brawlers are tangling midstage, not paying attention to Dedede. (Send a midbouncing Gordo their way first for good measure.)

For recovery purposes, you don't want the dive-bombing portion of Super Dedede Jump. You can avoid the plummeting attack by tapping up or the Special button before Dedede slams into the ground. Whenever you up/special cancel Super Dedede Jump, the king immediately enters a helpless drifting state to return to the ground. Note that this can be done anytime after the ascent and during the dive-bombing portion; you can start Super Dedede Jump and cancel it at the apex, drifting all the way down (the best option when recovering from offstage, where the only concern is vertical/horizontal distance gained), or you can let some of the plummeting happen, then cancel it before impact. There's a little bit of landing lag after drifting down from a canceled Super Dedede Jump plunge no matter when you do it, but beware that the lag is especially long if you cancel the diving attack just before it slams into the ground. It's basically like voluntarily knocking yourself down, without floored intangibility to provide any brief reprieve.

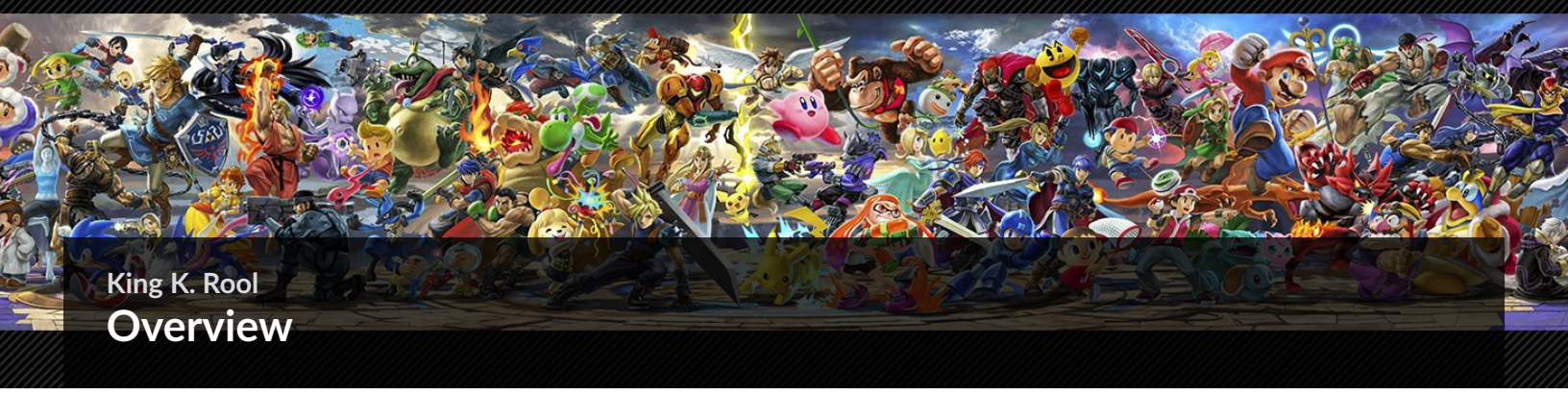
DOWN SPECIAL: JET HAMMER

It turns out the hammer isn't just a hammer. There's a rocket engine inside, the better to power up this special hammer swing. Hold the initial input, and Dedede begins charging Jet Hammer's power. Release for the swing. While charging, King Dedede can still move around, with about the same mobility as when an enemy is sucked in with Inhale but not yet ejected. This means you can start charging Jet Hammer, then jump and release to hit someone in midair, for example.

Charging longer increases power and knockback. You know it's fully charged when King Dedede's determined stare at his enemies becomes an exasperated stare at you, the player! At this point, the hammer release delivers a staggeringly strong 40% damage hit, but if you continue to charge at full power, King Dedede slowly builds up damage on himself! Now you understand why he looks so concerned at max charge. When King Dedede's own damage is at or above 100%, holding the fully charged Jet Hammer no longer adds to his pain.

FINAL SMASH: DEDE-RUSH

With a Final Smash loaded and ready to go, the king attacks with his mightiest swing. Get a preferred target in your sights up close, and let the attack loose with a neutral Special input. The initial swing can hit multiple enemies, but it only draws one of them in for the full-damage cinematic, with King Dedede walling them off in a personal ring of pain!



King K. Rool

Overview

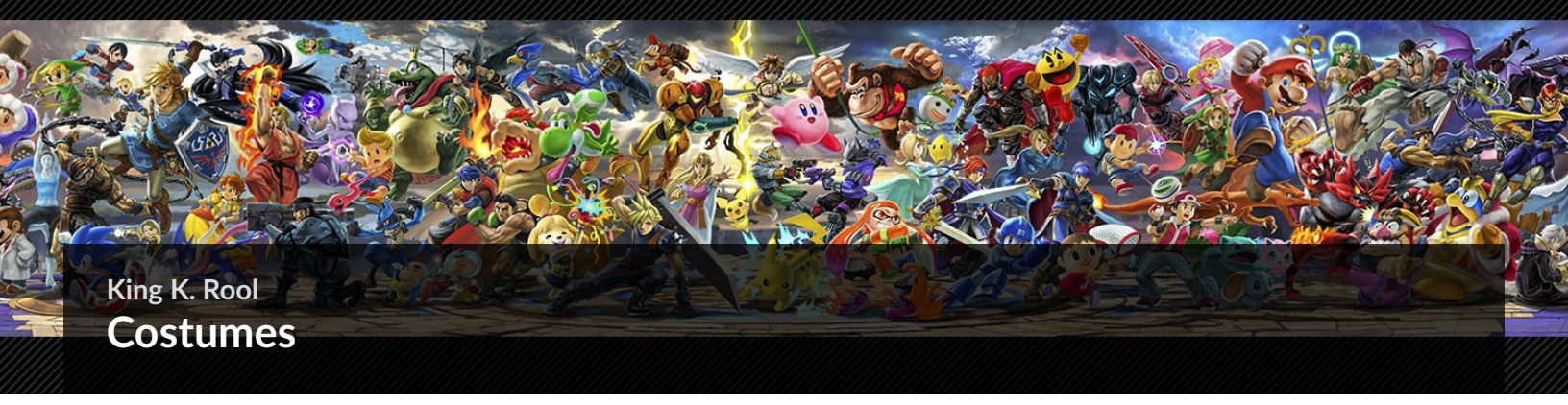
The lumbering lord of the Kremlings relies on his raw strength, prodigious gut, and skill with self-made gizmos. He has many attacks that deal high damage, and he's not as slow as you might expect, with his neutral attack and up tilt hitting fairly quickly. His belly absorbs impacts during many attacks, which helps him endure attacks and strike back even with slower moves. It's functionally like having partial super armor on many moves. The belly itself becomes a weapon for moves like neutral air attack. Even side taunt has belly armor, offering the most insulting method for dismissing incoming projectiles.

Aside from his belly, the king is distinguished by his tools. Blunderbuss and Crownerang give him ranged threats he can overlap, dealing meaningful damage from far away. Both of them supplement his offense up close, with Blunderbuss offering cannonball-ricochet or opponent-launching follow-ups. Meanwhile, the Propellerpack storing all his stuff is ready at a moment's notice to whirl him up away from danger.

KING K. ROOL VITALS

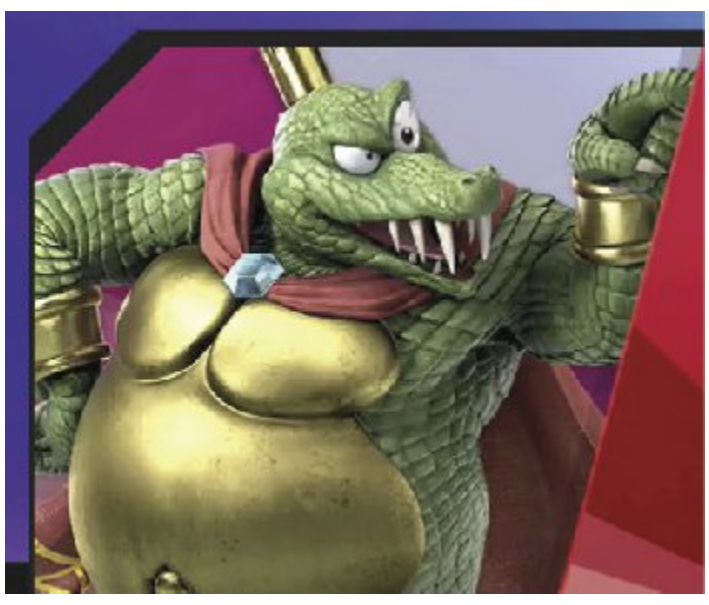
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

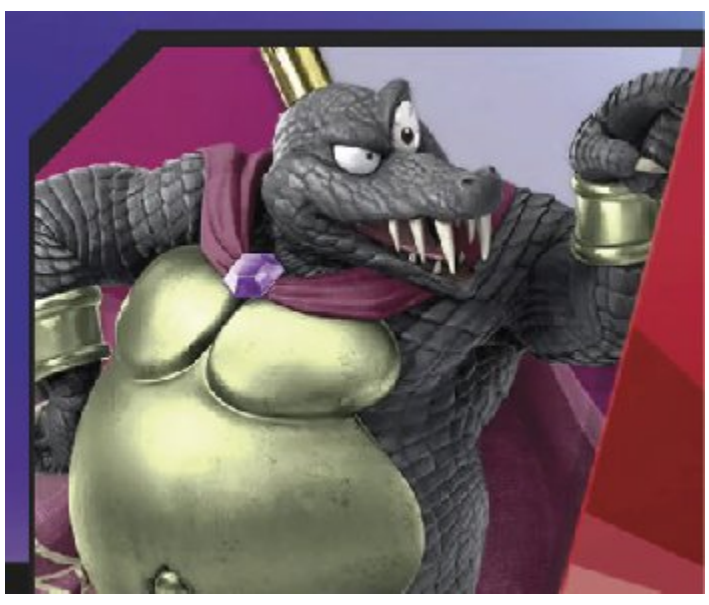
MOVEMENT RANKS	
Ground speed:	D- (65)
Air speed:	D (61)
Falling speed:	B (23-24)
Weight:	A (2)

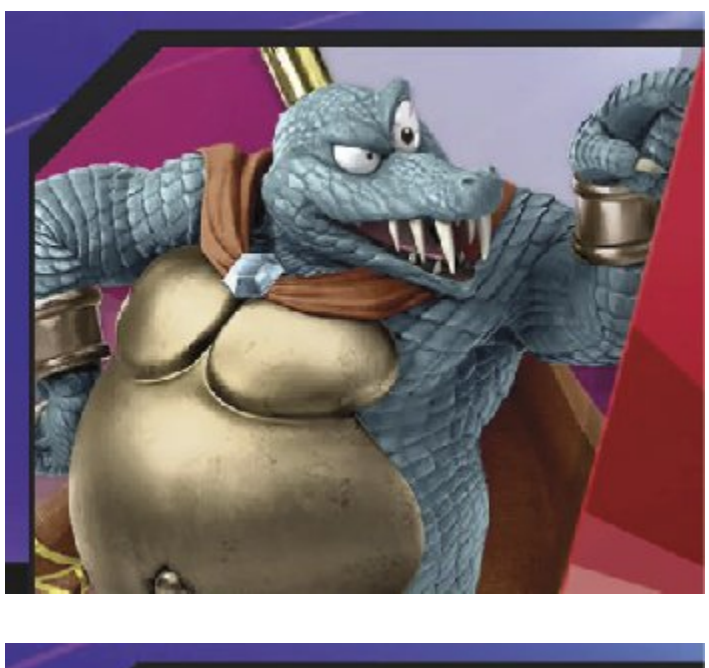


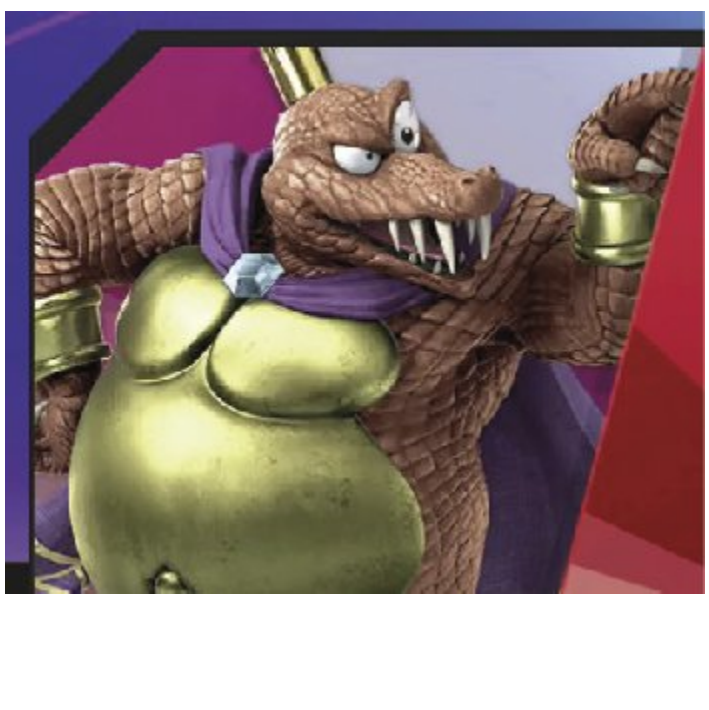
King K. Rool

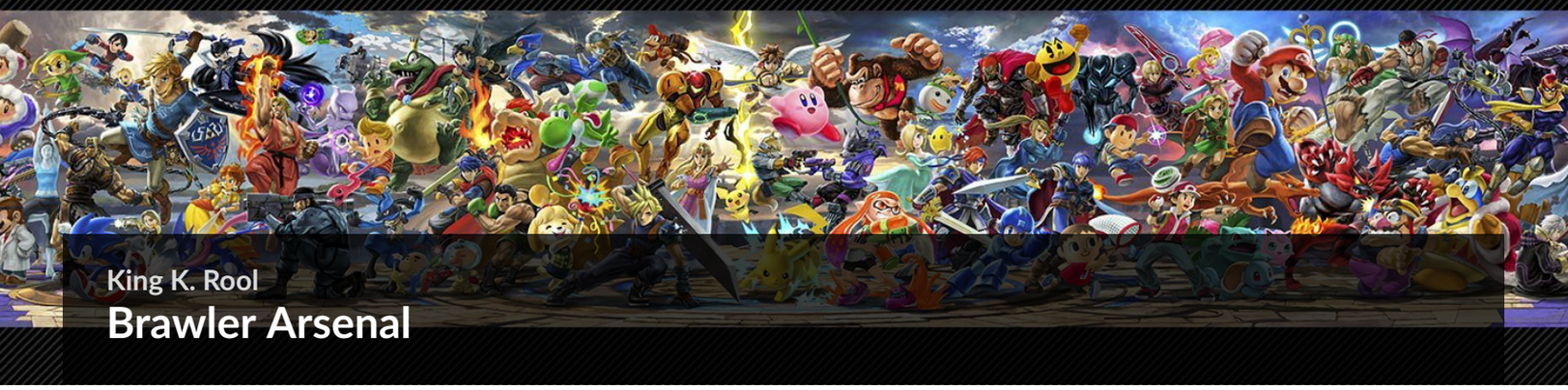
Costumes











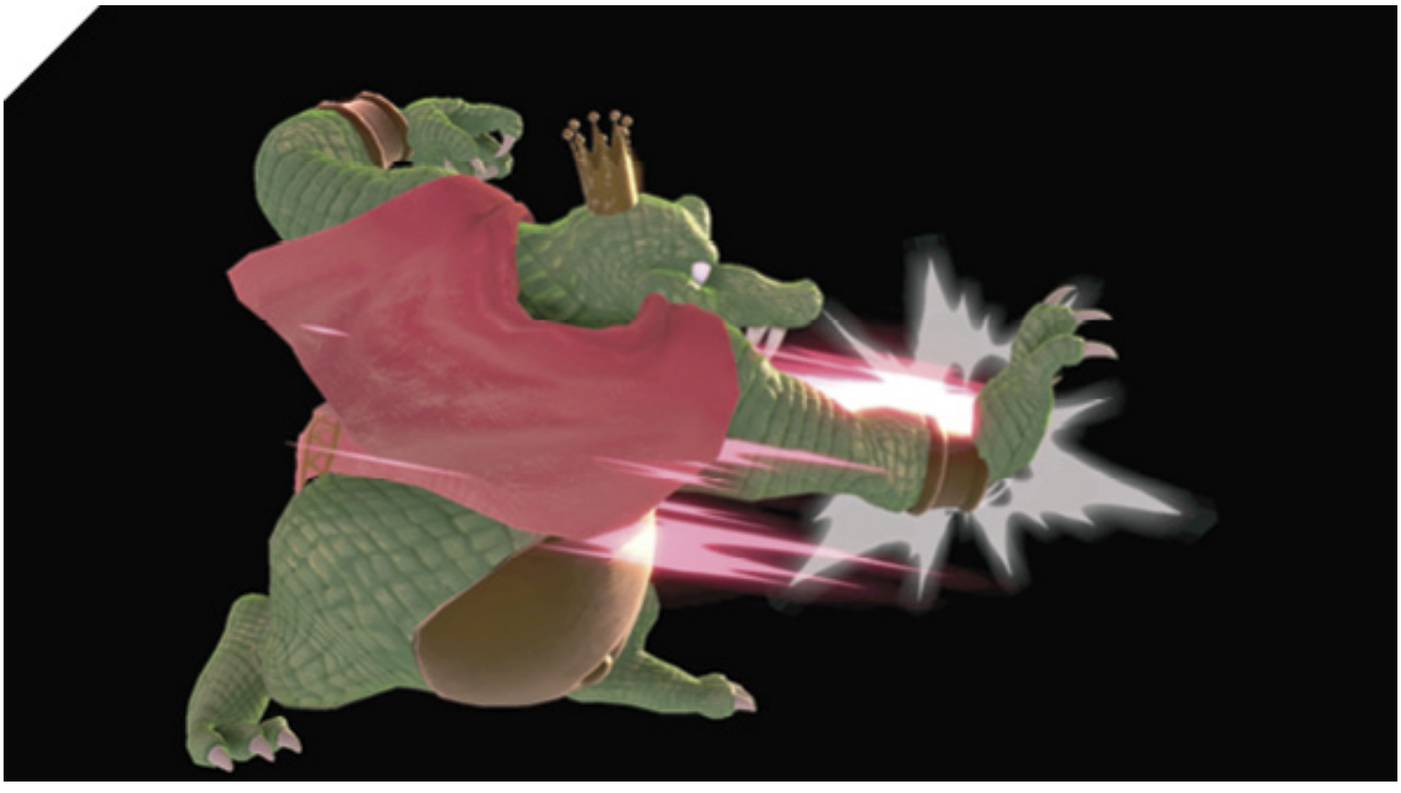
King K. Rool
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

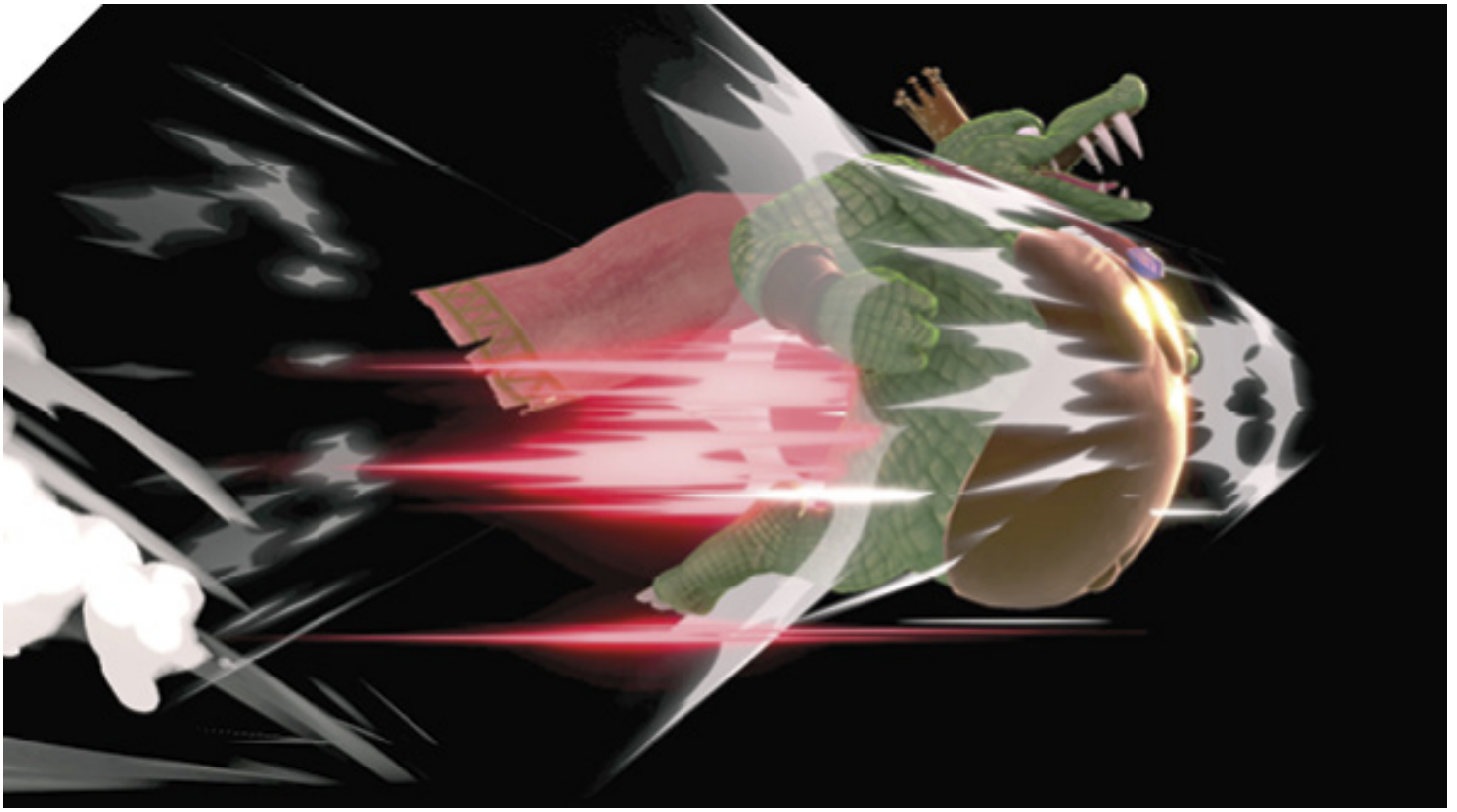
MOVE	DAMAGE	NOTE
Neutral attack 1	2.5	—
Neutral attack 2	2.5	—
Neutral attack 3	7	—



The Kremling king has decent speed for his neutral attack combo, especially considering its damage, and his burliness elsewhere. You can't call it a fast opening jab, but it could be worse. He starts with a short-range palm strike, follows with a farther-reaching claw swipe, and finishes with a hefty kick to knock defenders away. Since King K. Rool's up special doesn't work as a quick, strong reversal, you'll likely rely on neutral attacks more than usual when dropping shield to counterattack.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	15	Belly super armor.



The king rushes forward with his belly out, dealing anyone in the way a heavy hit. The initial belly jut does more damage, but the flop after can hit as well. His belly has super armor during both parts of the attack. Afterward, K. Rool has quite a bit of lag getting up, so be careful using this.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	10	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	13	Belly super armor. Can be aimed up or down slightly.
Up tilt	11.5	Arm intangible.
Down tilt	13	Plants foes up close. Launches foes from max range.

SIDE TILT

The king reaches way back with both hands, belly out. During this windup, the belly has super armor, dampening the blow of anything it blocks. Then K. Rool slaps his hands together for the attack. Damage is highest where the hands clap; closer in, it's a little lower. The clap can be aimed a bit diagonally up or down with a slightly off-center side tilt input. The speed for a single-sided poke attack is sluggish, but the armored belly at the beginning helps it plow through many things.

UP TILT

While most of King K. Rool's moves are somewhat slow, up tilt joins his neutral attack as surprisingly quick. It starts out punching directly in front of the king before proceeding into a hopping uppercut straight up. It doesn't cover all upward angles, but the close-range and anti-air coverage in front are great. One of King K. Rool's most reliable staple attacks.

DOWN TILT

King K. Rool raises a leg and stomps fiercely, slamming a big area in front of him with the impact. This attack has a shockingly big hitbox stretching ahead from his shoulder and foot. It even extends slightly down into the ground, perhaps hitting at the underside of soft platforms as enemies leap up from underneath.

The large hit area is the impact tremor from his foot stomp, which does a little less damage than the foot, while launching victims into the air. If they get hit by the king's foot, they'll be planted in the dirt like a rail spike, stuck briefly and totally open to more attacks from K. Rool! It's his slowest tilt attack, but potentially has the biggest payoff.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	19-26.6	Can be aimed up or down slightly.
Up smash	15-21	Belly super armor.
Down smash	18-25.2	Belly super armor.

SIDE SMASH

The king must have fearsome physical power to stand as a constant nemesis against the Kong family. Few places is this better demonstrated than the boxing-glove punch deployed during side smash. It's an extremely strong punch, and can be slightly aimed up or down. On a solid hit, sparring partners are sent into a brief backward tumble. This attack pretty much just has brute force going for it, since it lacks the belly armor or intangibility of many moves.

UP SMASH

This quirky alligator flop starts out with a headbutt straight up, very fast for a smash attack; only marginally slower than up tilt, if uncharged. This initial hitbox is aimed upward, but the king's belly is already armored on the way up. After the initial lunge, King K. Rool flops forward, with belly still armored and a small hitbox around his head that can drag down close-range airborne foes. Upon belly-flop landing, there's another hit from the impact. This means up smash has a serious lateral hitbox, but it's late in the move. Beware missing with this attack, since there's serious lag after the belly flop.

DOWN SMASH

Down smash is almost a built-in smash version of a short hop attack. King K. Rool springs up with a short jump and splays his limbs, preparing to fall with all his weight. His belly is armored on the way down, though it's not an active attack until he lands. The initial, most damaging hitbox surrounds the king, and is shortly followed by a huge (but much weaker) impact area that can clear out an entire soft platform.

This belly flop is fairly slow to hit, but the downward-aimed armored belly leads to interesting applications. For example, when standing on a small-to-medium-sized soft platform, with enemies underneath anxious to jump and up air attack into your feet (or whatever they want to do), you can read their intent and down smash to meet them with an armored belly and an extremely generous impact zone.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.6	—
Front throw	10	Bounces foe forward off ground.
Back throw	11	Backward throw.
Up throw	16	Puts foe into potential juggle position.
Down throw	5	Plants foe in ground.

GRABS

The king's grab isn't noteworthy speed-wise, taking twice as long to grab as his neutral attack takes to hit. But he has good potential once someone is in his clutches.

In party battles against several foes, the front throw hits anyone else in front as it bounces the victim off the turf. For raw distance and KO potential at high-damage percentages, back throw is best, as is often the case.

Up and down throw are where it gets interesting. Up throw deals exceptional damage, and virtually guarantees you can juggle with something else right after. Down throw deals underwhelming throw damage, but plants foes in the ground like a close-range down tilt, guaranteeing you can tack on something else that's juicy.

AERIAL ATTACKS

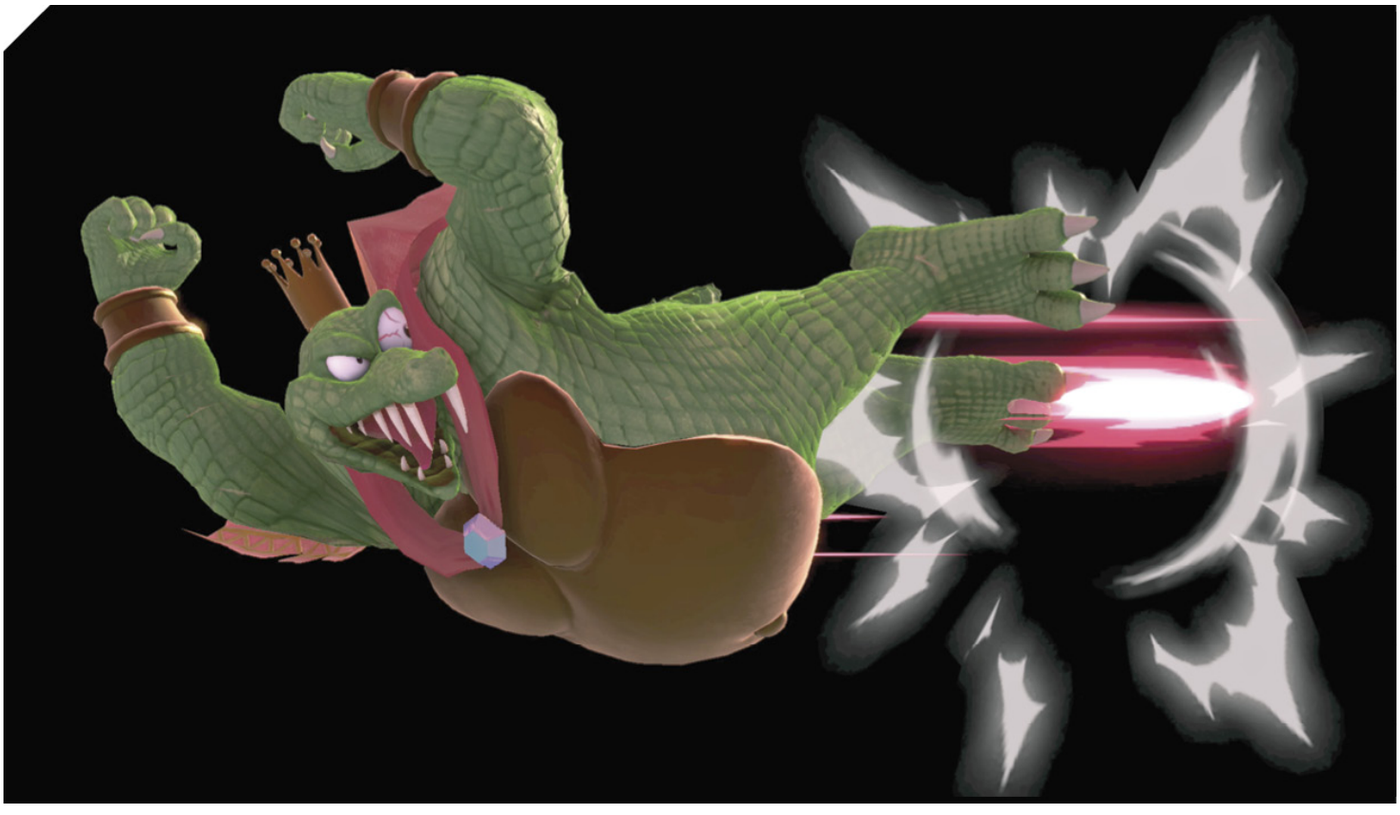
AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	12	Belly super armor.
Forward air attack	14	—
Back air attack	19	—
Up air attack	14	Small hop during attack. Head intangible. Belly super armor.
Down air attack	9	Belly super armor.

NEUTRAL AIR ATTACK

With this useful all-purpose air move, the king juts his swollen belly out as much as possible, like a flying battering ram. The king is basically a big cannonball. It deals the most damage right when it starts, and a bit less after it's extended for a few frames. As a long-lasting, partially armored attack, it's good whether going air-to-air or jumping at people on the ground, like while fast-falling. The angle is also decent for attacking out of tumbling states, to out-prioritize enemies trying to (for example) leap up and juggle K. Rool with up airs.

FORWARD AIR ATTACK



King K. Rool kicks forward with both legs all the way out, adding quite a bit of reach. This might look like a Mario-style dropkick, but it's way slower and laggier than that. In general, the king's air attacks take a lot more aerial commitment, so he can't jump and double-jump while jutting out a dropkick-like move three or four times to control space and threaten.

BACK AIR ATTACK

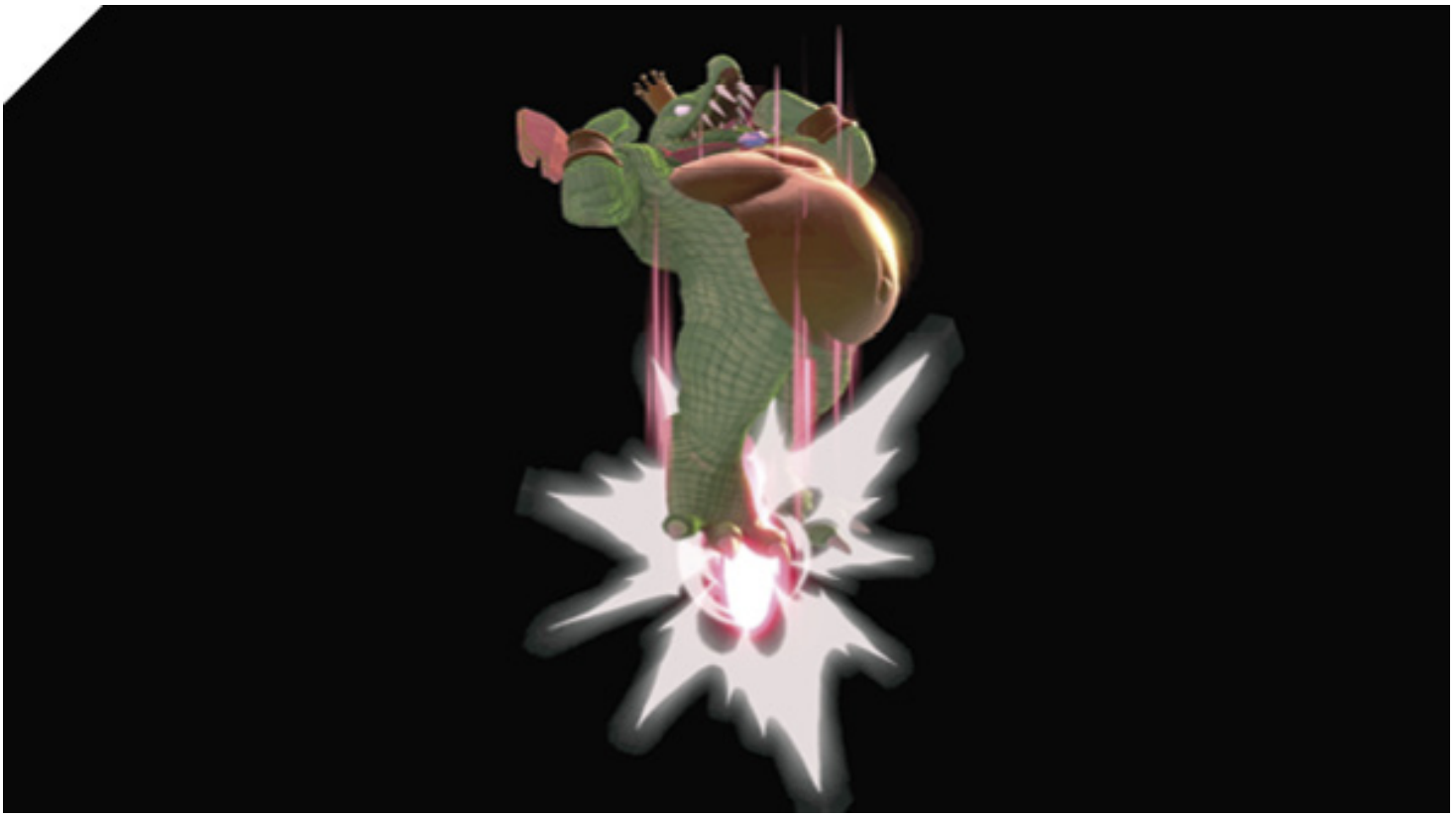
The king swings with a mighty hook overhead, dealing heavy damage and knockback on direct fist hits, and can even meteor opponents. The hit area begins aimed 45 degrees up-forward and curves to 45 degrees down-forward. Straight up and down aren't covered, but the coverage and damage are great in a small wedge just behind.

Slow to hit but beefy, back air attack isn't well-suited to reactionary use against nimble aerial attacks coming up from behind. (On the other hand, it's great for short-hopping backward at defensive grounded enemies.) Like with up tilt and up smash, K. Rool lacks coverage to his back in many situations. Part of using him involves being aware of who's sneaking around behind, and avoiding getting forced into jousting with your back to them.

UP AIR ATTACK

One of K. Rool's fastest air attacks (tied with neutral air attack) features him in another upward dive, headbutting straight up like up smash. Like with up smash, the king's belly is armored, blocking threats in front. Using this attack gives a little upward lift, almost like a triple jump. The lag after this move is lengthy, lasting most or all of the way back to the ground, so it can't be used frivolously.

DOWN AIR ATTACK



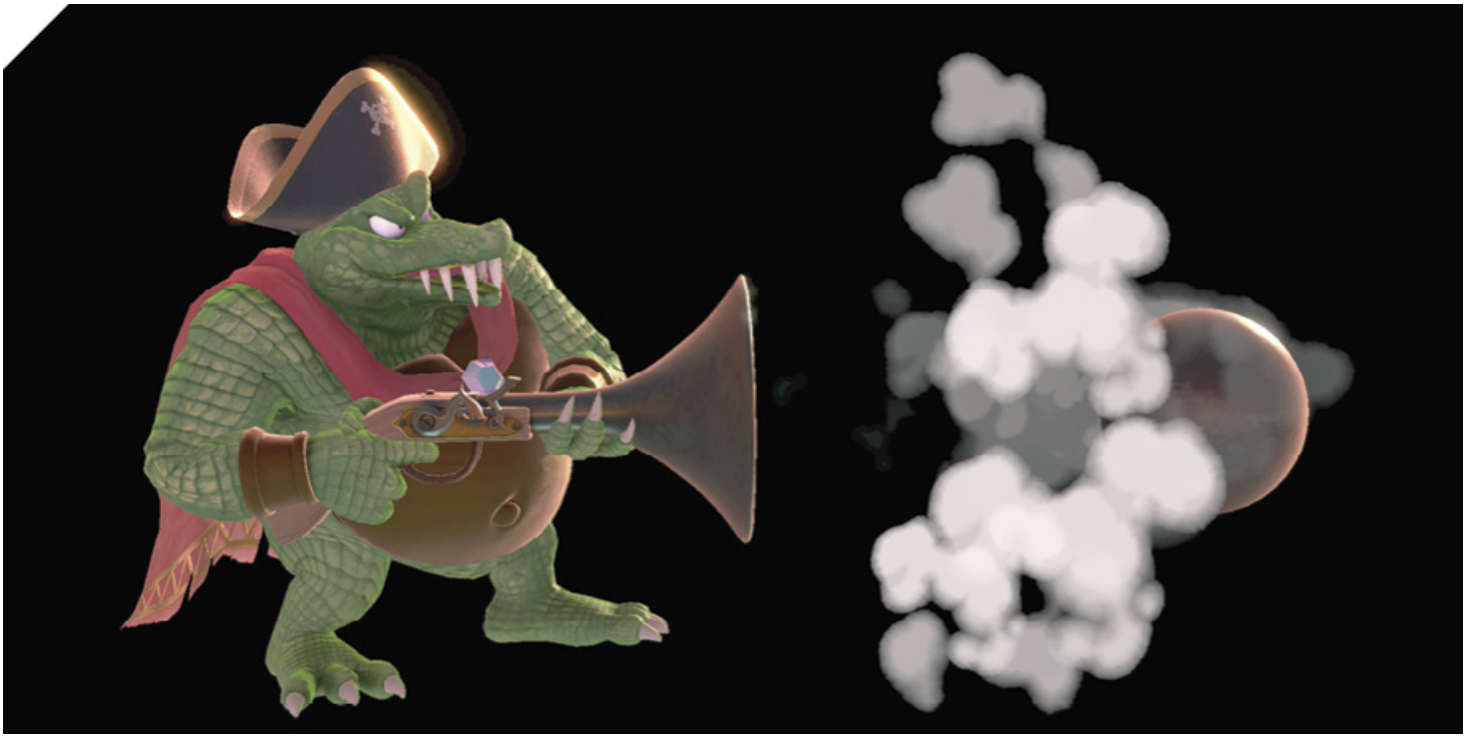
King K. Rool kicks straight down, again with an armored belly protecting his front side. This has the expected use of aiming at adversaries just below, though with a sluggish start and brief kicking period it can be hard to aim. It works well in manual short hops, performing the kick a bit later than with a built-in short hop's timing. As a bonus, the belly is well-aimed to protect the king when short-hopping. Like Back Air, it can meteor opponents.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	13	17 damage on rebound shot.
Side special	8 on throw, 6 on return	Must be caught or picked up before reuse.
Up special	3x6	Can be steered left or right. Lag until landing.
Down special	Incoming attack x1.5	Body intangible. Belly invincible.

NEUTRAL SPECIAL: BLUNDERBUSS



The Kremling king gets fully into character for this move, slapping on a pirate's hat as he launches a cannonball from an all-purpose, old-school scattergun. Depending on how you use this special, it can work like several different specials.

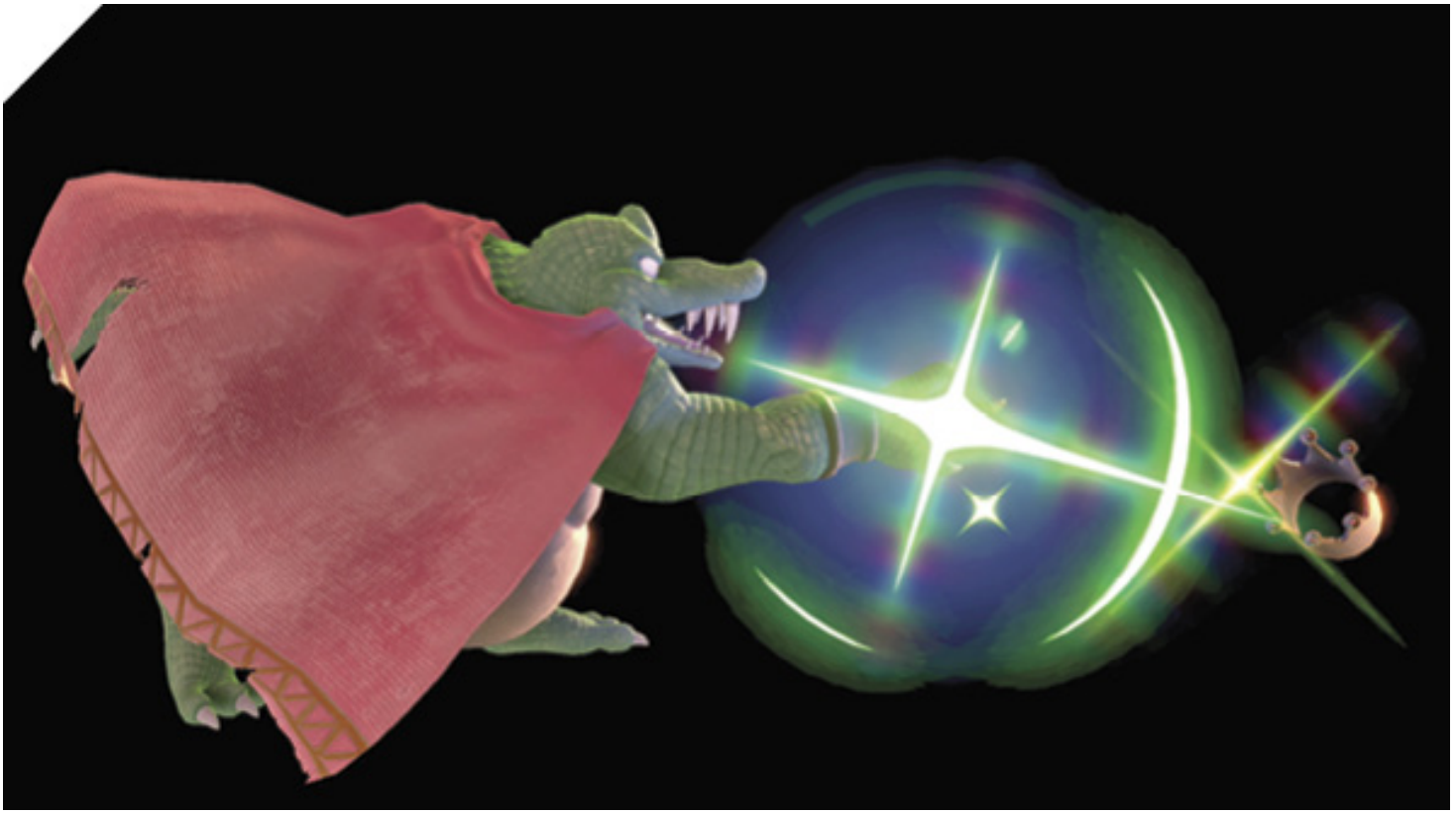
With space between you and enemies, you can treat Blunderbuss shots as strong projectiles. Cannonballs hit hard, and after they bounce off a foe, they can hit other targets on the rebound for less damage. Fired cannonballs persist for a second after rebounding and coming to a rest, then disappear. Only one can be on-screen at a time, so after you send a cannonball the enemy's way, follow it up with Crownerang to fill extra airspace, or shift gears and chase the cannonball in.

When using cannonballs near enemies, the Blunderbuss's secondary function comes into play. When a cannonball is already on-screen, holding neutral special engages the scattergun's amazing suction feature. If the cannonball is close enough after bouncing off a target's noggin, it'll get reloaded and fired from the gun! This bonus shot is aimed up-forward by default, but you can manually aim it up-back or straight up. It's fired faster and more powerfully than the initial shot.

It isn't just cannonballs that the Blunderbuss launches. With a cannonball already on-screen, use neutral special facing a foe. If you're close enough, they'll be sucked in, and you can quickly chose which direction to launch them! Enemies sucked in and launched take a base amount of 12 damage; if an enemy is fired into another enemy, the new victim takes 18 base damage. This is kind of like Kirby, if Kirby used a makeshift shotgun. Whenever a cannonball is already in play, neutral special essentially becomes a special-move throw with scary reach, available ground or air.

Finally, as a neutral special projectile/suction attack, and with King K. Rool having poor coverage to his back on short notice, this is a prime move for the side-switching trick when starting most specials. Tap the Special button, then instantly tap the control stick toward K. Rool's back. For most specials, unless this trick just doesn't work, the grace period is three frames.

SIDE SPECIAL: CROWNERANG



Give the king's head a rest and fling the Kremling crown forward with a side special input. The crown returns after traveling about two-thirds the length of a cannonball's path. It deals more damage on the outgoing trip and a bit less on the way back. It's a threat the whole way, plowing through several fighters if they're in the path.

When it comes close enough to the king on the way back, he automatically puts it back on. If you're not doing anything, this animation occupies the king for a second in a crown-catching lag. Avoid this by doing basically anything just as he's about to catch the crown—for example, a neutral attack or sidestep dodge skips the crown-catching animation.

If King K. Rool can't make the rendezvous with the flying crown for some reason, it continues on its path until it lands on the ground. To throw it again, he has to go get it. If the crown sails into a pit, it reappears several seconds later at King K. Rool's feet, but he has to go without it until it does.

A projectile that stays on-screen for a while and reverses directions always enables creative uses. You can simply throw it straight toward enemies, using it as a supplement to Blunderbuss cannonballs; these powerful ranged features are some of what separates King K. Rool from other heavyweights, after all. Closer in—within the range of the Crownerang's flight path—it can be treated as a bullying cut-through move just outside melee ranges, temporarily asserting control of horizontal real estate.

There are craftier applications too. Offensively, you can jump and throw it past enemies over their heads, then go in for attacks knowing the crown will cover you on the return path, maybe even scoring a combo. Defensively, the crown can almost be treated like the lateral version of throwing an item straight up in the air so that it functions as both a shield and attack when it falls back down. Throw the crown away from enemies, then jump over its return flight.

UP SPECIAL: PROPELLERPACK

The king uses his gizmo expertise to zoom upward quickly with a one-reptile helicopter. The vertical travel is incredible, and the king can be steered left and right during ascent and descent. He drifts downward gently afterward unless you tap down to fast-fall. Propellerpack is tailor-made for rapidly climbing a multitiered stage or recovering from getting tossed out over thin air. It's more awkward when it comes to attack use. Unlike most up specials, this doesn't work as a close-range attack or reversal, because the hitbox is just around the little propeller above the king's pack. It can work well as a multi-hit juggle move against someone who's already at decent height, but it won't put them there. When using Propellerpack as a combo extender, be sure to steer into foes to maximize potential hits.

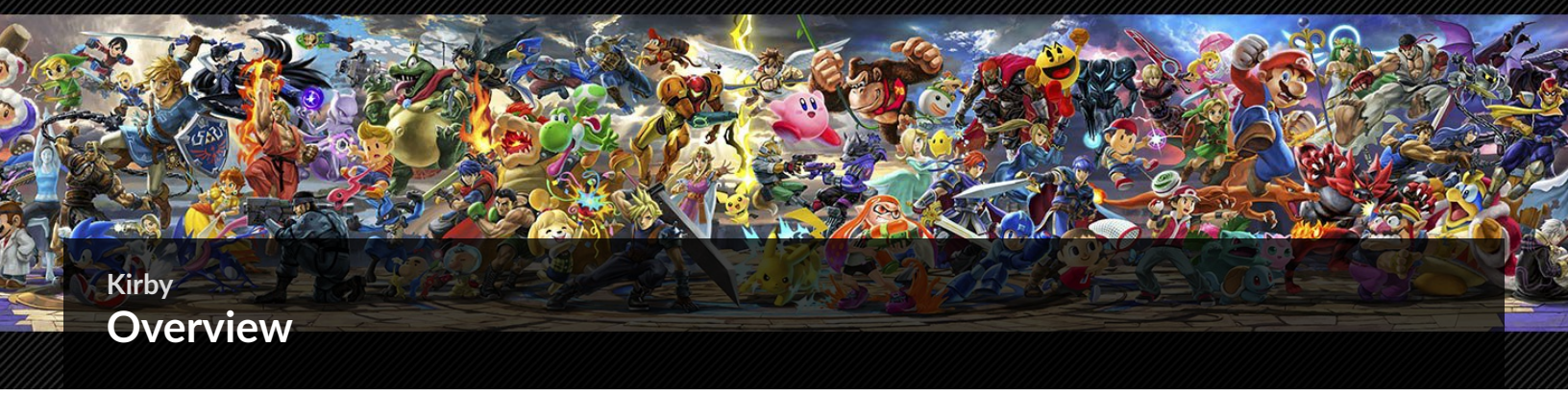
DOWN SPECIAL: GUT CHECK

Of all the moves King K. Rool augments with his impenetrable belly, this is the most potent. Input down special to make the king enter a belly-jutting pose. Only the first few frames of this pose are vulnerable, then the king goes briefly fully intangible as his belly flashes and becomes invulnerable. Anything that hits the belly during this invulnerable period is reflected with its damage amped up! Enemy projectiles are sent back both faster and more damaging. If an opponent physically attacks the invulnerable belly during Gut Check, they'll eat about 1.5 times their attack's base damage. After countering an attack, quickly flick the left control stick to the opposite direction the King is facing and he turns around and releases his counter attack in the new direction.

This is risky but rewarding, with the intangibility not instant, but quick enough to squeeze out in tight spots. At the very least, keep it in mind for converting hostile shots to your side. (Also, go up against a friend in a King K. Rool mirror match and see how many times you can Gut Check a Blunderbuss cannonball between the two of you.)

FINAL SMASH: BLAST-O-MATIC

Smack down a Smash Ball and gather the energy inside for access to the king's most powerful attack. On activation, K. Rool lunges straight ahead laterally about a cannonball's travel distance, marking anyone struck along that path. They eat some collateral damage from the enmity displaced by K. Rool toward the Kongs in the ensuing cinematic.



Kirby

Overview

Kirby returns as his usual self, a lightweight brawler with the unique ability to absorb attacks from foes and use their own powers against them. Kirby retains his excellent aerial mobility and is one of the few fighters with five midair jumps that allow him to turn around in the air on demand. He also has an improved dash speed, allowing him to utilize the superb overall speed of his ground-based attacks, as most of them are safe (some even leave him at a positive frame advantage).

When Kirby crouches, he squashes his body down to slightly less than half-size, making him remarkably difficult to hit; some attacks and grabs can whiff as he ducks under them (such as Captain Falcon's Falcon Punch). While crouching under attacks, he can safely poke and punish with his extremely fast and safe low-profile down tilt attack. Against whiffed high-lag attacks, he can potentially punish with Inhale.

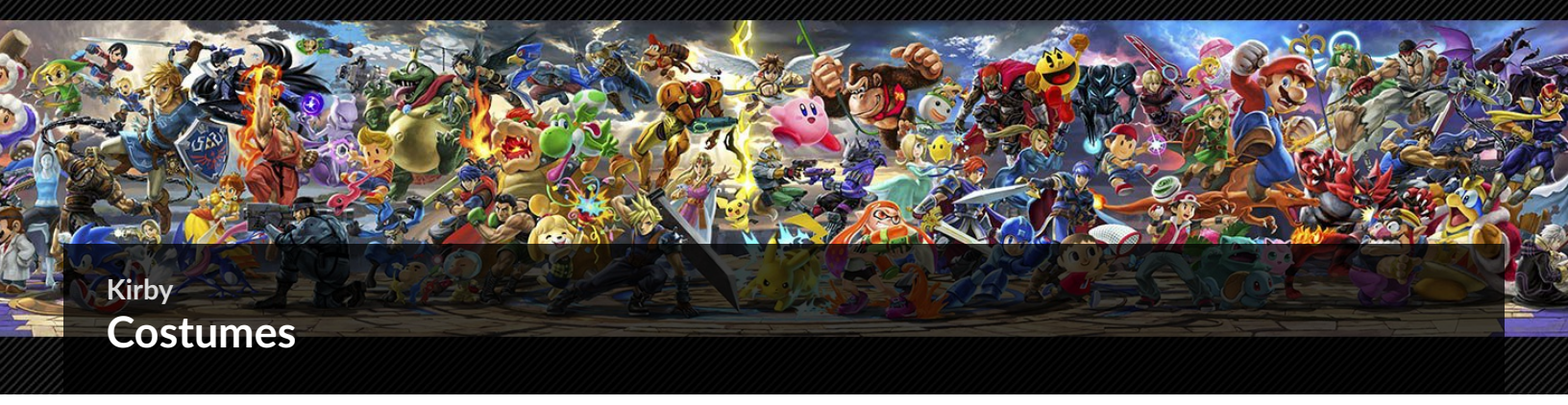
Kirby's signature Inhale special has been improved. Not only can he swallow incoming projectiles, he automatically absorbs them to restore health. His down special, Stone, is one of his core attacks, and if you can set up ground-based mix-ups, you can insert short-hopping low-altitude Stone Smash as part of your offensive sequence to obliterate the enemy's shields, potentially leading into a charged Hammer Flip.

Your overall goal with Kirby is to exploit his exceptional air mobility and defensive pokes in the neutral game, scoring big damage with his effective anti-air juggles. Play around your opponent's offense with your fast ground attacks until you can land a clean launcher or grab. You can rack up damage off most shield grabs if you have a strong follow-up plan. For instance, punish an aggressive foe with a shield grab into down throw, then follow the opponent's shuffling and react to their jump recovery accordingly. If you can land an anti-air up tilt or up air attack, you can aggressively combo the enemy.

KIRBY VITALS

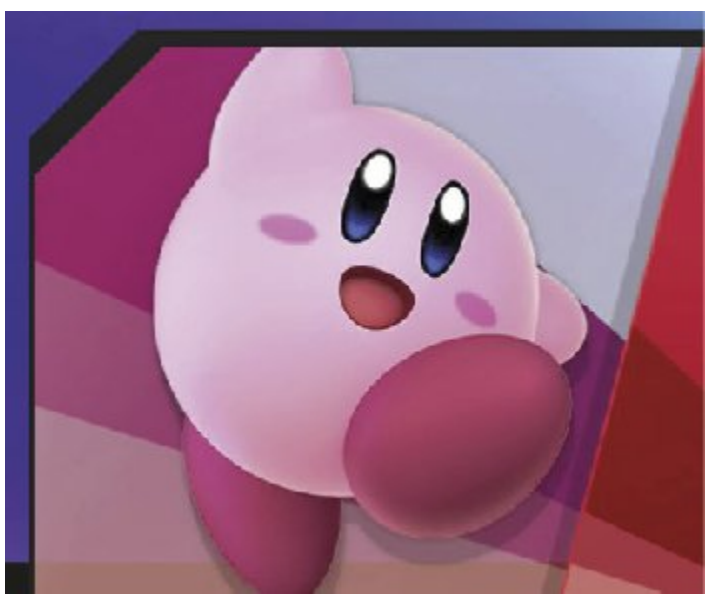
MOVEMENT OPTIONS	
Midair jumps:	5
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

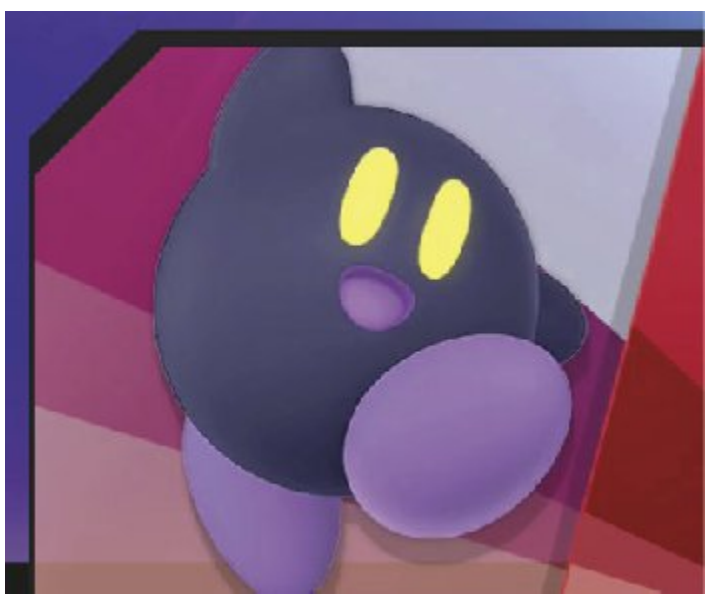
MOVEMENT RANKS	
Ground speed:	C- (36)
Air speed:	F (72)
Falling speed:	D- (72)
Weight:	F+ (67-69)

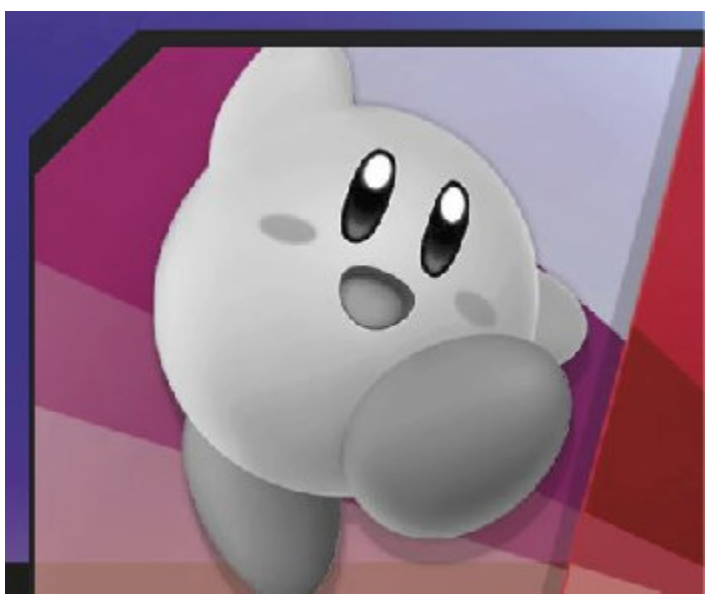


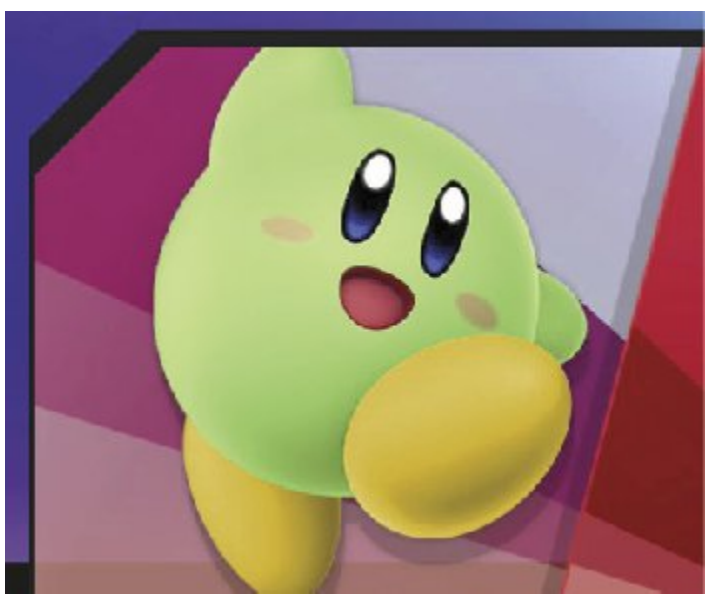
Kirby

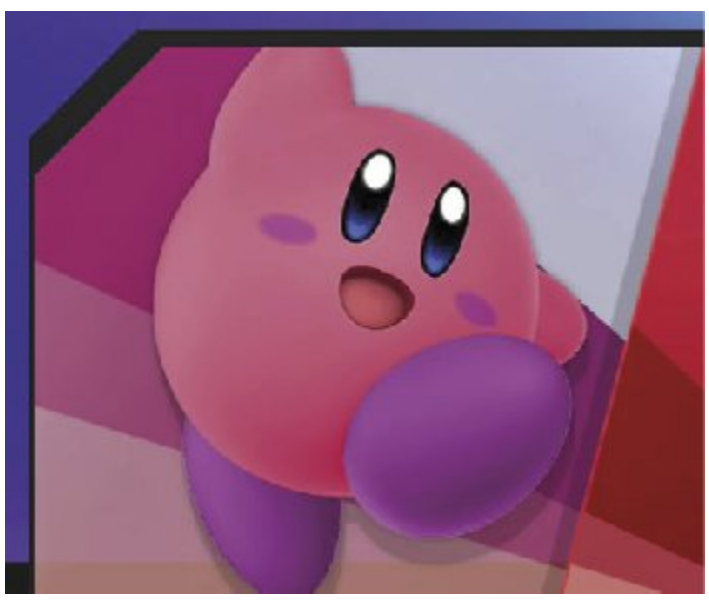
Costumes

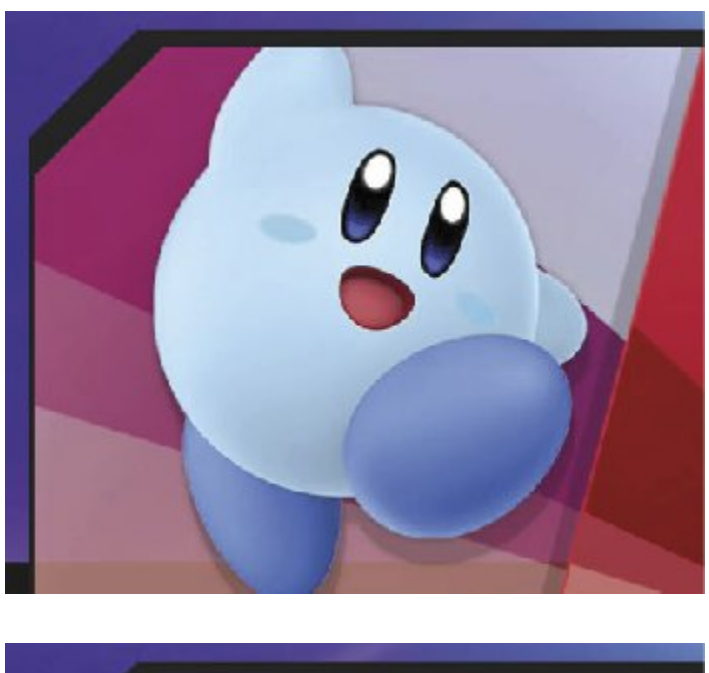


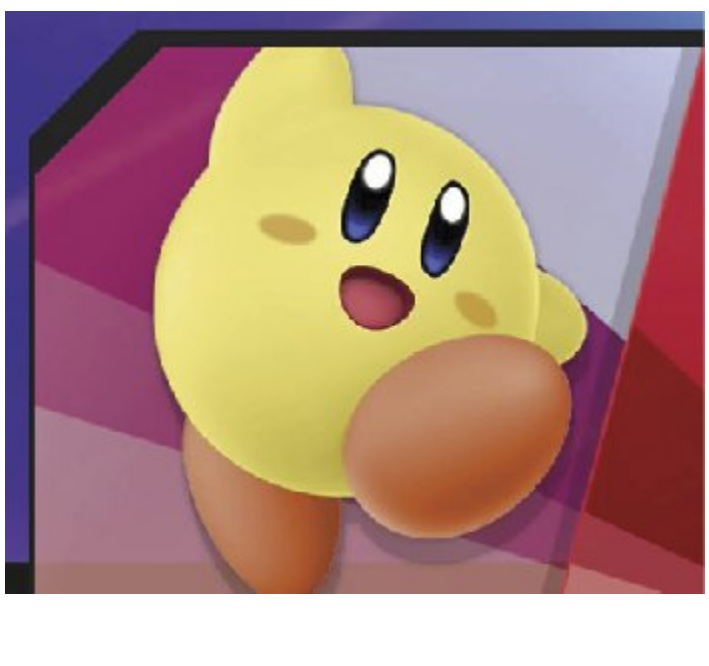


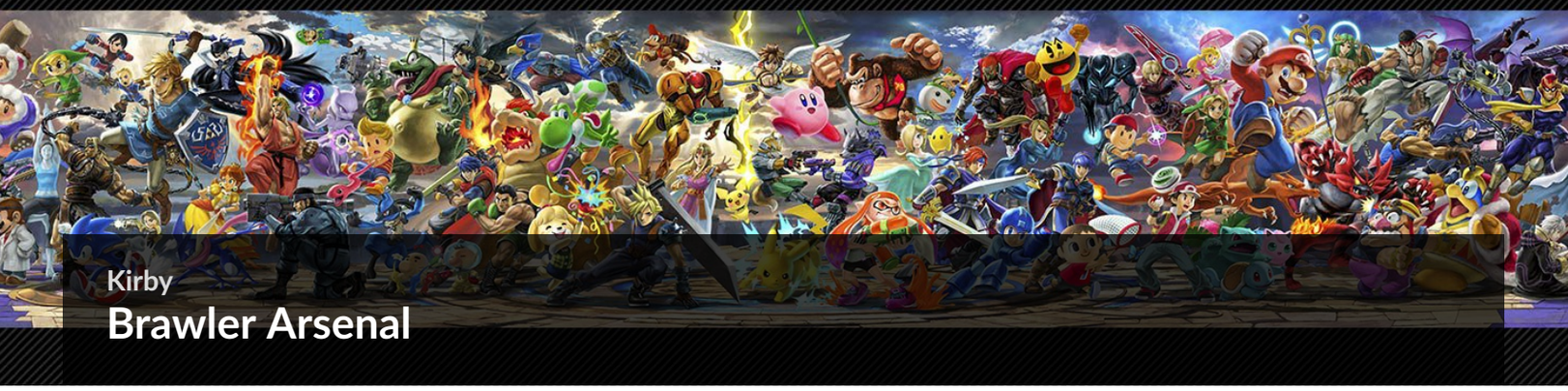










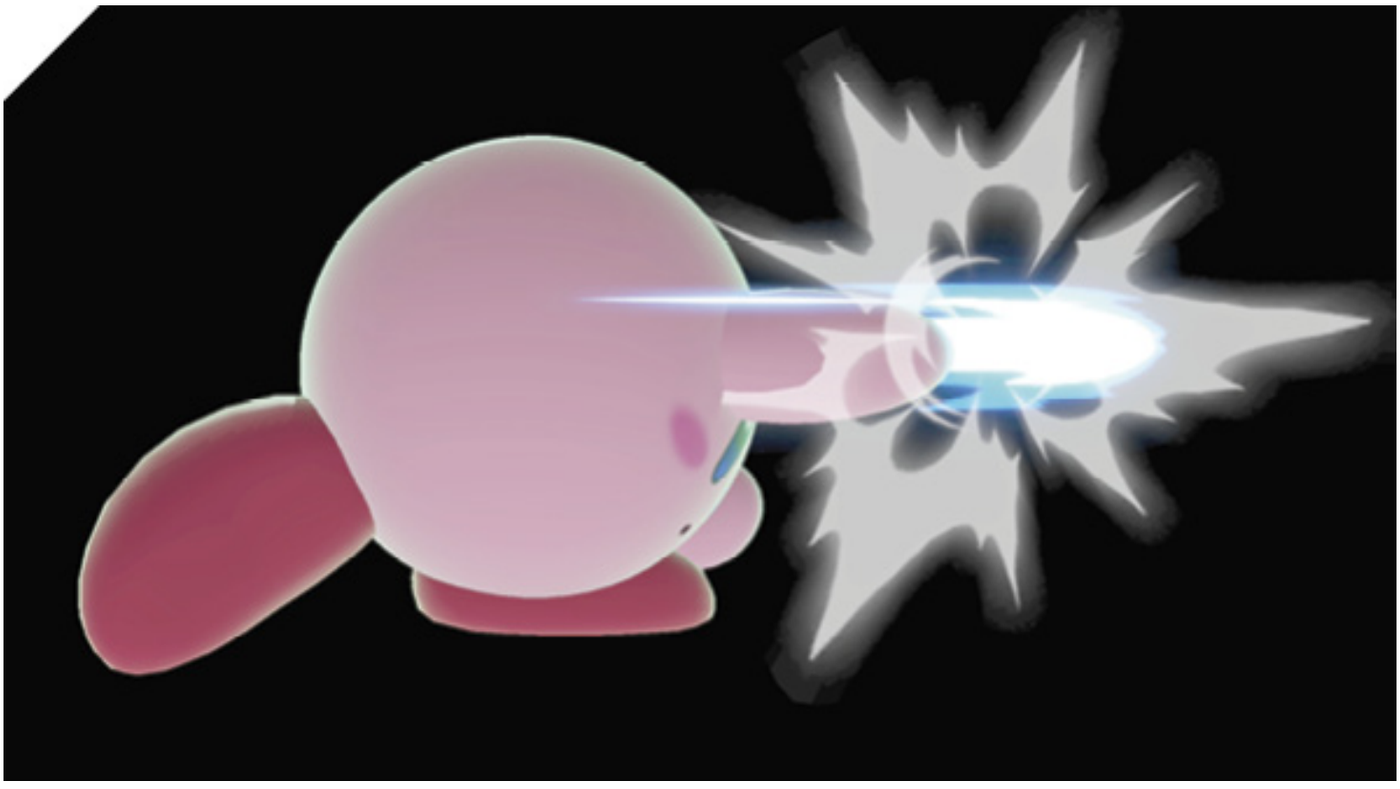


GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	1.8	—
Neutral attack 2	1.6	—
Neutral attack 3	0.2xN, 3	Hold to loop attack. Final hit launches away.



Kirby lunges forward with a two-punch left-right sequence, then transitions into his rapid-fire Vulcan Jab into Smash Punch combo, knocking the enemy away. While it's limited in range, Kirby's jab starts up quickly and leaves him at an advantage when shielded, making it a safe and effective defensive retaliation option that doesn't require you to commit to a grabbing animation.

Neutral attack 3, the loopable Vulcan Jab, extends a much more pronounced hit effect, covering almost twice the range as the first two jabs with a taller vertical hitbox. Against foes just outside dash range, you can use your first two jabs to check their dash-ins, then choose whether to extend a farther attack with the third portion (although it leaves you vulnerable if you whiff).

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	10	Launches up and away.

While dashing, Burning Kirby becomes a spiraling infernal torpedo and launches himself into the opponent, setting them ablaze and launching them away into the air. Although Kirby's torpedo is punishable when shielded, it has a pass-through effect when executed close to the enemy, forcing them to turn and close some distance (or use a midrange attack) before punishing you. While it's not a great move to throw out haphazardly, you can use it to escape being cornered. Like most dash attacks, it starts up fast enough to punish whiffed attacks from mid to long range.

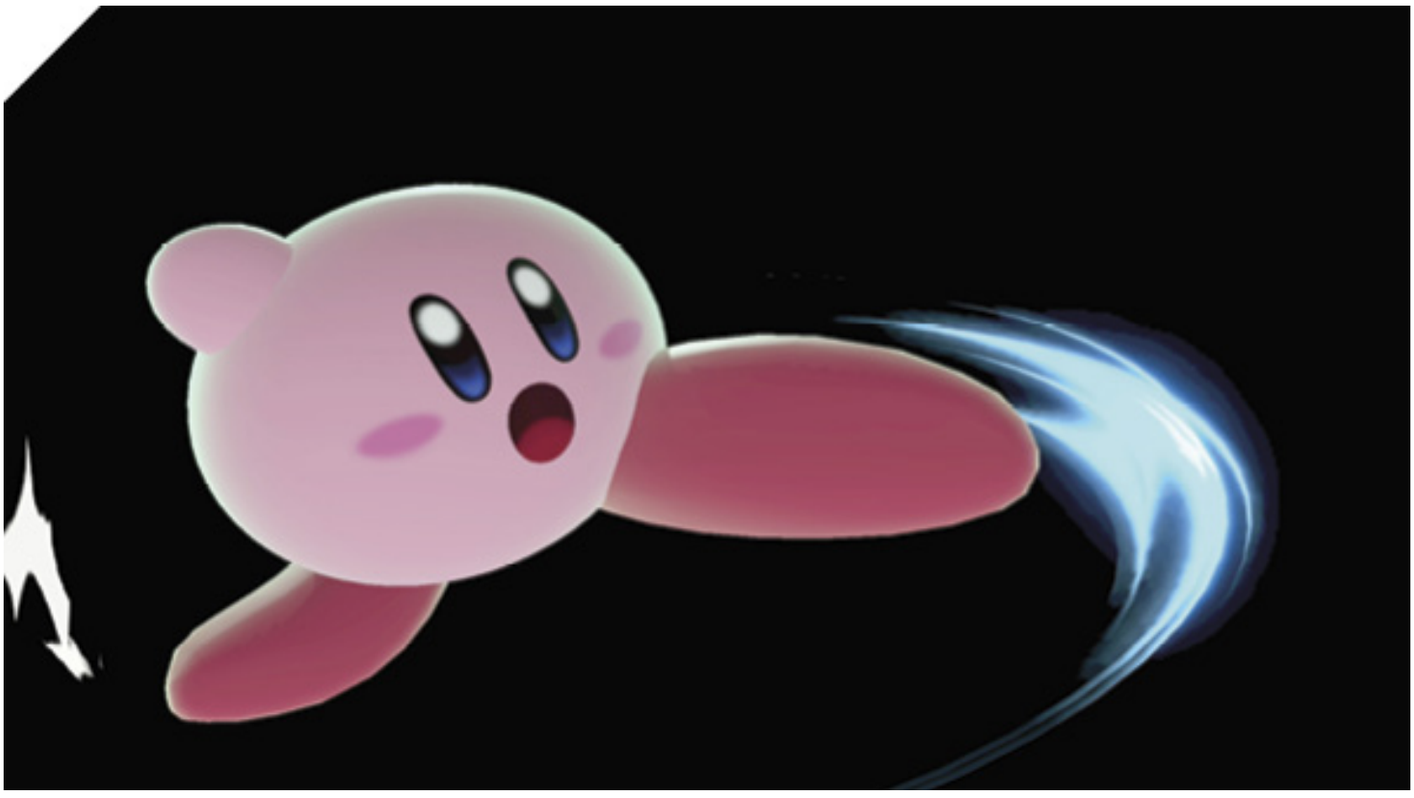
DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	8	Knocks back, low knockback. Deals more damage up close. Can be angled up or down.
Up tilt	4	Knocks up and away at very slight angle for potential follow-up. Arm intangible.
Down tilt	6	Can cause standing hitstun, low knockback.

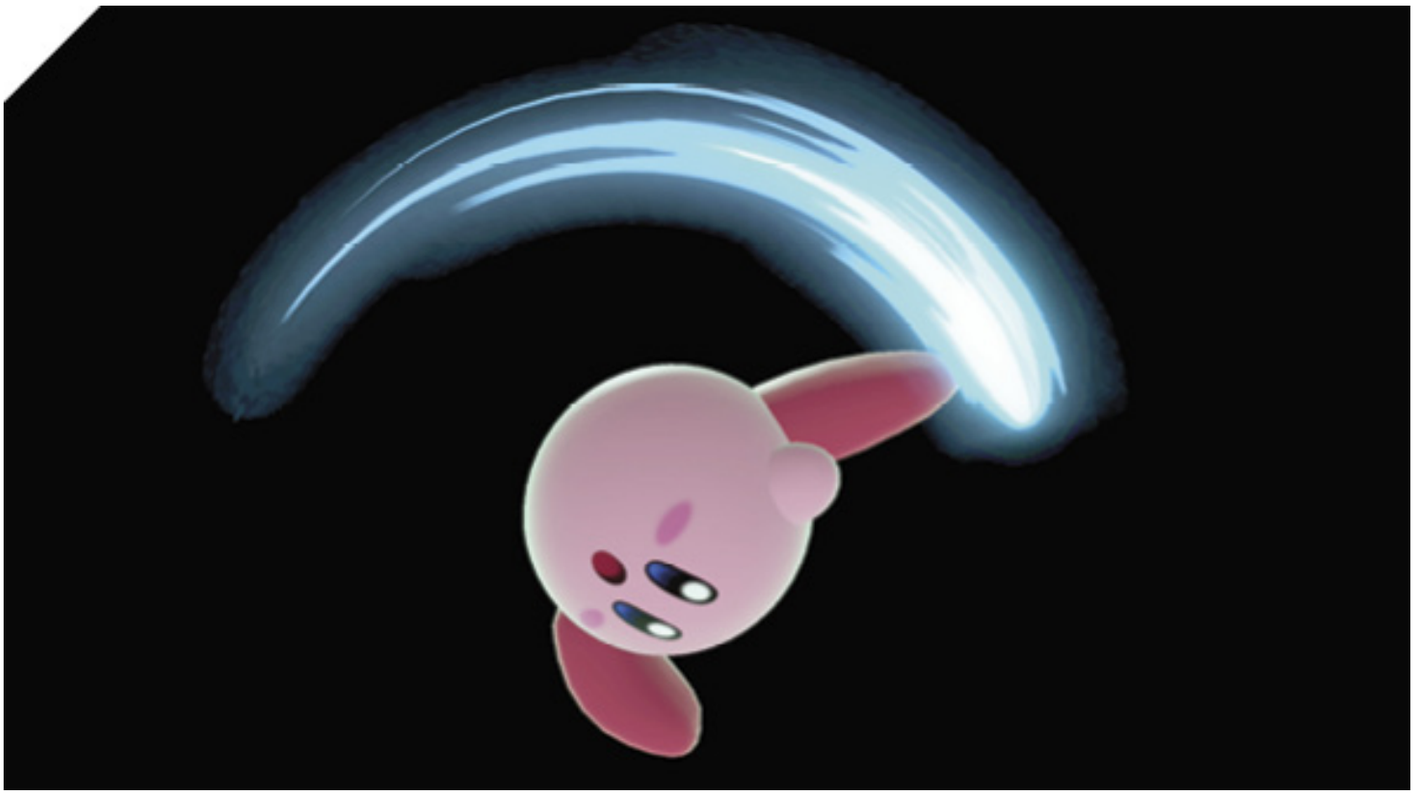
SIDE TILT



Kirby delivers a midrange side kick to the enemy's midsection, knocking them back slightly. Side tilt can be angled upward or downward for a bit of flexibility, with the up-angled version having uses to follow up with awkward-launching combos where you're unable to hit with up tilt or up air. The down-angled variant is similar to down tilt, but with slightly more range.

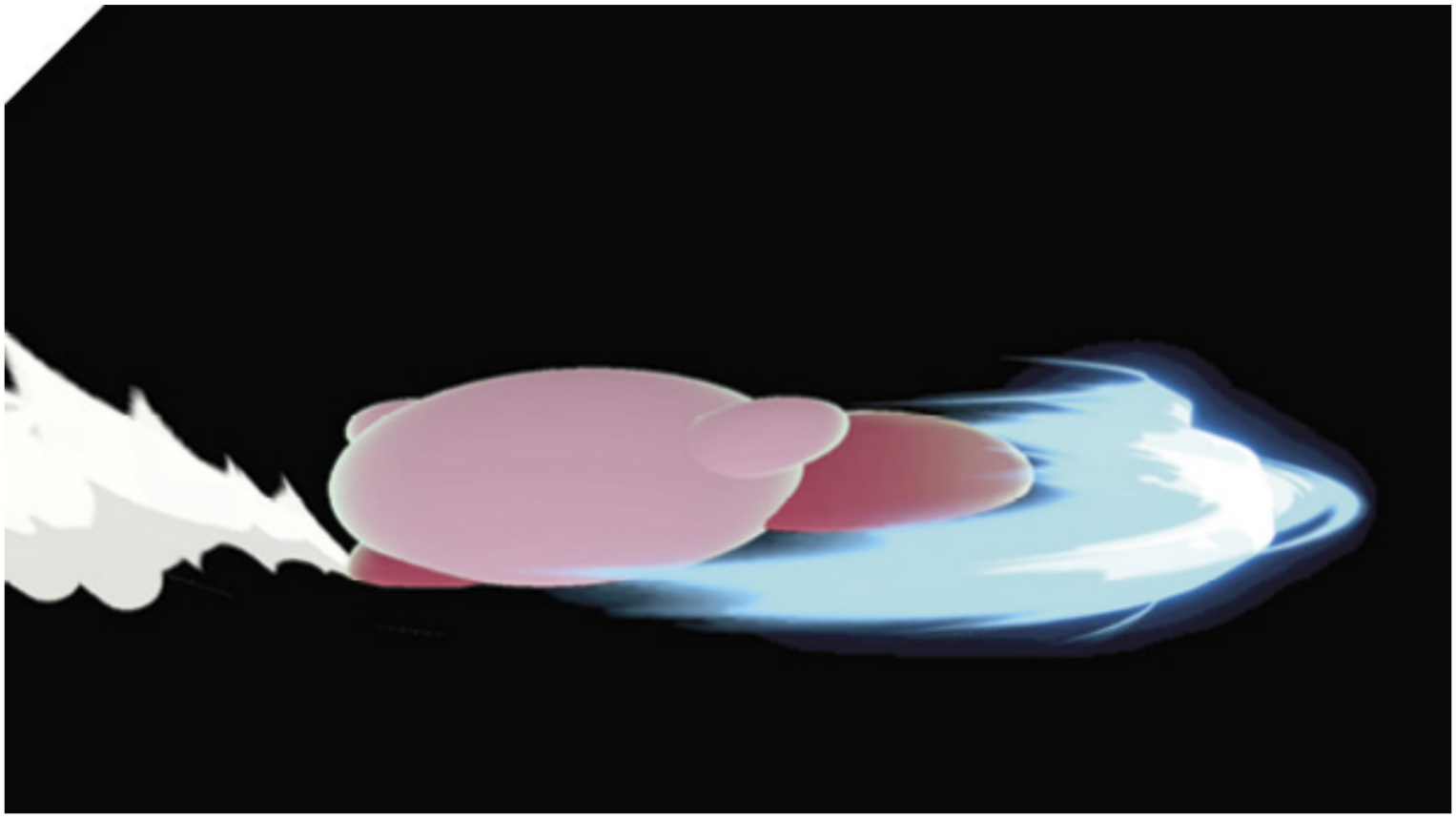
Side tilt is slightly slower to start up than down tilt, which is slightly slower than neutral attack. It's also relatively safe against shields and even more so when spaced out. But you don't get much in the way of a follow-up for hitting with it, so it's best used as a safe poke against aggressive foes just past your down tilt and up tilt range.

UP TILT



Kirby performs a scorpion kick, lifting his leg from behind him and arcing it over his head and then slightly in front of him. Kirby's up tilt is of the conventional wide-arcing variety. Its rear hitbox hits extremely early, as fast as some jabs, and launches for a guaranteed follow-up of additional up tilts (against low-damage enemies). At higher percentages, it starts to launch much higher, and while you can't score a guaranteed attack, you put the enemy at risk of being KO'd by your juggle-trap up air game.

DOWN TILT

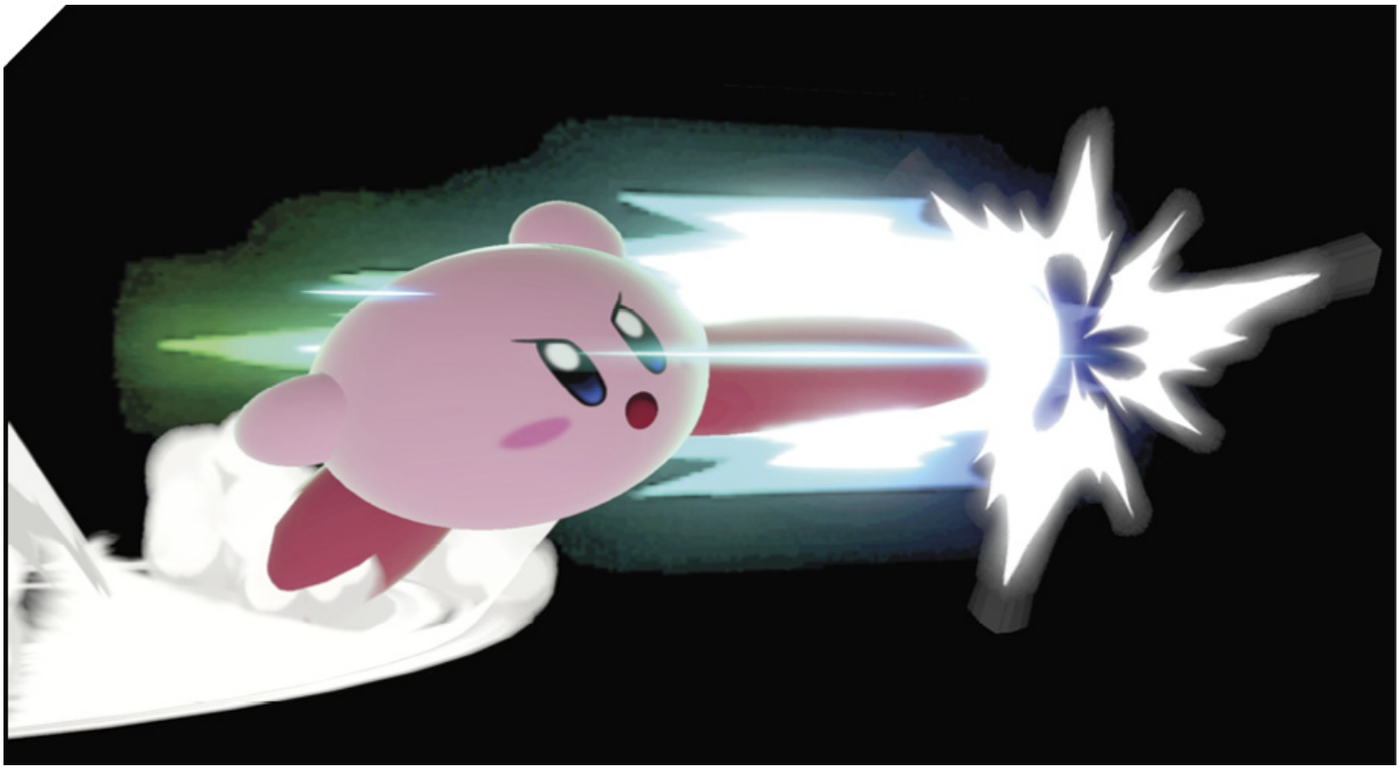


Kirby squashes himself half-sized and prods at the enemy's legs with a low-profiling kick thrust. Kirby's down tilt is a staple ground-based attack. It's an incredibly swift poke that can set up a quick dash-in follow-up grab/up tilt/jab mix-up. It's safe when shielded to everything but the fastest shield grabs, and reaches far enough to deter foes dashing in on you. If your opponent is just outside dash range, you can throw out two or three quickly to keep their aggression in check, and if they jump in on you, you can usually shield in time.

SMASHES

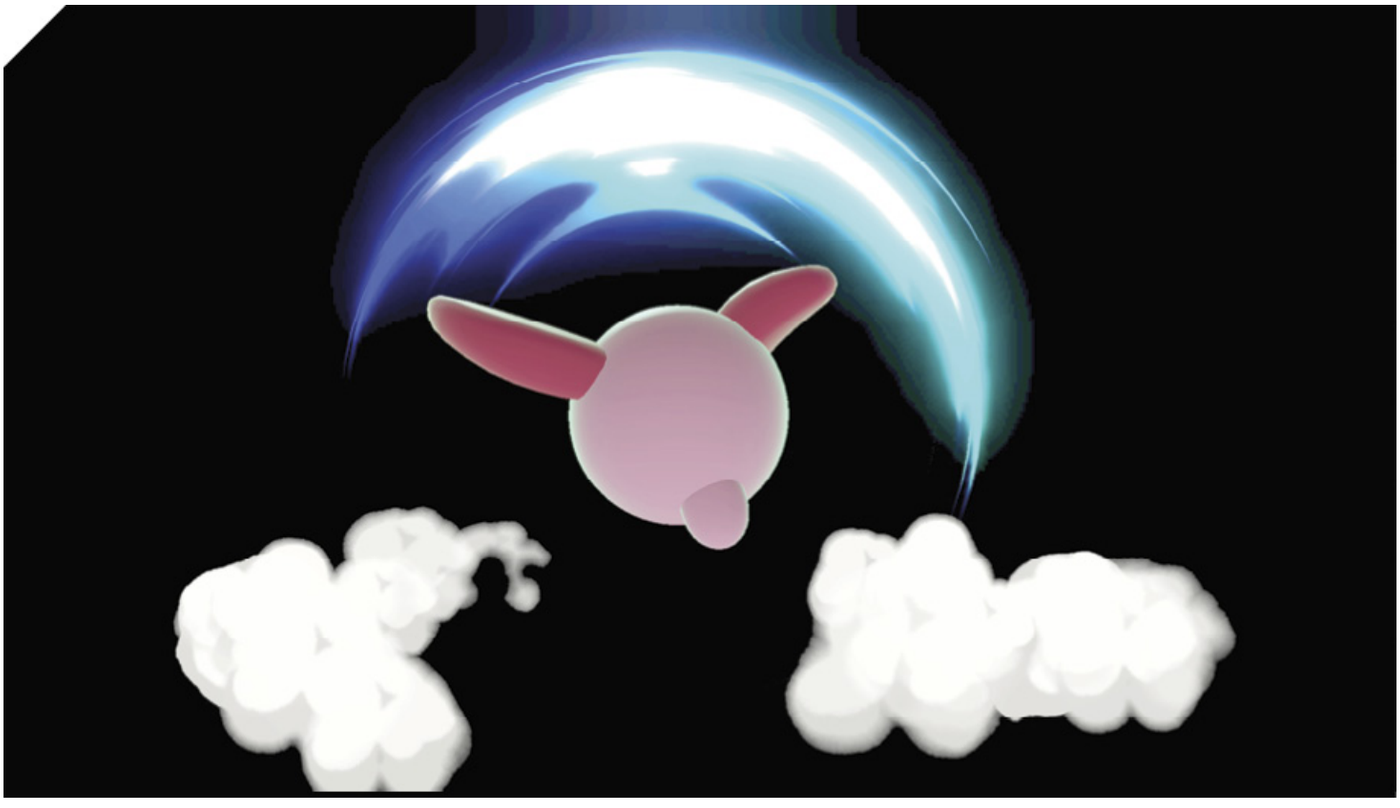
MOVE	DAMAGE	NOTE
Side smash	15	Launches up and away. Can be angled up or down. Early hit deals more damage.
Up smash	15	Launches up and away at slight angle. Leg kick intangible. Early hit deals more damage, point-blank.
Down smash	14	Knocks away. Double-sided attack. Legs intangible. Early hit deals more damage.

SIDE SMASH



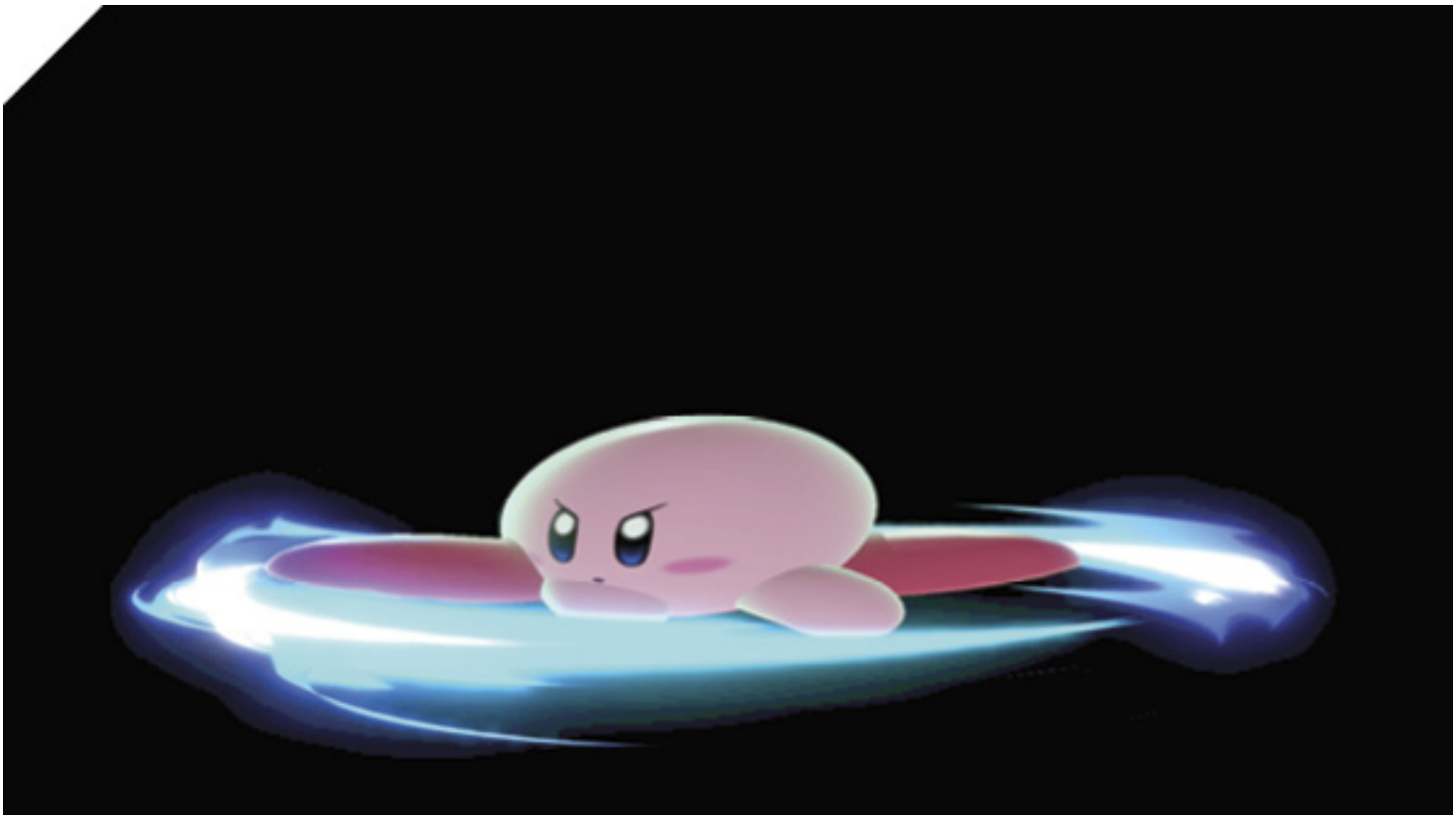
Kirby winds up and springs forward with a horizontal flying kick that launches foes up and away. Side smash deals significantly more damage at the beginning of the attack, but has a lower-damage lingering effect as Kirby moves forward. If performed next to an enemy, Kirby can pass through shielding foes, making it more difficult for them to respond with a clean punish. You can angle the attack upward or downward by inputting a side corner while charging (or instantly, while you flick the control stick). The up-angled version can be used as situational anti-air if you can read an enemy's short hop, while the down-angled version hits the smallest of crouching foes (such as a crouching Kirby).

UP SMASH



Kirby delivers a somersault kick attack that extends in front of him and arcs behind, launching enemies sky-high. It has sizable horizontal hit coverage and can hit foes in front of and behind Kirby. Although it's unsafe to throw out haphazardly, up smash is your best high-risk, high-reward attack (for staging a comeback, for instance). You can potentially KO an aggressive opponent, or at least set up your strong juggle-trap up air sequence.

DOWN SMASH



Kirby squashes down low and performs a cyclonic sweep attack, clearing out foes in front and behind. Down smash is extremely unsafe when shielded and offers little range. You can use it to punish ledge rolls, but if you guess wrong, you're likely to be punished. The attack persists for a relatively long time, so if you make a hard read on a ledge roll or spot dodge, you can throw it out early to punish your opponent.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1	—
Front throw	5	Forward throw. Knocks up for potential follow-up. Kirby actionable airborne.
Back throw	8	Backward throw. Kirby actionable airborne.
Up throw	10	Launches up and away.
Down throw	10.2	Launches up and away.

GRABS

While Kirby's grab is limited in its range, it starts up quickly, making it one of his primary damage sources (usually off of a punishing shield grab). After front throw, you can follow up with a forward air attack for a combo at low-to-mid-damage percentages. If the enemy dodges or acts, it becomes a relatively safe mix-up option if you can read or eye their secondary jump. Against heavyweight fighters, you can go for forward air into down air attack at very low percentages.

Kirby's back throw is his Big Suplex. After pulverizing the enemy, Kirby becomes actionable in the air. Off of down throw, Kirby launches the enemy up and away. This is effective against foes above 40%, as it launches high enough for you to dash in under them for a potential up air juggle-trap sequence. React to their aerial move or recovery, and punish them accordingly.

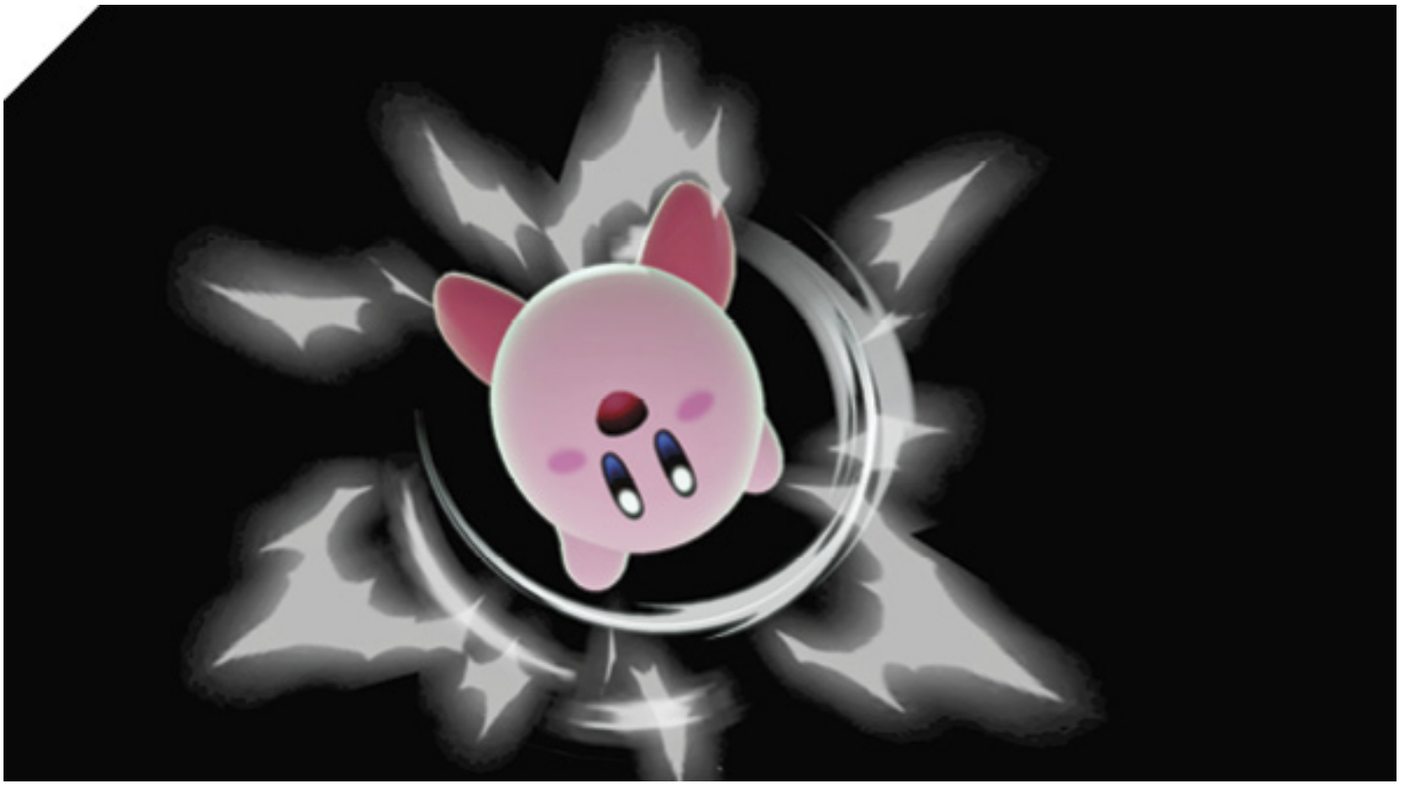
Up throw is your most effective KO throw against foes in the middle of the stage or on a higher platform level, and made even stronger if you can sneak in a couple of Kirby's lightning-fast pummels. If you up throw near the edge of a stage where the opponent is likely to shuffle toward you, you can follow up with your up special, Final Cutter.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	10	Knocks away.
Forward air attack	4, 3, 5	Launches away.
Back air attack	13	Knocks away.
Up air attack	9	Knocks up.
Down air attack	1.3x5, 2; Land hit: 2	Airborne hits drag. Final hit spikes down. Special landing hit knocks up and away.

NEUTRAL AIR ATTACK

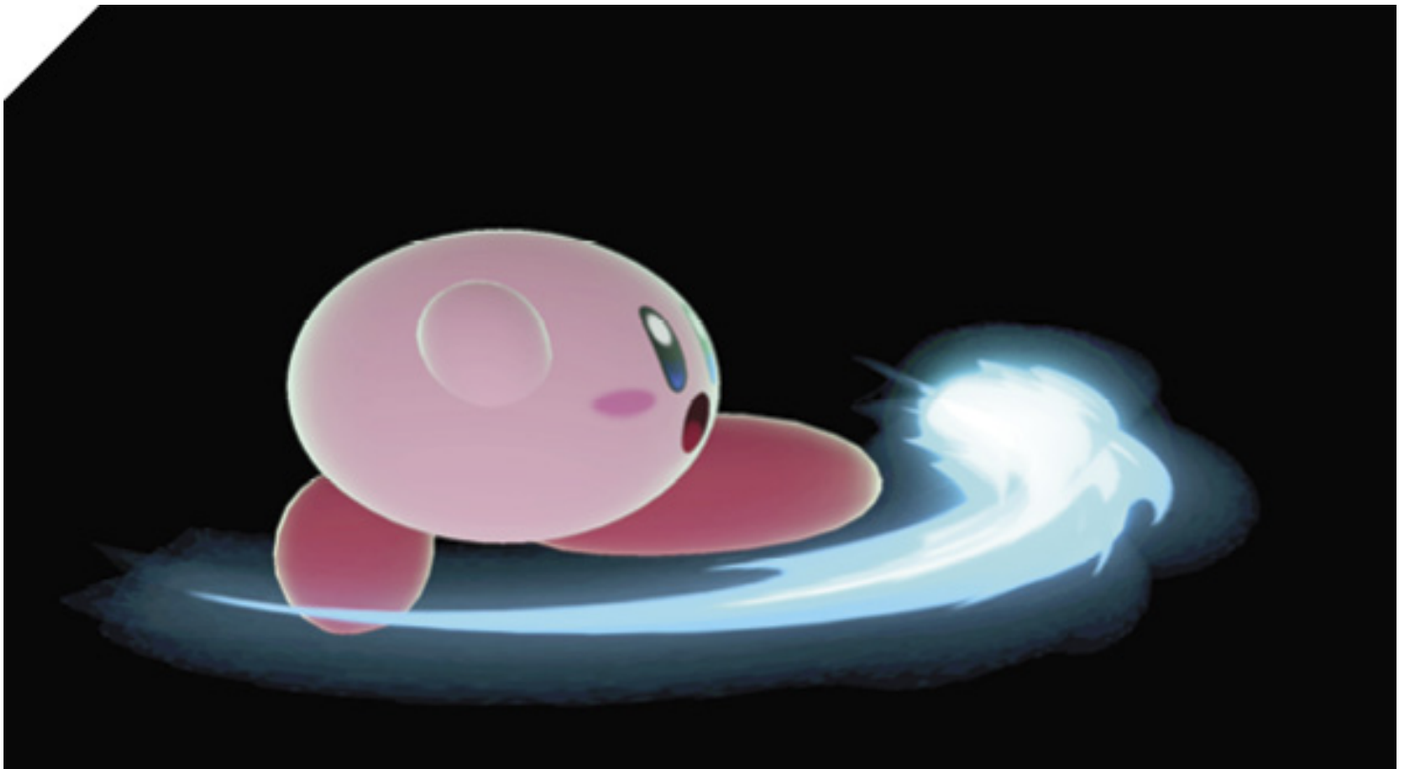


While airborne, Kirby spins around with his outstretched limbs, knocking away nearby foes. Neutral air attack has a relatively long start-up time, but boasts a remarkably long active window and low landing lag. Thanks to its persistent hit effect and low landing lag, this versatile attack can be used to wall out foes (short hop forward into neutral air attack, then immediately retreat).

Neutral air attack greatly benefits from fast fall techniques, allowing you to full-hop and then react to an aggressive enemy beneath you with a neutral air attack canceled into fast fall, causing Kirby to smash down with his rounded hitbox.

You can also use the first hit of neutral air attack to go for advanced low-altitude combos. Short hop, neutral air attack canceled into fast fall for a one-hit neutral air attack pops up the enemy enough for you to combo into standing neutral attack combo, and against heavier fighters, you can even combo into your grab (at low percentages).

FORWARD AIR ATTACK

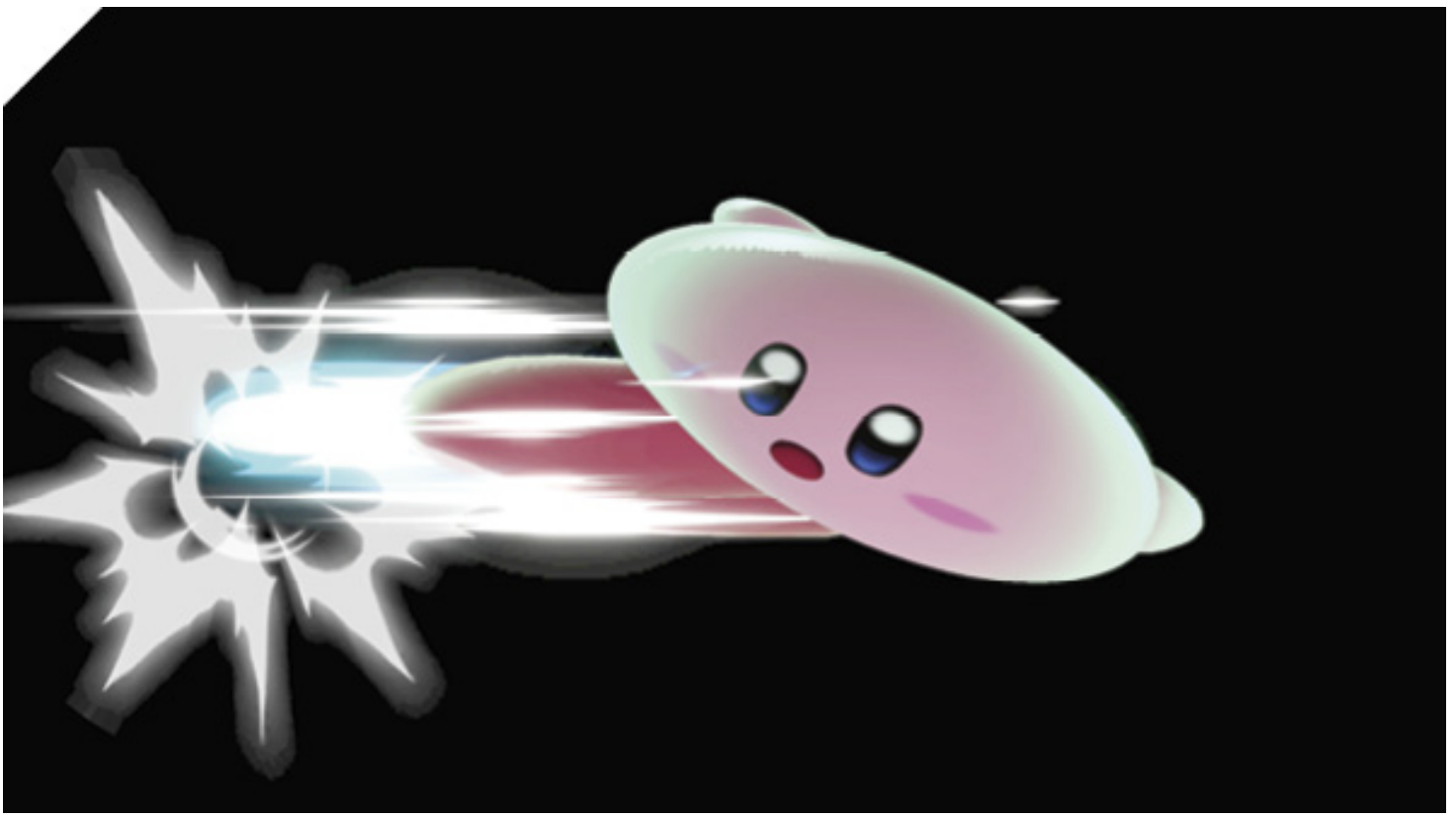


While soaring through the air, Kirby performs his Aerial Spin Kick attack, a three-hit horizontal kick combo. The first two kicks can drag foes, while the last hit launches them away.

Forward air attack is a decent air-to-ground attack with moderately low landing lag. You can use it at the apex of a short hop to wall out grounded enemies attempting to dash in. Since it's a multi-hit attack, skilled opponents may be able to perfect-shield the final hit if they throw up their shield in time.

Off of front throw, you can usually get a guaranteed forward air attack combo, leaving the enemy at a low altitude and prime for an Inhale/dashing grab mix-up. As an aggressive attack, you can combo from first or second hit if you land before Kirby extends the third kick. For instance, short-hop into a deep forward air, followed by down tilt, which can then be followed up with a ground-based mix-up.

BACK AIR ATTACK



In midair, Kirby delivers a mighty double-leg dropkick, driving his legs behind him and knocking away foes in range. It has moderate air and landing lag, but when combined with Kirby's midair jumps, you can throw out multiple back air attacks. This is particularly effective as an edge-guarding tactic. After throwing an enemy offstage at a high altitude, face away from the ledge, hop, and meet the enemy with your multi-jump back air sequences.

Kirby's back air attack starts up quickly, so use it to defend yourself as an out-of-shield short hop attack against foes behind you. After you drop your shield, short-hop and buffer back air (Jump+back and Attack). It can be punished if the enemy is ready for it, but only if they're quick.

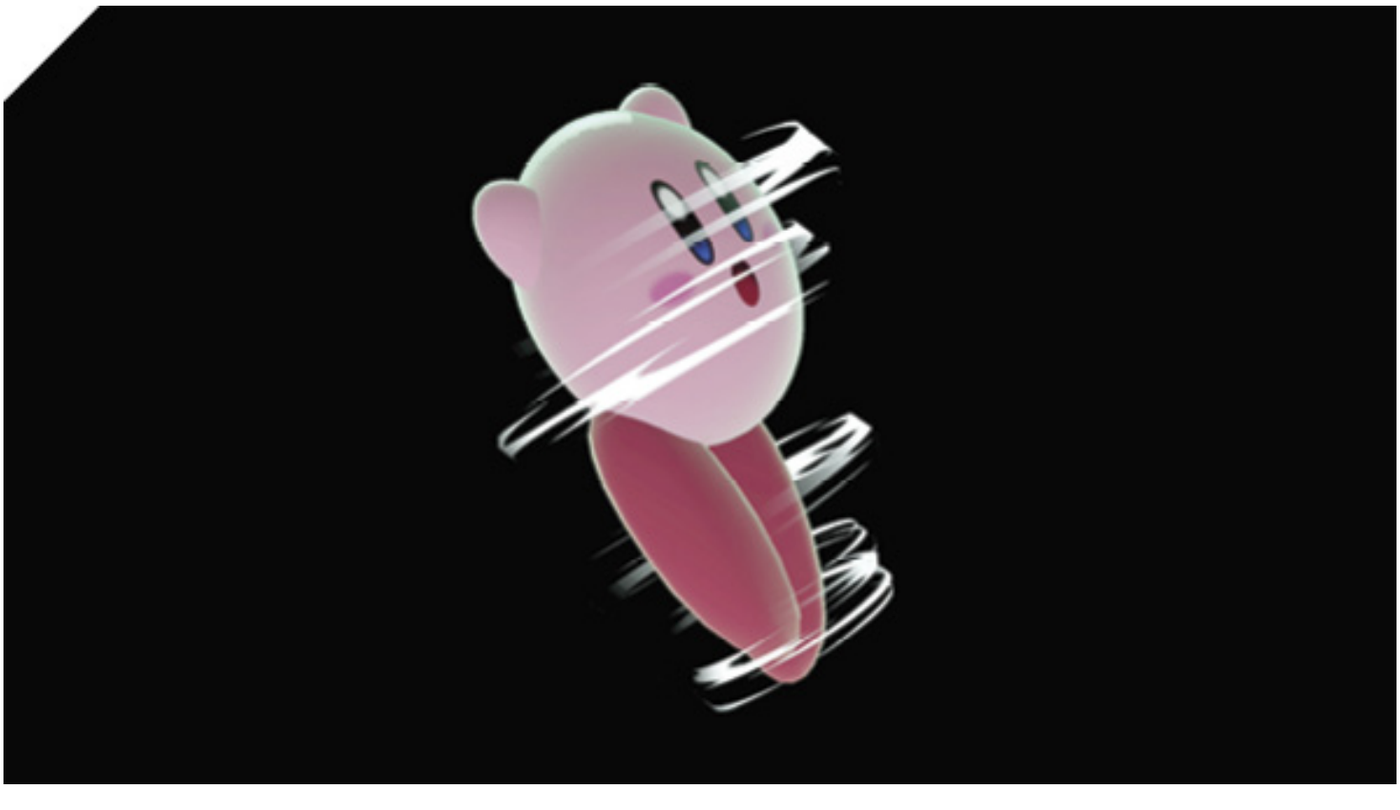
UP AIR ATTACK

Kirby does a backflip somersault, kicking out in front of him, then arcing the swing above and then behind. Like Meta Knight, Kirby can continually midair jump while buffering up air to extend combos and juggle traps. With five midair jumps, you can dish out a lot of damage from your launcher setups, or at least force a midair mix-up.

While juggling with your repeated up tilt sequences, you can catch enemy double jumps with a short hop up air if you can predict it. Off of a low-altitude up air against low-percentage foes, you can continue to juggle with up tilt, repeatedly putting them in the same predicament (that is, until your up air attack and up tilt begin to launch at higher percentages).

You can attack with up air using short hop into fast fall up air, viable whether the enemy is behind or in front of you, thanks to the generous hitbox coverage. On hit, you can go into your up tilt loops.

DOWN AIR ATTACK



Kirby performs a multi-hit corkscrew drilling attack that hits up to six times, with the final hit having a slight meteor smash effect. If he lands on the ground during the attack, he delivers a unique grounded double-sided attack that knocks foes away.

The first five hits of down air attack can drag foes, allowing you to set up mix-up situations. If you connect with a short hop down air, you can fast-fall to drop to the ground and then combo into down tilt to set up a ground-based mix-up. You can even combo into a grab against heavy foes at certain percentages if you time the drill into landing accurately. One of the most optimal combos is to drill into the enemy with down air while crossing through them. As you land from your fifth hit, you can combo into up tilt since it hits quickly behind Kirby, allowing you to go into your up tilt loop.

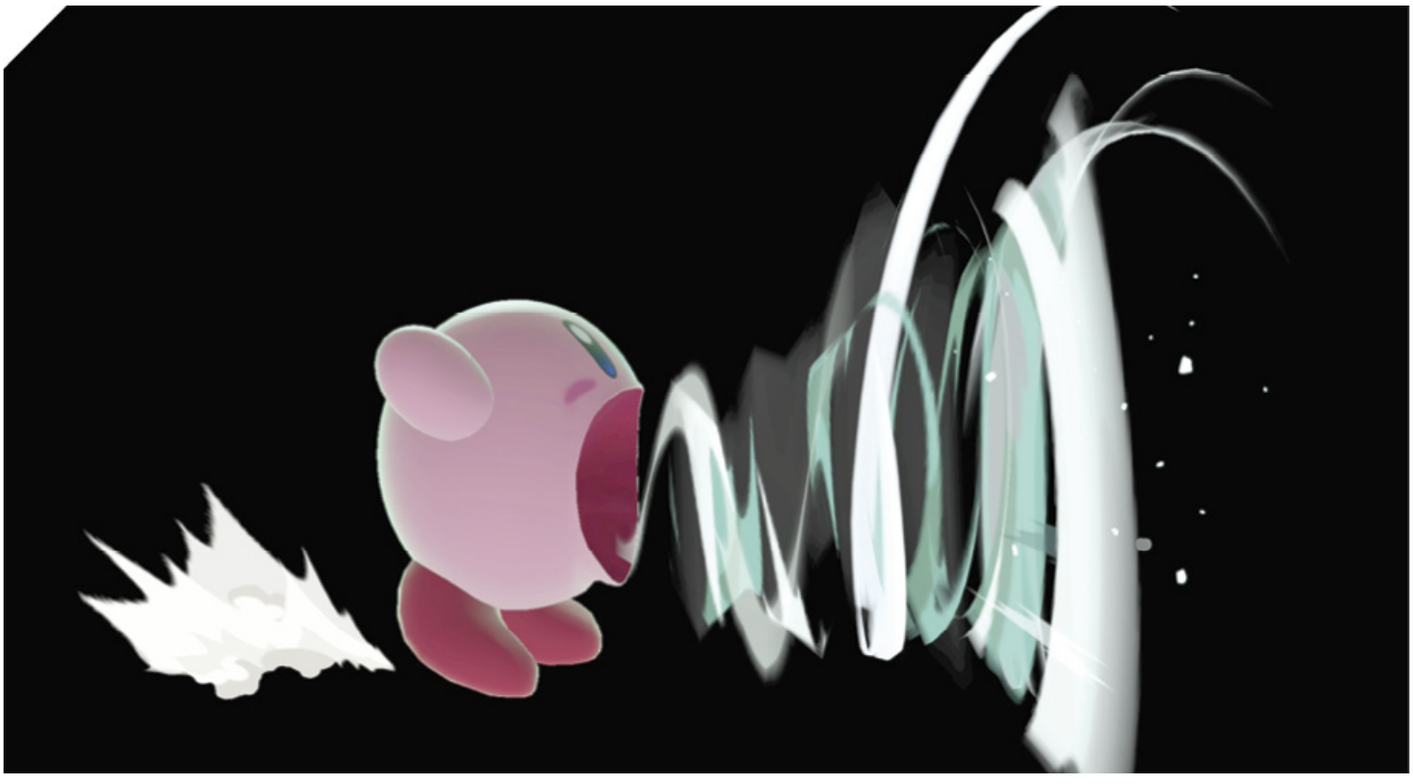
Down air attack has a relatively long start-up time and almost double the landing lag of his neutral air attack, so it can be punished if you're too predictable with it.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	Swallow: 10, Star Spit: 6	Vacuum windbox. Grabs when close. 10 damage to other targets hit by Star Spit.
Side special	Ground: 19-35, Air: 16-28	Launches up and away. Swings twice when airborne, until fully charged.
Up special	5, 2, 5	Last hit launches up and away.
Down special	14	Launches away.

NEUTRAL SPECIAL: INHALE



Kirby opens his maw and sucks in nearby foes and projectiles. Foes within range of the vortex are pulled in, then swallowed by the "grab" and left struggling inside Kirby's belly. If you successfully Inhale an enemy, you can press Special or the down direction to absorb their powers, replacing your neutral special with your victim's (with Kirby donning a costume of his copied foe). This extra ability can be removed by taunting, setting your neutral special back to Inhale. You can opt to spit out the enemy instead of absorbing their power by using the Attack button. Kirby spits the ensnared foe as a projectile that deals damage to other fighters in its path. Note that foes can shake out of Inhale if you leave them in Kirby's stomach long enough.

Inhale also works against projectiles. If you swallow a projectile, you automatically absorb it to replenish your health. Explosive items confer damage if inhaled, while items that have attributes confer the effect on Kirby, and also heal a bit of damage.

Inhale is one of Kirby's most crucial moves, rounding out his versatile toolkit. It's an unshieldable grab with considerable reach and can be used in a variety of situations: as an offensive defense-breaker against shield-heavy foes, as an edge-guarding tool against ledge-recovering opponents, and as a ledge-recovery attack that grabs enemies standing too close to the edge.

There are over 70 neutral specials you can copy, so Kirby has incredible potential based on who he's fighting. For the most part, Kirby's copied special behaves identically to its owner's. For instance, if the absorbed special attack is a chargeable one, like Samus's Charge Shot, then Kirby can charge it, charge-cancel, etc.

Some fighters give Kirby unique properties, extending beyond copying their neutral special. For instance, when Kirby absorbs Ryu's powers, he gains all three of Ryu's Hadoken specials: the standard neutral special input, the *SF*-command input Hadoken (+ Attack), and Shakunetsu Hadoken (+ Attack), each with its own unique battle cry! Needless to say, Inhale is particularly effective against Ryu.

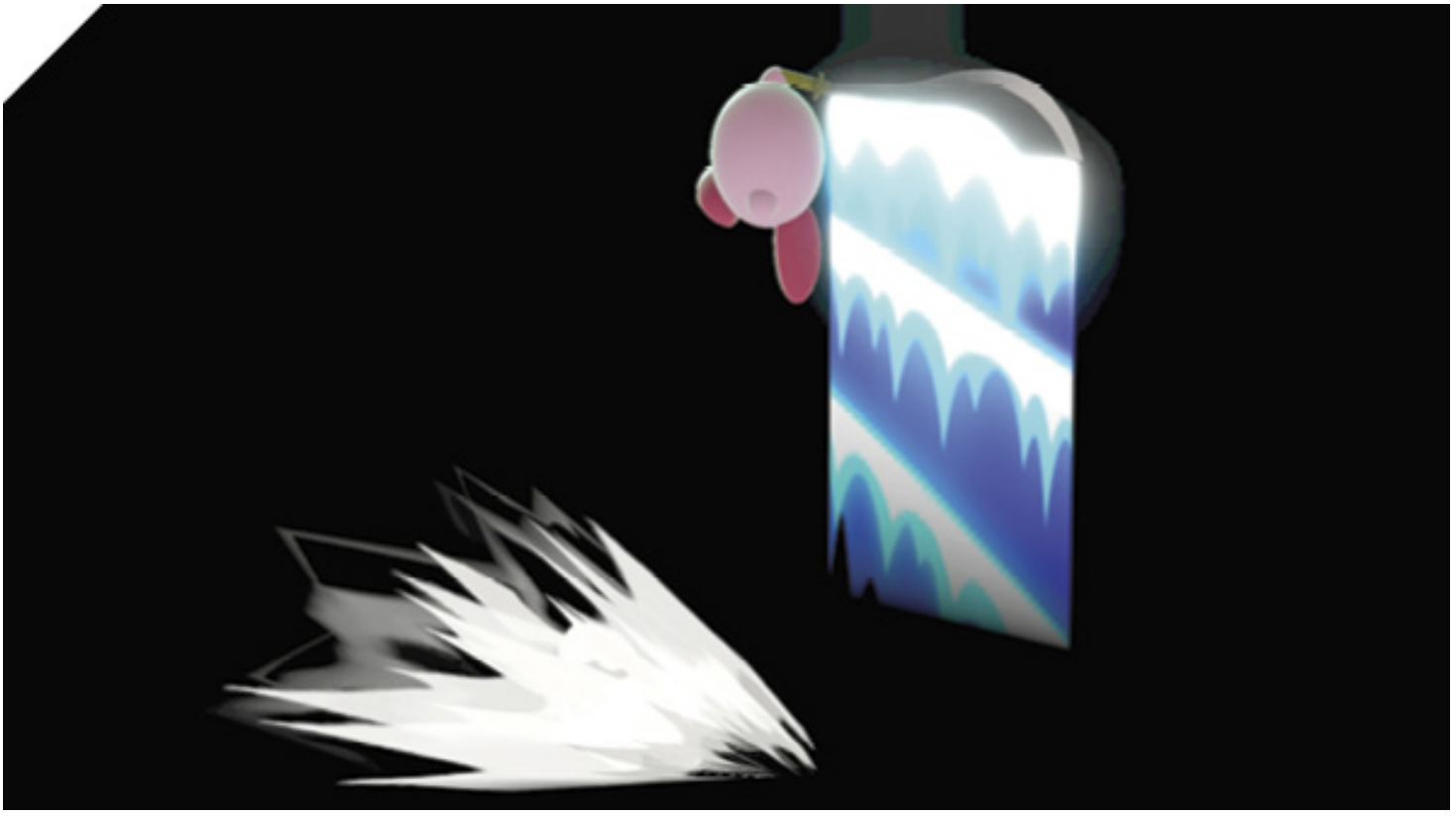
SIDE SPECIAL: HAMMER FLIP

Kirby pulls out a giant mallet, mustering up the strength to ignite it before unleashing a devastating swing that launches foes away. While Kirby's charging, you can move slowly and jump. When the hammer is fully charged, Kirby takes self-inflicting damage. Charged-up hammer grants armor as he swings, ignoring hitstun and plowing through enemy attacks.

Hammer Flip is essentially an ultimate smash attack. It's risky to use fishing for poking hits, and even riskier if you charge it up. It's best used to threaten an anti-ledge-recovery attack against offstage foes and foes hanging on the ledge. You can hit some fighters as they ledge-hang, and with accurate timing, you can viciously punish ledge jumps.

If you can force an opponent to shield the attack, especially at max charge, it can decimate their shield health, leaving them vulnerable. If you break an opponent's shield (such as with a low-altitude Stone Smash), you can land a charged Hammer Flip as the enemy is dazed.

UP SPECIAL: FINAL CUTTER



Kirby whips out a sword and leaps high into the air with a rising slash before descending with a follow-up dive attack that causes a small shockwave as he touches down, launching foes hit by it up and away. With left/right control inputs, Kirby's trajectory can be slightly altered on the way up and down.

Final Cutter is Kirby's main recovery special. Its high velocity and large hitbox as he's launched upward make it a strong offstage recovery tool, allowing you to hit foes near the edge as you go for a ledge grab. Kirby can't attempt a ledge grab until he begins descending, so sharp opponents may be able to punish you as Kirby's head pops up over the ledge. The safest way to grab a ledge is to time it at a low enough altitude so that the apex of the Final Cutter launch meets the ledge, minimizing the change that you peek over it.

While Final Cutter is a risky attack to throw out, it can be used to extend combos and finish off foes at high percentages when you're in an advantage state, juggling the enemy.

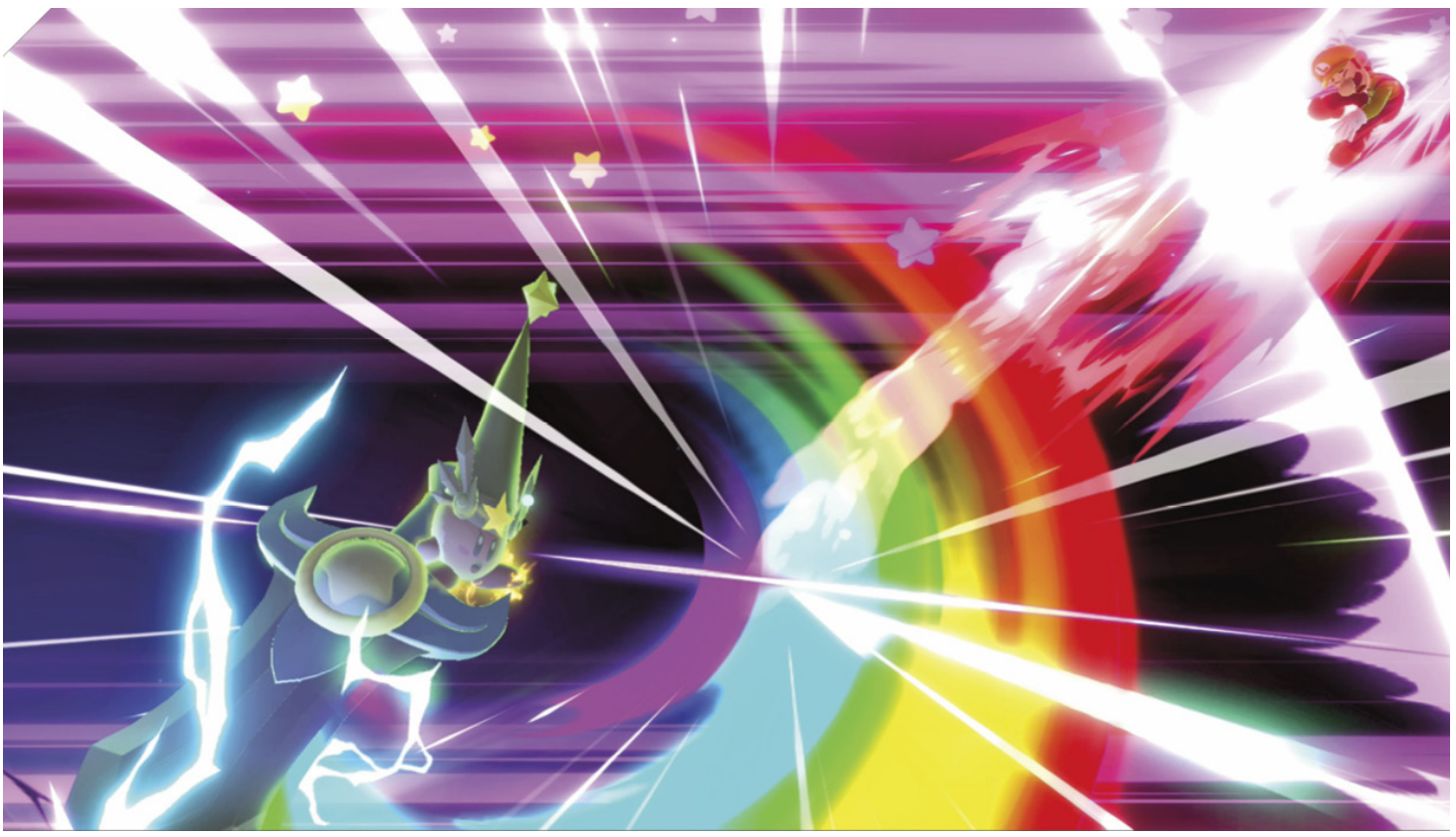
DOWN SPECIAL: STONE

While grounded, Kirby performs the Stone Change. As he transforms into a Stone, he launches nearby foes up and away. When he transforms while airborne, Kirby performs his Stone Smash, slamming into the ground below him and potentially spiking foes. While Kirby's in his Stone form, he becomes resistant to attacks, ignoring weaker ones completely while taking half damage from powerful ones. Stone deals a heavy amount of shield damage, allowing you to break through your opponent's defenses if you can force them to shield it (aerial Stone is particularly effective for this). The grounded variant isn't nearly as useful as the aerial version—it leaves you very vulnerable to grabs.

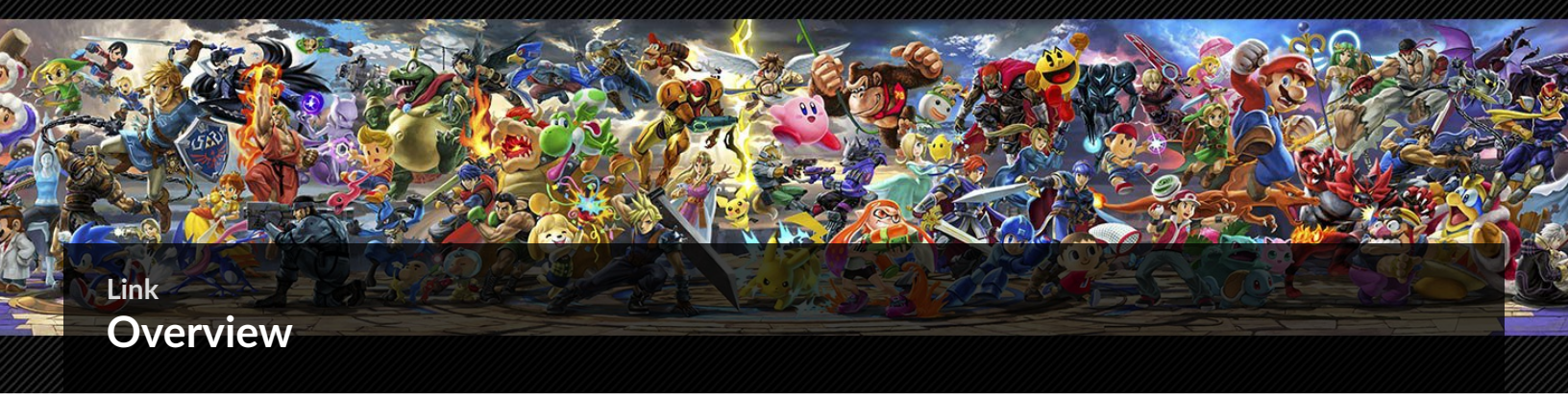
Aerial Stone performed at a very low altitude can be difficult to punish against slower fighters, as Kirby can pop out of his Stone form while the opponent is still in shield-stun. At high altitudes, Kirby isn't actionable until the entire move ends, unless the attack makes contact. In this case, Kirby is actionable much earlier, even if the attack is shielded. If spaced high enough, you can connect with Stone on top of an enemy's head, bouncing off safely.

While recovering from a tumbling state near a ledge (or any high-altitude situation), you can use Stone to quickly dive directly down to grab on to a ledge, giving you a sort of recovery mix-up if the opponent isn't expecting you to be able to descend so quickly.

FINAL SMASH: ULTRA SWORD



Kirby swings a sword that's waaaaay bigger than he is. Make sure the first swing connects with an opponent, or nothing else happens!



Link

Overview

While Link doesn't boast moves that are noticeably exceptional when it comes to speed, lag time, and mobility, Link's move set is vast and comprehensive, with the overall package being greater than the sum of its parts.

Link has an absurd amount of options, particularly when it comes to his projectile game. He can control and limit his opponent's safe zones, setting traps and restricting parts of the stage, giving him a strong battlefield-presence advantage.

Link shines and dominates most when he's up against slow fighters with few air-mobility options, as he's most dangerous when he's given plenty of space to set up. He may struggle against fighters with fast and accessible aerial options (such as Zero Suit Samus) who can get around his trap-based projectile game.

In *Super Smash Bros. Ultimate*, Link doesn't have a tether grab, since his Clawshot has been replaced by a conventional close-range grab. This gives him a close-range out-of-shield option, so this change can be viewed as a positive, although he loses the range of his hook grab (and of course, his tether recovery and "zair" attack).

Link's Hylian Shield (the physical shield he's holding up on his left arm) isn't there for decoration—he can block all projectiles, including bigger ones like Cloud's Blade Beam. As long as he's facing the incoming projectile with his shield up (while walking, crouching, or standing still), he blocks and totally nullifies the shot!

LINK VITALS

MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

MOVEMENT RANKS	
Ground speed:	D- (60)
Air speed:	D (67-69)
Falling speed:	C (36-39)
Weight:	B (18-21)

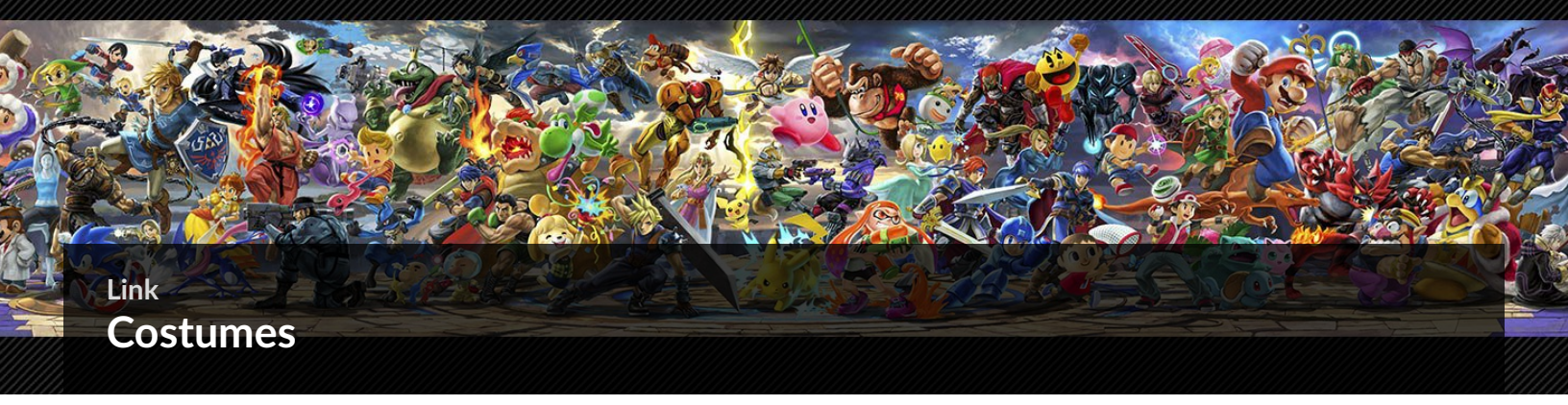
THE HYLIAN SHIELD

The following are some limitations to how the Hylian Shield blocking mechanic works:

While pivoting (turning from one direction to the opposite direction), there's a transition period where the Hylian Shield doesn't block.

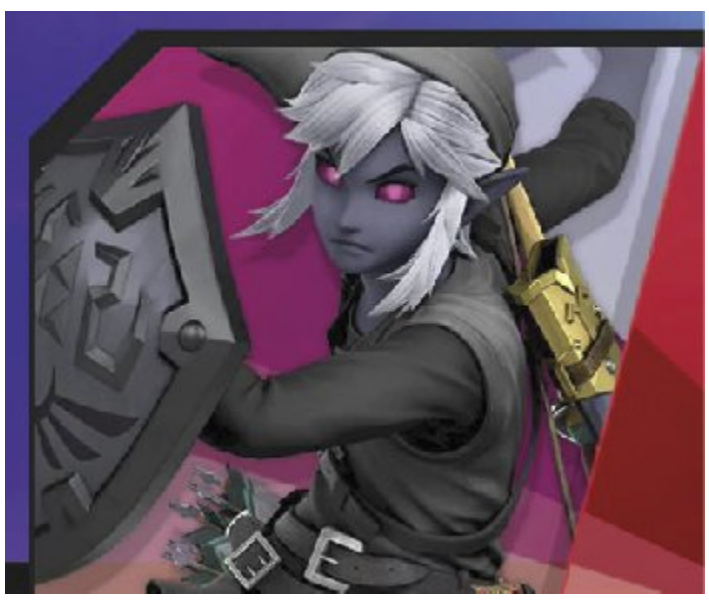
While transitioning from crouching to standing, and vice versa.

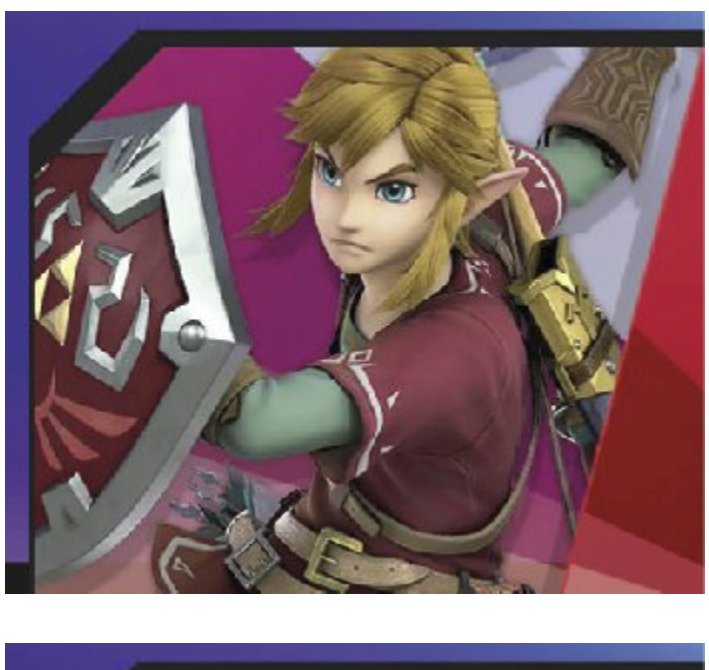
After dropping normal shield, there's a transition period where Link cannot block projectiles with his Hylian Shield.

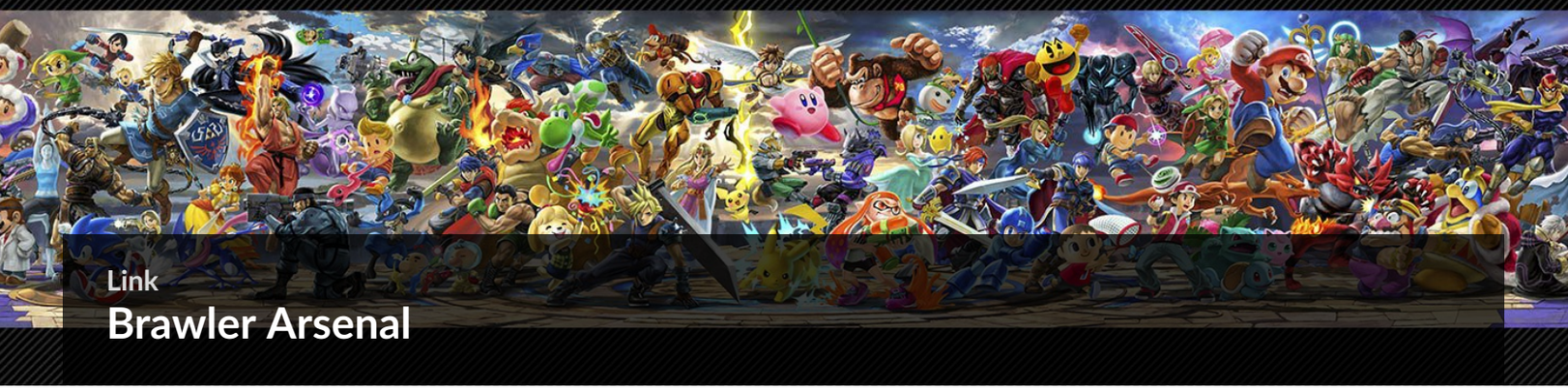


Link

Costumes







Link
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	3	—
Neutral attack 2	3	—
Neutral attack 3	4	Launches away.

Link's jab attack is a quick blade extension, followed by another horizontal swipe (with an increased attack size), finishing with an uppercut slash that knocks enemies down and away. As with most neutral attacks, Link's quick slashes are used to defend himself from advancing opponents. If you can read your enemy's movements and attack patterns, stick out your neutral attack to intercept them for moderate damage.

Regardless of your target's damage percentage, Link's second jab never pops up the enemy (when hit grounded).

Generally, it's best to simply finish off the natural three-hit jab-jab-jab combo whenever you confirm a hit.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	14	Launches up and away, high knockback. Deals more damage with tip.

While dashing, Link leaps into the air with a mighty overhead attack, smashing his sword into the ground (recognizable as his Jump Slash). Although it packs a powerful punch, Link's dash attack is one of the slowest-starting in the game. It has all the expected upsides and downsides: it has high KO potential, but leaves you incredibly vulnerable if whiffed. Using this move haphazardly can get you in trouble, so it's best saved if you can make a hard read on a foe's aerial recovery.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	13	Launches away.
Up tilt	11	Launches directly above.
Down tilt	9	Launches up and away at slight angle, high knock-up.

SIDE TILT

Link performs a heavy wide-arc overhead attack with his sword, slamming it down into the ground, slicing foes in a large area before him. Like most side tilt attacks, Link's is one of his most effective ground attacks to use as a poke. It's decent for knocking out enemies, has reasonably low end lag, and sports excellent reach, making it a superb attack for sticking out to deter aggression (colloquially known as "walling").

UP TILT

Link delivers a back-to-front slash above him with his sword, controlling a significant portion of airspace around his head. Up tilt is your non-committal, quick anti-air. Up tilt features a different attack arc in Super Smash Bros. Ultimate. Link now swings from the back to the front, making it a little bit safer when shielded. And hitting with the later portion of the attack (when Link swings the sword downward), you can combo with an up air attack (mid to high percentages).

Like most up air attacks, its main use is to keep airborne enemies guessing, and for punishing their mistimed air dodges and subpar down air attacks.

DOWN TILT

Link crouches and swiftly performs a sweeping sword attack at his opponent's feet, knocking them into the air. This is your safest ground attack because of its low lag and great low-profiling attribute. It's also an excellent way to start combos. On hit, it pops up enemies high into the air right in front of you, allowing you to go for a forward air or up air follow-up. Fishing for a ledge combo-starter with down tilt is a great way to set up knockouts when the enemy is at mid to high damage percentages.

Thanks to its brief end lag, you can go for shielded down tilt into an anti-aggression neutral attack, applying decent shield damage pressure against more defensive opponents.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	14 + 5	Knocks up slightly. Deals more damage with tip. Fires 5-damage projectile while undamaged. Charging smash increases projectile range.
Side smash 2	13	Launches up and away, high knockback. Deals more damage with sword hitbox.
Up smash	4, 3, 11	Launches up and away at slight angle, high knock-up. Third hit deals more damage with sword hitbox.
Down smash	17	Launches up and away at slight angle. Deals more damage with tip of sword. Clear-out attack.

SIDE SMASH

With a double-handed grip, Link begins this combination sequence by swinging the Master Sword over his head and toward his foe. He then delivers an upward heavy slash, knocking foes away. If Link is at 0% damage, side smash also unleashes a sword beam projectile.

You can cancel this attack into another heavy frontal upward strike by pressing the Attack button during the wind-down period. This optional second strike can be used to punish enemies jumping over your beam.

UP SMASH

Link launches a three-hit combo, starting with two head-level swipes above him and finishing with a mighty jump attack that sends his foe sky-high. Since there's a high commitment and vulnerability cost for going for up smash, it should be used for specific and deliberate purposes (of which it's exceptionally powerful for). Against descending opponents, you can often score a knockout with up smash if you either bait out an air dodge or caught them coming down without a double jump. And because Link's Master Sword has amplified hitboxes, you'll generally beat out incoming attacks.

While it's highly punishable if avoided, it's a decent option for retaliating against your aggressors (since you can easily cancel your shield by inputting an up smash while holding shield).

DOWN SMASH

Link crouches down and sweeps the floor in front of him, then swings around to sweep the ground behind. Thanks to its rear hit effect, this attack is primarily used to clear out multiple enemies and to punish ground rolls and air dodges. It's not safe on shield, making it less optimal as a poking move.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	5.5	Forward throw, knocks away.
Back throw	5.5	Backward throw, launches up and away.
Up throw	7	Launches foe directly above for potential follow-up.
Down throw	6	Launches foe directly above for potential follow-up.

GRABS

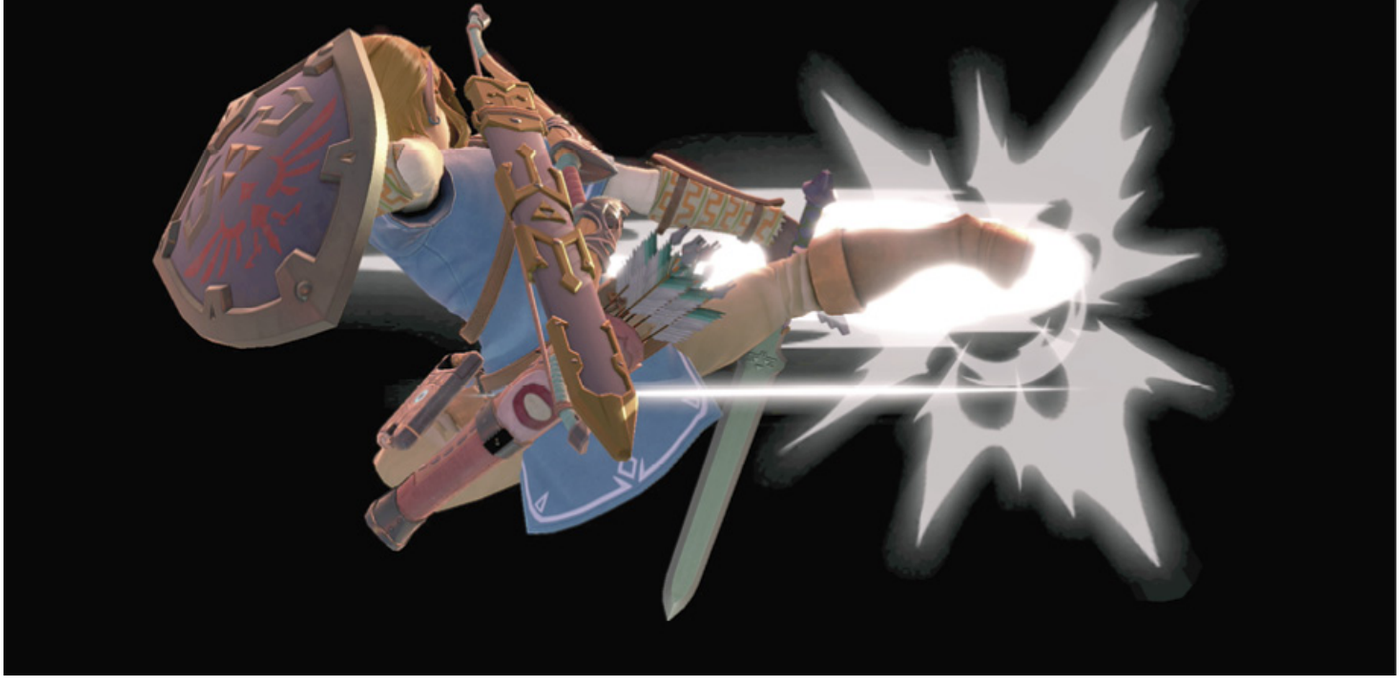
Link's grab attack is a swift pommel strike. For his up throw, Link tosses the enemy into the air before connecting a hopping up-slash, leaving them vulnerable to additional follow-up attacks. His forward and back throws are conventional knockback attacks as he kicks them away. For his down throw, Link performs a surprisingly agile wrestling maneuver, slamming his victim into the ground before dropping a precision elbow strike into their chest that pops them up for a combo opportunity.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	6	Deals more damage at start. Persistent hitbox. Can cause ground hitstun.
Forward air attack	8, 10	Launches away. First attack causes slight pop-up. Second attack deals more damage.
Back air attack	5, 7	Knocks away, low knockback. First attack causes slight pop-up.
Up air attack	15	Launches directly above. Persistent hitbox. Deals more damage at start.
Down air attack	18	Starting frames meteor smash. Persistent hitbox.

NEUTRAL AIR ATTACK



Link extends a lightning-fast flying kick for a short time, striking down foes. This Street Fighter-like jump kick is one of Link's most versatile physical attacks. Its hitbox persists for a lengthy duration, making it an excellent air-to-air poke and fast-falling attack. Its start-up is exceptional, so you can use it as a decent jump attack just after dropping shield.

You can use it offensively as well, thanks to its little end and landing lag. Off of a deep jumping attack against grounded foes, you're generally safe from reprisal attacks. Naturally, it's an incredible edge-guarding attack with its low lag, allowing you to keep up the pressure on successful hits. You can also use fast-falling neutral air attack as a "meaty" attack against an edge climb to set up a potential edge slip.

FORWARD AIR ATTACK

Link jumps into the air and performs a one-handed spinning attack with the Master Sword, slashing the area in front of him twice. In Super Smash Bros. Ultimate, the first hit of forward air attack auto-links to the second hit when it connects with an enemy, with the second hit having most of the knockback.

This double-swipe attack is superb as a poke for a variety of reasons. It has sizable horizontal range and high damage. It makes for an excellent air-to-air, great for punishing ledge jumps and jump-in air dodges (thanks to its double attack animation).

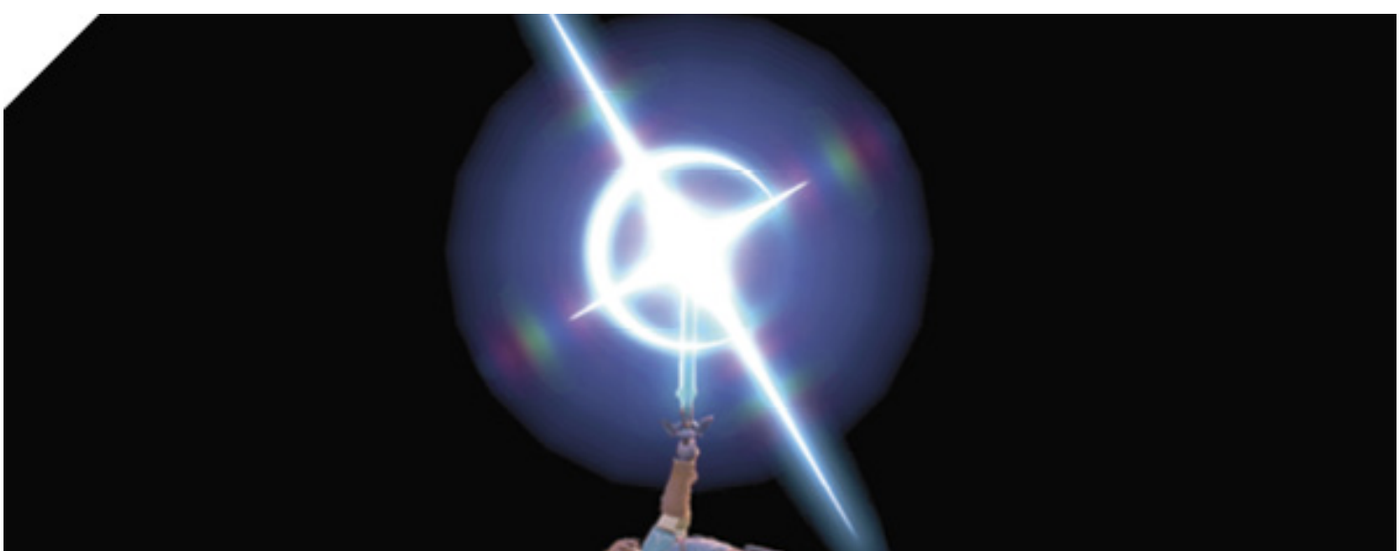
Off of an offensive short hop, forward air can do serious shield damage, as both hits force the defending opponent into shielding both attacks. With Link's quick fast fall, you can create exceptional jump attack sequences, covering air-to-air and defending the area low to the ground: jump, input forward air, then immediately cancel into fast fall. With practice and timing, you can create an incredibly effective technique that can be difficult for your opponents to deal with.

BACK AIR ATTACK

Link spins around midair and delivers two rear spin kicks, one after the other, potentially connecting with both. This is one of Link's fastest air moves, excellent right after shielding an enemy's attack from behind. From a short hop, the second hit occasionally misses, especially against smaller fighters, so it's crucial that you fast-fall during the attack.

It's possible to combo a low one-hit back air attack into multiple up tilts at mid-damage percentages (easier against heavier fighters at certain percentages). And back air is a great way to cross up out-of-shield attacks, baiting out incorrectly faced shield grabs.

UP AIR ATTACK



Link performs his Jump Thrust attack, a recognizable attack from Zelda II: The Adventure of Link. While the attack remains active for a significant duration, connecting with the first few active frames rewards you with extra damage. Link's up air attack has slightly less lag than it used to, making it less punishing to use if you whiff it, and opening up more possibilities for up air confirms.

Jump up air is a key component to your anti-air juggling arsenal. As such, it's important to be able to execute jump, full-velocity up airs. Use the C-stick to execute the up air portion while you use the control stick to move right or left. For instance, jump while holding control stick right, then hit C-stick up as soon as you leave the ground.

DOWN AIR ATTACK

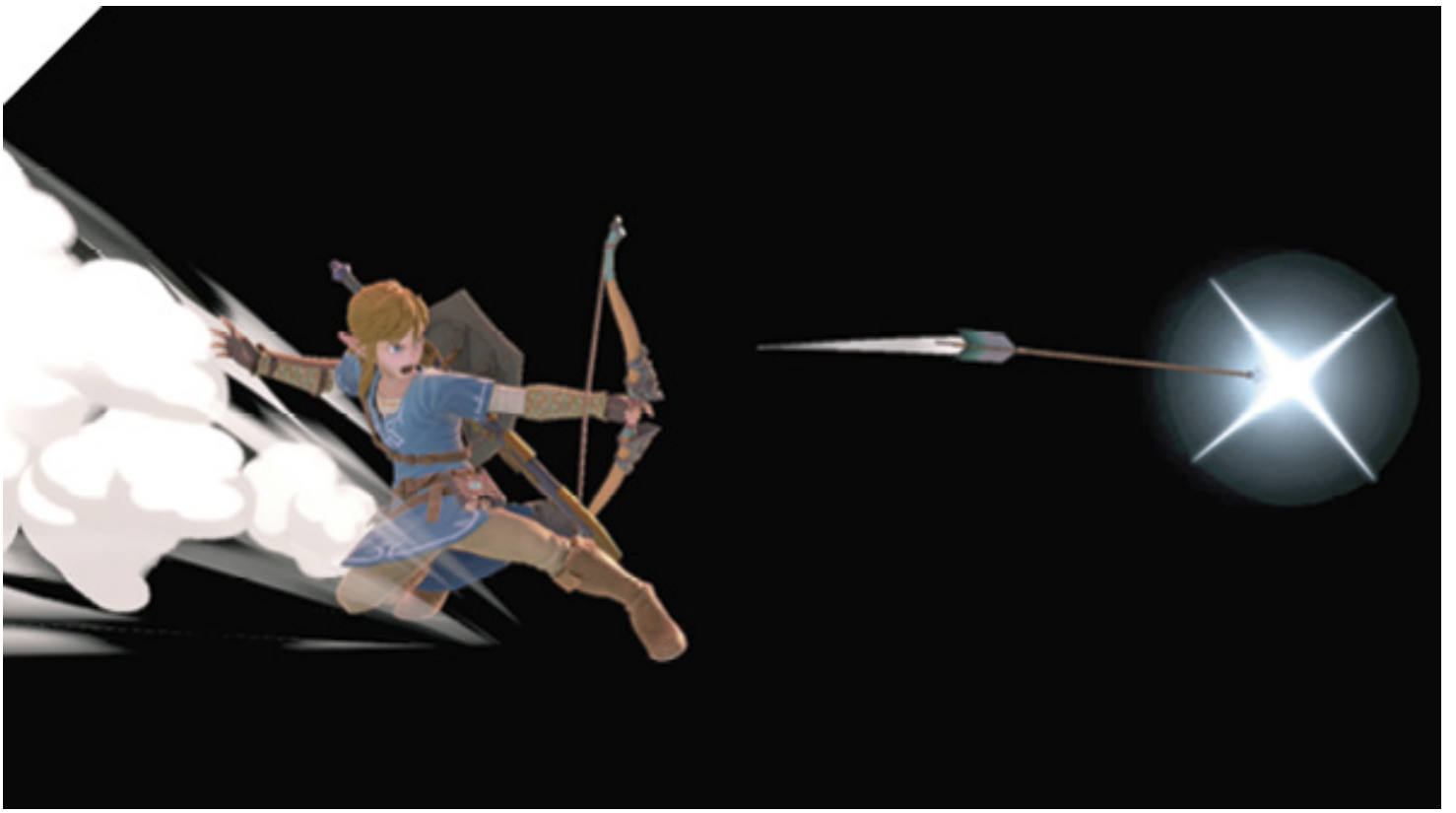
Link commits to a powerful downward thrust (also known as the learnable skill Down Thrust, from Zelda II: The Adventure of Link). Primarily used as a meteor smash finisher while edge-guarding, such as off of an edge-slip combo.

SPECIAL MOVES

SPECIAL MOVES

MOVE	DAMAGE	NOTE
Neutral special	Single Arrow: 4 (12 max charge), Double Arrow: 3 (9 max charge)	Charge to increase damage, speed, and distance. Generates grabbable Arrow item on miss.
Side special	Normal: 8, Flicked: 9.6	Can be angled up or down. Returning Boomerang hits multiple foes. Flick stick to increase damage and range.
Up special (ground)	Ground: 14	Damage falls off later in attack's duration.
Up special (airborne)	4, 2x3, 4	—
Down special	Bomb throw: 1, Bomb detonation: 7	Generates grabbable bomb item.

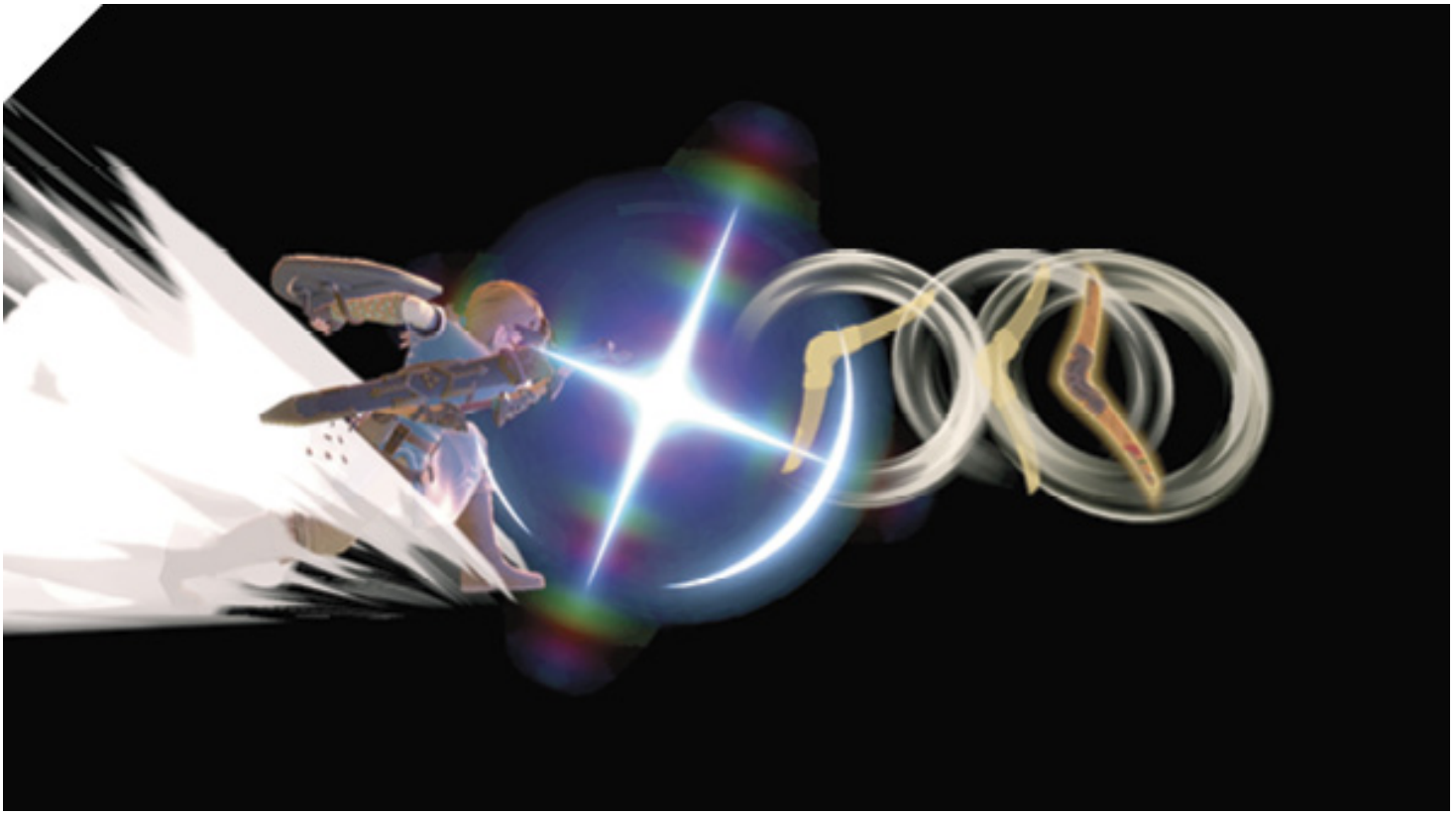
NEUTRAL SPECIAL: BOW AND ARROWS



Link fires an Arrow from his Bow. The longer he draws and holds his Arrow, the faster and more powerful the projectile becomes. If Link picks up a fallen Arrow from a prior shot, he can fire an extra projectile (up to two at once) the next time he shoots his Bow.

In practicality, you rarely ever want to use an uncharged Arrow, especially in close range. Charged Arrows are useful in many situations. These include: as an edge-guarding tool for long-range situations where you can't reach the enemy with forward air attack, after you knock down an opponent who's missed a tech (giving you a chance to fire at them as they wake up from the ground), and if you're across a platform and you want to force a jump from the opponent.

SIDE SPECIAL: BOOMERANG



Link chucks his trusty Boomerang either straight ahead, angled upward, or angled downward. The Boomerang can strike multiple enemies during its return path. There are essentially two strength versions of this attack. One is performed normally, by tilting or holding a side direction and pressing Special; and one executed like a side smash attack: by flicking the control stick to a side direction and pressing Special.

The flicked version travels farther and deals more damage. At first glance, it may seem like you should only use the high-damage version with increased range over the normal version. However, the shorter distance of the normal version means less time for the Boomerang to make its return trip, as well as less time for Link to retrieve his Boomerang for use again.

Thanks to its returning-hit effect, Boomerang can be used in interesting and creative ways. For instance, you can use it in your offense, throwing a Boomerang over the opponent's head so that if they attack or interrupt you, the Boomerang returns and acts as a sort of "combo-breaker." You can set up powerful zone-control sequences by combining Boomerang and charged Arrows. A basic zone-control concept and setup is throwing a flicked Boomerang above the opponent's head (cutting off a horizontal portion of the air), and then forcing the enemy to deal with charged Arrows on the ground. You can mix this sequence up in a variety of ways, by varying your Boomerang angles or by switching the order of your projectiles. These zoning concepts can become extremely advanced and nuanced (much of it being beyond the scope of this guide!).

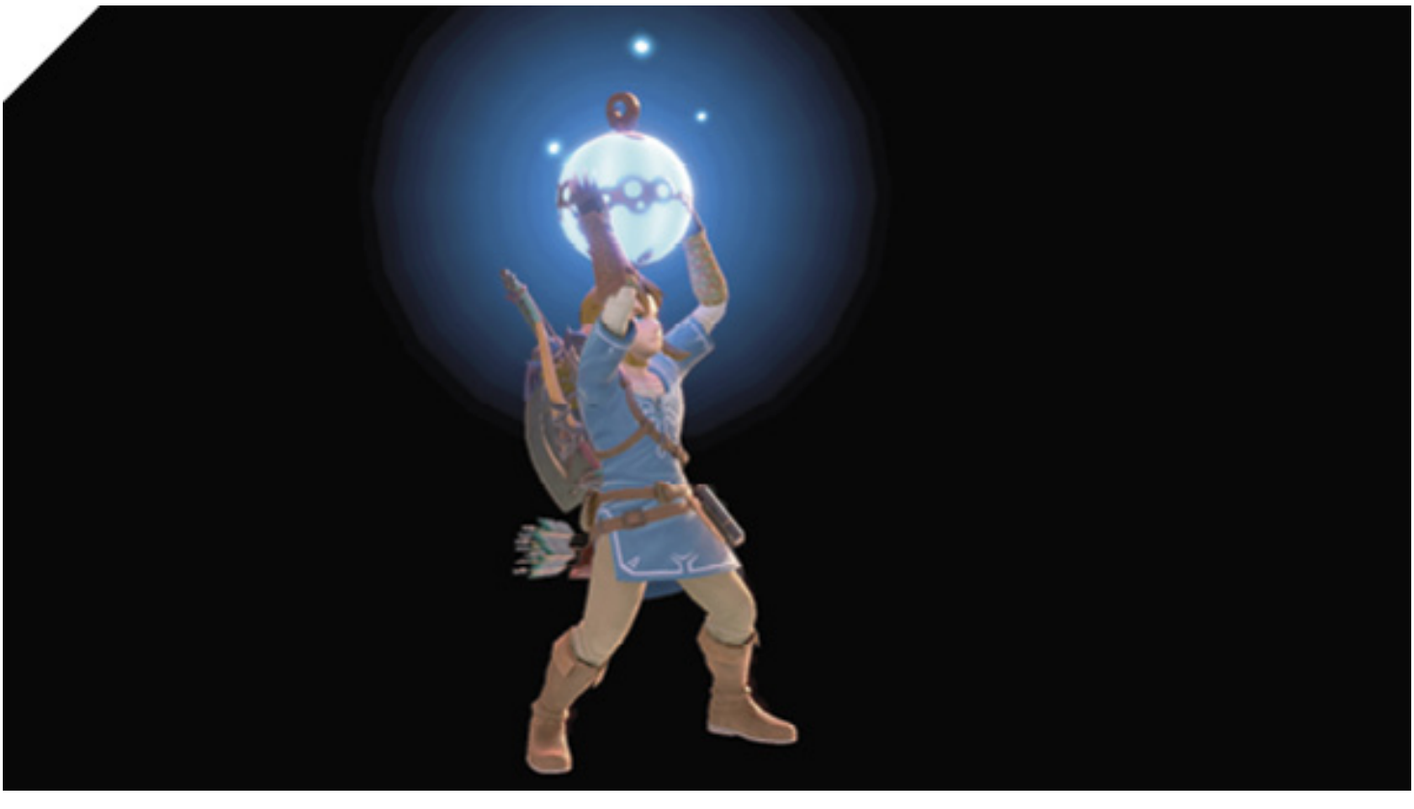
It's important to remember that you can adapt to your opponent's positioning on the fly, and as you begin to input the Boomerang command, you can adjust the angle related to their positioning to put your opponent in a disadvantageous position for your follow-up attacks.

UP SPECIAL: SPIN ATTACK

Link performs a pirouette with the Master Sword extended, clearing out foes around him. While airborne, Spin Attack is essentially a separate move. Air Spin Attack is a multi-hit combo that launches Link higher into the air. Note that using air Spin Attack causes you to enter a free-fall state, so you can't drop off a platform or ledge and use up special, then jump.

Spin Attack is also a strong finisher in certain situations. With a lot of practice in ledge combat, you can bait out meteor smash attacks and then punish your opponent with a well-placed Spin Attack to KO them or gain a ledge advantage.

DOWN SPECIAL: REMOTE BOMB



Link creates a bomb with the Sheikah Slate. Link can carry the bomb with him, then throw and detonate it on command. The bomb's blast radius is incredibly large. Once the bomb is created, there are several ways to manipulate it. You can throw it a short distance with the Attack button or a farther distance with down+Special. You can also throw the bomb straight up into the air with up attack, or straight down while airborne with down attack. While the bomb is in an airborne throw state, it can be detonated with a down special input.

Not only does Link's bomb follow all of the standard mechanics, but it also features a couple of unique ones. Link's bombs detonate after receiving a set amount of damage from attacks, or they can be instantly ignited by a fire-based attack (like Ryu's Shakunetsu Hadoken and Ken's Fierce Shoryuken)!

You can use Remote Bomb as a last-resort recovery tool if you get launched off a ledge, although the timing and circumstances to set this up may be extremely difficult. Competitive Link players are able to pull off amazing ledge recoveries.

While using the Remote Bomb to its full extent takes a ton of experience and practice, it helps to understand the fundamentals of why Remote Bombs are Link's best projectiles (if not his best tool overall).

They're an additional threat that you can place on-screen, forcing the opponent to respect their blast radius. They can be picked up and manipulated. You can throw them anywhere, including straight up, giving the enemy pause and deterring attacks, as they could be potentially dashing into an explosion.

In Super Smash Bros. Ultimate, bombs don't explode upon contact, instead simply bouncing off fighters. This means your enemies can pick them up by pressing Attack. This is a double-edged sword, since you can't detonate them while they're being held. But holding a bomb limits the holder's abilities, so you can use this to your advantage, knowing some of their actions are disabled as they hold your bomb.

With practice, you can seamlessly pick up and drop bombs without committing to animated attacks, then throw them in your opponent's face while at the same time striking your bomb and the opponent with your various sword strikes, eventually doing enough damage to detonate the bomb in the enemy's face.

ITEM MANIPULATION

Like Peach, **Link** can generate usable **items** for pickup (which anyone can interact with, including opponents).

Link's Bow and Arrow (**neutral** special) generates interactable Arrows when the Arrows are **shot** into the ground or a wall. While **Link** is holding an extra Arrow, his next Bow and Arrow **shot** releases an additional Arrow.

Remote Bomb also generates an interactable **item**, except one that can be detonated manually. As long as the bomb isn't being held by a player, **Link** can detonate the bomb to deal **damage** to anyone in the vicinity (including himself!).

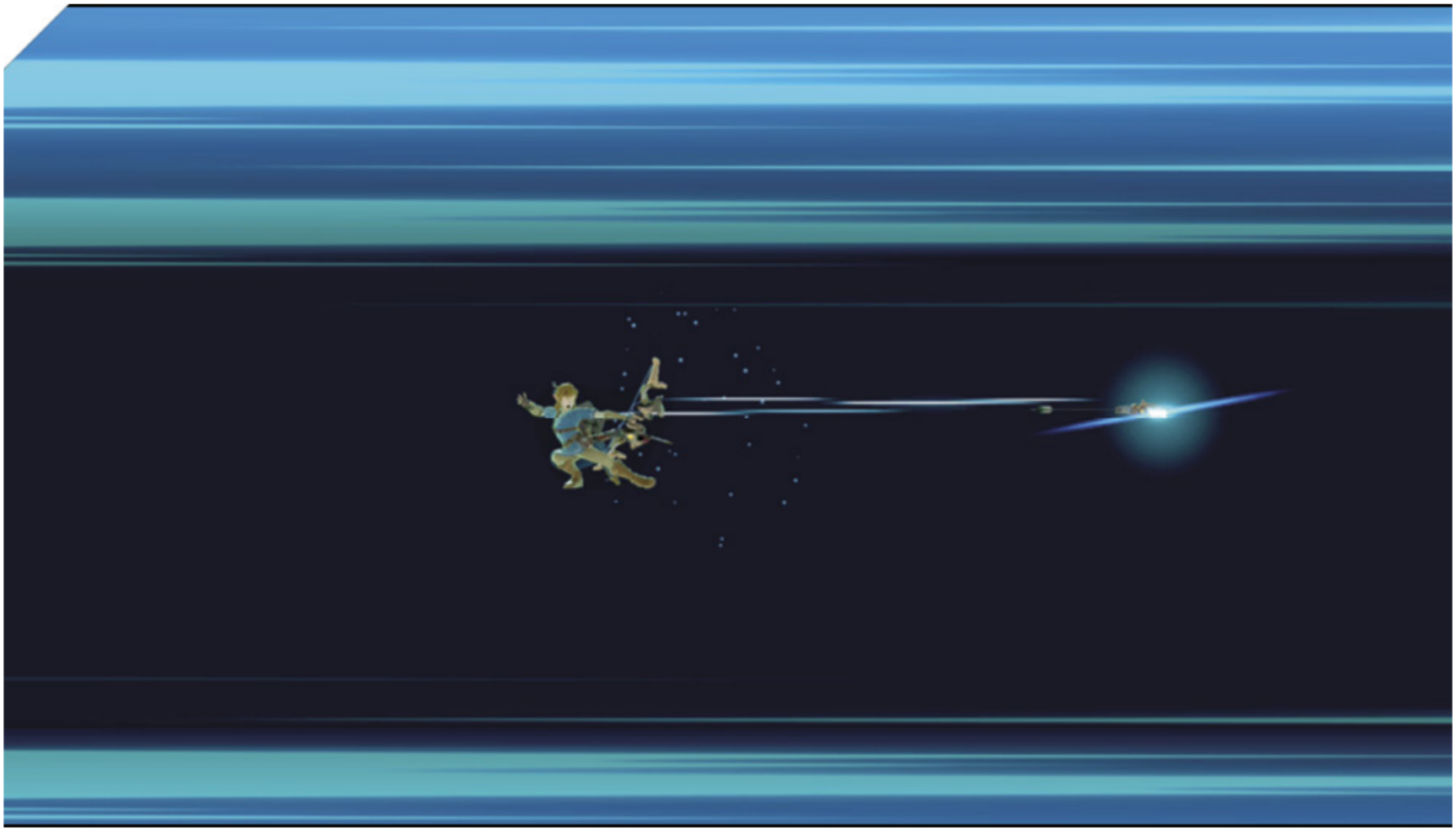
Link's Arrows and bombs can be manipulated in various ways through the game's built-in **item**-interaction mechanics. You can throw and **smash**-throw **items** in various directions, from a grounded or airborne state. For instance, you can double-**jump** over an opponent's head and **item** drop (also known as "z-drop") your bomb over the opponent's head in order to place a falling **projectile** on them to cover your descending attacks.

A key skill to learn is how to quickly pick up and release **items**. Details to keep in mind:

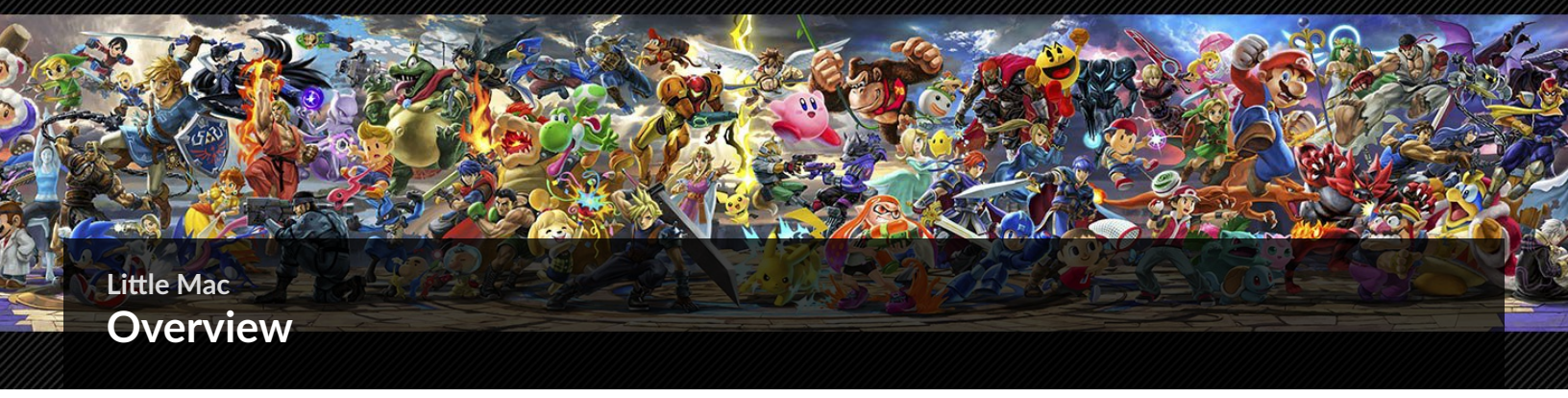
While airborne, you can instantly retrieve **items** without committing to an animation with the **Grab** command.

While grounded, you can instantly retrieve **items** without committing to an animation with the **neutral** attack command.

FINAL SMASH: ANCIENT BOW AND ARROW



Link shoots an Ancient Arrow that flies straight ahead. If the Arrow hits an opponent or the terrain, it explodes. While the Arrow itself can only hit one target, the resulting detonation can launch nearby opponents.



Little Mac

Overview

Little Mac has the third-fastest dash speed in *Super Smash Bros. Ultimate* and is one of two fighters with a one-frame jab (i.e., the first active hit starts on the first frame after neutral attack is pressed).

As you'd expect from a boxer, Little Mac is all about the ground game. His incredible foot speed and absurdly quick ground attacks make him unrivaled in ground-based melee combat. Unfortunately for boxers, most combat in *Super Smash Bros. Ultimate* is fought in the air, so Little Mac has to work quite hard to outsmart his foes.

While Little Mac has a straightforward, no-nonsense fighting style, earning wins with him can be challenging. His aerial attacks are lackluster; although a few have incredibly fast start-up times, none of them are flexible in their hit coverage, so each one must be used accurately (in both your timing and spacing).

Little Mac dishes out massive pain when he opens up opponents. His tilt attacks deal exceptional damage relative to their start speeds, while his smash attacks can deal over 20% off a single hit. He also has nearly unbreakable super armor during his smash attacks, only broken by final smashes or an opposing Little Mac's KO Punch. He's also one of few fighters with an anti-air special that begins with intangibility (the others being Ryu, Ken, and Luigi). To further compound his ground dominance, Little Mac's neutral special, Straight Lunge, has super armor during its entire animation and can only be stopped by smash attacks or other high-powered moves. But Little Mac has a glaring weakness in his ground game—his grab is considerably slow.

LITTLE MAC VITALS

MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	Yes
Wall cling:	No

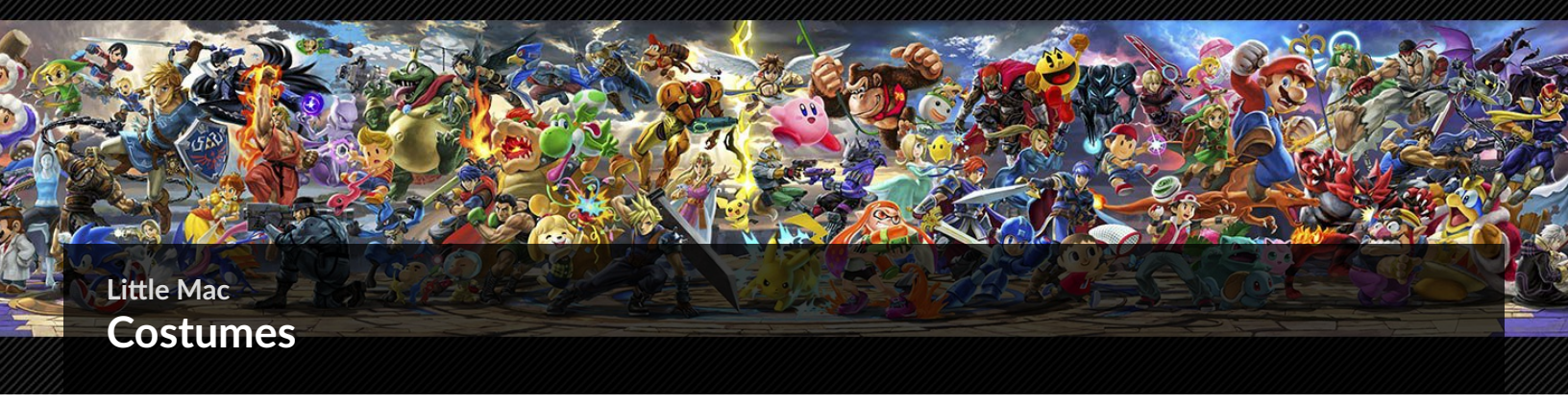
MOVEMENT RANKS	
Ground speed:	A+ (3)
Air speed:	B+ (12-16)
Falling speed:	A (2-3)
Weight:	D (58)

LITTLE MAC: THE KO POWER METER

The Power Meter (represented by arrows) above Little Mac's fighter portrait fills up as he deals and receives damage. Once the gauge is fully charged, it becomes a flashing "KO" sign, signifying Little Mac's access to a new neutral special.

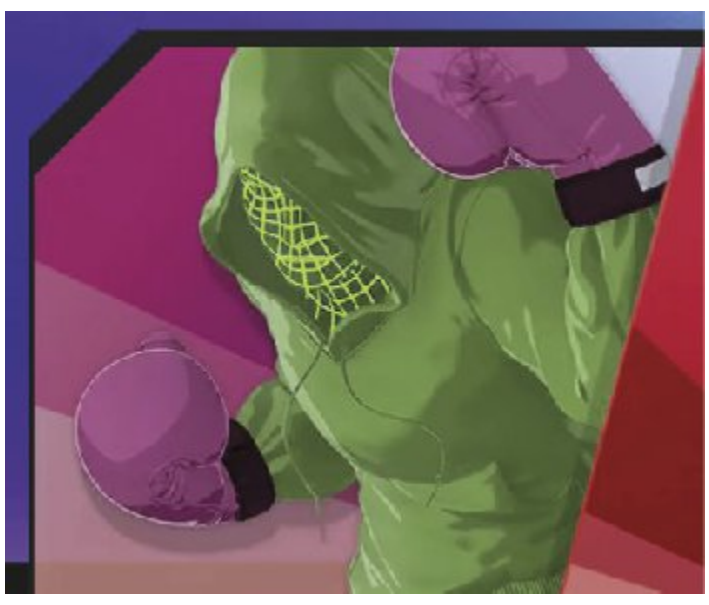
While Little Mac is powered up with this KO buff, his neutral special is replaced by the KO Uppercut, a high-damage, unshieldable attack with some invulnerability.

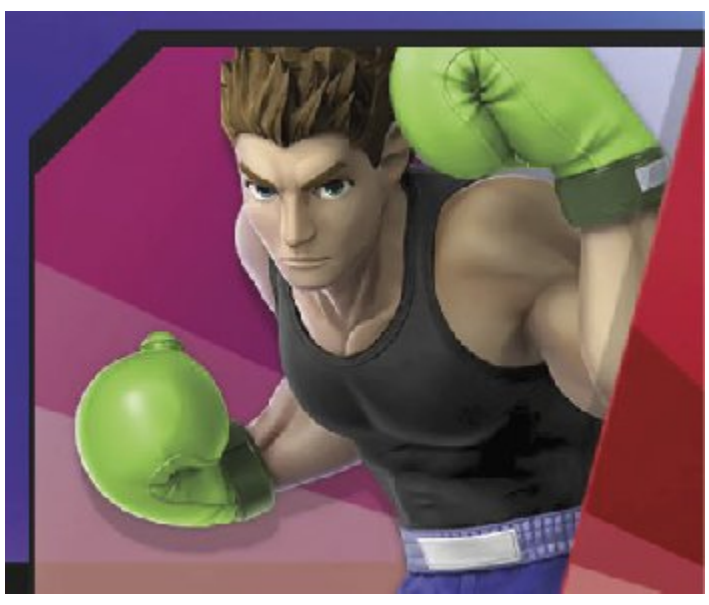
The KO Power Meter is reset to empty if Little Mac is KO'd, even if the KO Uppercut is fully charged and ready to go. If, while the KO Uppercut is ready, Little Mac is launched into the air (by a smash attack or if he's at a high-damage percentage and gets knocked up by a strong enough attack), the KO Power Meter is completely reset. So while the KO Uppercut is an extremely powerful tool, you take a risk if you sit on it for too long. Use it or lose it!

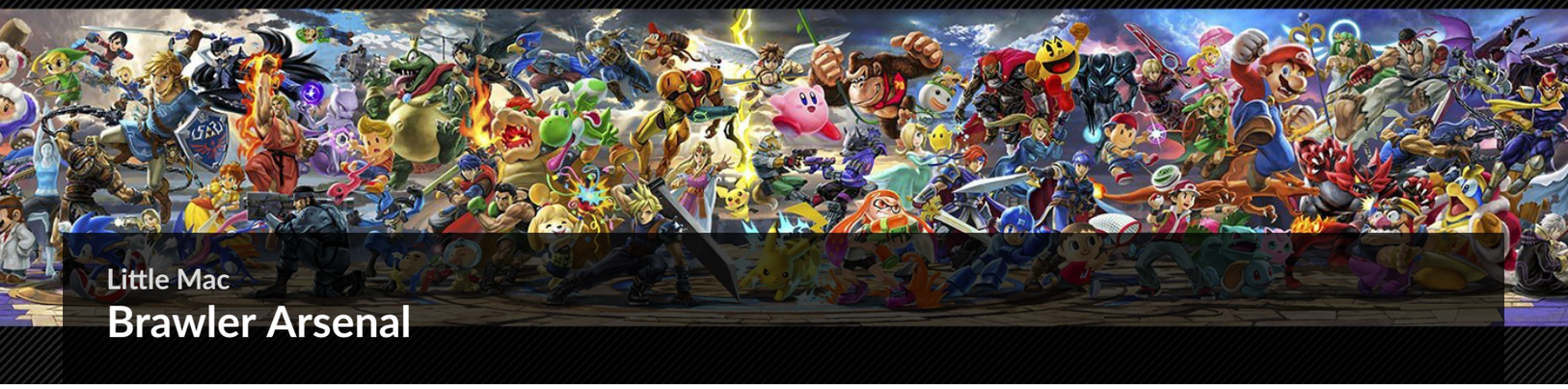


Little Mac

Costumes







Little Mac
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	1.5	—
Neutral attack 2	1.5	—
Neutral attack 3 (rapid)	0.5xN, 3	Launches up and away at slight angle, high launch power.
Neutral attack 3 (uppercut)	5	Knocks up and away.

Little Mac bends the laws of physics with a lightning-fast one-frame jab, followed by a one-frame right hook. After the one-two combo, he transitions into either a rapid-fire left-right flurry attack that ends in a launching right-handed uppercut, or he completes the one-two combo with a left-handed uppercut.

Little Mac's neutral attack 1 can punish anything within range, with his follow-up neutral attack 2 extending its range just slightly farther. While these attacks are hyper-quick, they're both punishable when shielded, making them a bit risky to throw out against sharp opponents waiting to shield-grab you. If you can find an opportunity to dash in, canceled into a jab, it's extremely difficult to shield on reaction. If your neutral attack 1, 2 is shielded, you have two options (prediction-based guesses): you can either stop and back away, or you can continue into your follow-up neutral attack 3 (uppercut). The first option assumes the opponent won't punish you in time (or they can't), and the second option assumes your opponent is going for a shield-grab punish, which is punished by your neutral attack 3 uppercut.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	10	Launches up and away, high launch power.

Little Mac speedily runs toward his foe and delivers a heavy overhead punch to the enemy's head, sending them into the air. Dash attack packs a lot of punch for its speed, but is risky to throw out since it's easily punishable on whiff. Little Mac cannot pass through foes with it either, even at point-blank range, so you're almost always going to be shield-grabbed if the opponent is expecting some kind of ground attack and they're standing opposite from you.

While it's not safe, dash attack sports a large upper hitbox, covering the area above Little Mac's head, so it can be used as an anti-air in specific scenarios if timed correctly. You can also use dash attack if you've conditioned your opponent enough in situations where they're inclined to jump away (e.g., if they're expecting a dashing grab).

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	4, 8	Launches away.
Up tilt	6.5	Knocks directly above for potential follow-up.
Down tilt	8	Knocks up and away at slight angle.

SIDE TILT

Little Mac lunges forward with a left straight, then follows up with a stronger right straight that launches foes away.

Little Mac's side tilt is faster than some fighters' jabs while dealing side tilt damage. Its range is exceptional too, considering its incredible speed. Side tilt is one of your main attacks for checking opponents approaching you on the ground. It's one reason why Little Mac dominates the ground game. If your foes are challenging you in hand-to-hand ground combat, use side tilt to remind them why they shouldn't.

UP TILT

Little Mac flails his right arm up above his head in a wide arc, knocking up enemies in front, behind, and above. Up tilt is one of few ways Little Mac can initiate an air combo and one of his most versatile attacks. Its hit coverage is exceptional, starting with an early hitbox in front of him and ending behind him. It's punishable when shielded, although you can mitigate this by spacing it out, forcing your opponent to close the distance with an extended attack.

DOWN TILT

Little Mac leans down and extends an extremely quick low attack, ducking under body shots while sweeping the opponent off their feet and launching them into the air.

True to his ground-dominating title, Little Mac has one of the fastest down tilts in Super Smash Bros. Ultimate, with a hit faster than many fighters' neutral attacks. On hit, it causes a pop-up effect. At mid percentages (around 35% against medium-weight fighters), you can down tilt into a dash, then immediate Rising Uppercut for a guaranteed combo. At higher percentages (when the opponent launches into a spin), you can potentially combo into forward full/short hop forward air attack.

Down tilt is relatively safe and is usually unpunishable when shielded. If you space it out to hit at max distance, you can keep up your aggression with multiple down tilt pokes, or follow up with a side tilt if you feel your opponent is going to go aggressive after shielding your down tilt.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	20	Launches away. Up version launches up and away at slight angle. Can be angled up or down.
Up smash	21	Launches. Early, low hit deals more damage.
Down smash	13	Knocks away.

SIDE SMASH

Little Mac winds up as if he's about to throw a record-breaking baseball pitch, then drives a haymaker through his opponent, blasting them across the field. Side smash can be angled upward or downward. Up-angled side smash produces a powerful uppercut attach with high launch power, while down-angled side smash is a downward knee punch that deals massive damage.

While quick side smash (no charge) is heavily punishable when shielded, if you charge it slightly, it inflicts much heavier shield-stun, making it much safer. This is effective as a ledge-guarding tool since you usually have enough time to charge it while your opponent is hanging off the ledge (or offstage trying to jump back onto it).

UP SMASH

Little Mac leans back and puts all his might into his iconic uppercut punch from Punch-Out!!, sending foes sky-high directly above him. Up smash is the ultimate anti-air, but also incredibly risky. It's ideally used as a finisher attack, anti-air, or as an anti-ledge-jump punish. Naturally, it's incredibly unsafe to throw out haphazardly.

DOWN SMASH

Little Mac clears out enemies from both sides with a high-powered sweeping punch. Like most of these double-sided attacks, down smash isn't safe when shielded and has a considerable amount of end lag. Although it can be used to attack ledge-grabbing vulnerability windows, this takes incredibly sharp timing.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1	—
Front throw	8	Forward throw.
Back throw	9	Backward throw.
Up throw	7	Launches up and away at slight angle.
Down throw	7	Launches up and away at very slight angle for potential follow-up.

GRABS

Little Mac's grab boasts impressive range (about the length of his jab), but its start time is considerably slow. His dashing grab is even slower. Front throw and back throw are used to force an air recovery and ground-game mix-up, or to finish off an enemy near a side blast zone.

Up throw launches the enemy up and not too far away, but Little Mac's actionable time starts a bit too late for him to follow up with guaranteed damage. It's decent for setting up air-combo juggling, although Little Mac's juggle-trap game isn't particularly powerful.

Down throw leads into the most potential damage, as it knocks foes up low enough to guarantee an up tilt into up special combo. At higher percentages (against Mario at roughly 60%), you can skip the up tilt and go straight into up special (although this can be shuffled out of).

Overall, Little Mac's grab game is lacking in terms of damage potential. Since his jab and tilt attacks are so strong, you're unlikely to earn grabs against fearful foes.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	2	Can cause standing hitstun on grounded. Extremely low knockback.
Forward air attack	5	Knocks back. Deals more damage with tip.
Back air attack	6	Knocks back. Deals more damage with tip.
Up air attack	5	Knocks up slightly. Deals more damage with tip.
Down air attack	5	Can cause standing hitstun. Extremely low launch power.

NEUTRAL AIR ATTACK

While airborne, Little Mac delivers a quick punch at a down-forward angle, causing minor damage and knockback. Little Mac's neutral air attack starts up faster than most other fighters' jabs and inflicts very little air and landing lag. It provides little functionality other than interrupting enemy moves since you can't combo off its minor knockback power. It offers a sizable hitbox, though, so it's likely to beat most moves that challenge it.

FORWARD AIR ATTACK

In midair, Little Mac swings forward with a heavy hook that knocks away its target. Forward air has moderate air lag and landing lag, but a relatively short active window and strict area coverage. It's a lackluster aerial attack, but a necessary one in your arsenal. Your timing and accuracy need to be precise to use it effectively against airborne opponents.

BACK AIR ATTACK

Little Mac turns around mid-flight and backfists an enemy behind him, knocking them away. Back air is similar to forward air attack in its properties. It has a narrow hitbox with a small active window, and a sweet-spot hitbox at the tip of the attack. While not the ideal air attack by any stretch of the imagination, it's one of few tools Little Mac has to knock out offstage foes while airborne.

UP AIR ATTACK

Little Mac reaches above him with a skyward punch that pops enemies up. Against lower-percentage foes, up air attack inflicts very little launch power, leaving little room for air-juggle potential. It suffers from high air lag and moderate landing lag and, like his other air attacks, has rather limited hit coverage aimed above him. If you connect with up air as an anti-air, usually your best follow-up is to land into an up tilt since you don't have much time to do anything else.

DOWN AIR ATTACK

While descending from the air, Little Mac delivers a downthrusting punch, smacking his opponent's head and causing them to flinch. Down air attack behaves akin to neutral air attack. It's quick, but inflicts extremely minor knockback, so it's difficult to start combos with. It also has a narrow hitbox, so you have to be accurate with its spacing, ensuring that your opponent is directly beneath you when you go for it.

Hop into fast fall down air is a decent surprise attack, but it can be shield-grabbed if you land in front of the opponent.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	10 to 30	Charging increases damage. Deals more damage early.
Neutral special 2	35	Invulnerable before active hit. Unshieldable.
Side special	14	Lower body intangible.
Up special	3, 1x4, 3	Invincible immediately before hit.
Down special	10	Intangible during counterattack.

NEUTRAL SPECIAL: STRAIGHT LUNGE

While shrugging off incoming blows, Little Mac charges up for an ultra-powerful attack. When released, Little Mac drives toward his foe with an immense straight punch, blasting them away. Press neutral special to begin charging, and press it again to release. Straight Lunge direction can be altered by holding the opposite direction on the control stick while pressing Special to release the punch.

The entire duration of Straight Lunge is bolstered by super armor. Most jabs, tilts, and aerial attacks damage Little Mac, but don't inflict knockback or hitstun, while smash attacks and high-damage specials do.

You can use Straight Lunge like most smash attacks. It's a solid edge-guarding tool, threatening foes with a super-armored attack they can't challenge with their aerials.

Of course, Straight Lunge is extremely punishable when shielded. At max charge, Little Mac passes through foes, perhaps making him safe if they're facing the wrong way (although he's technically still very punishable).

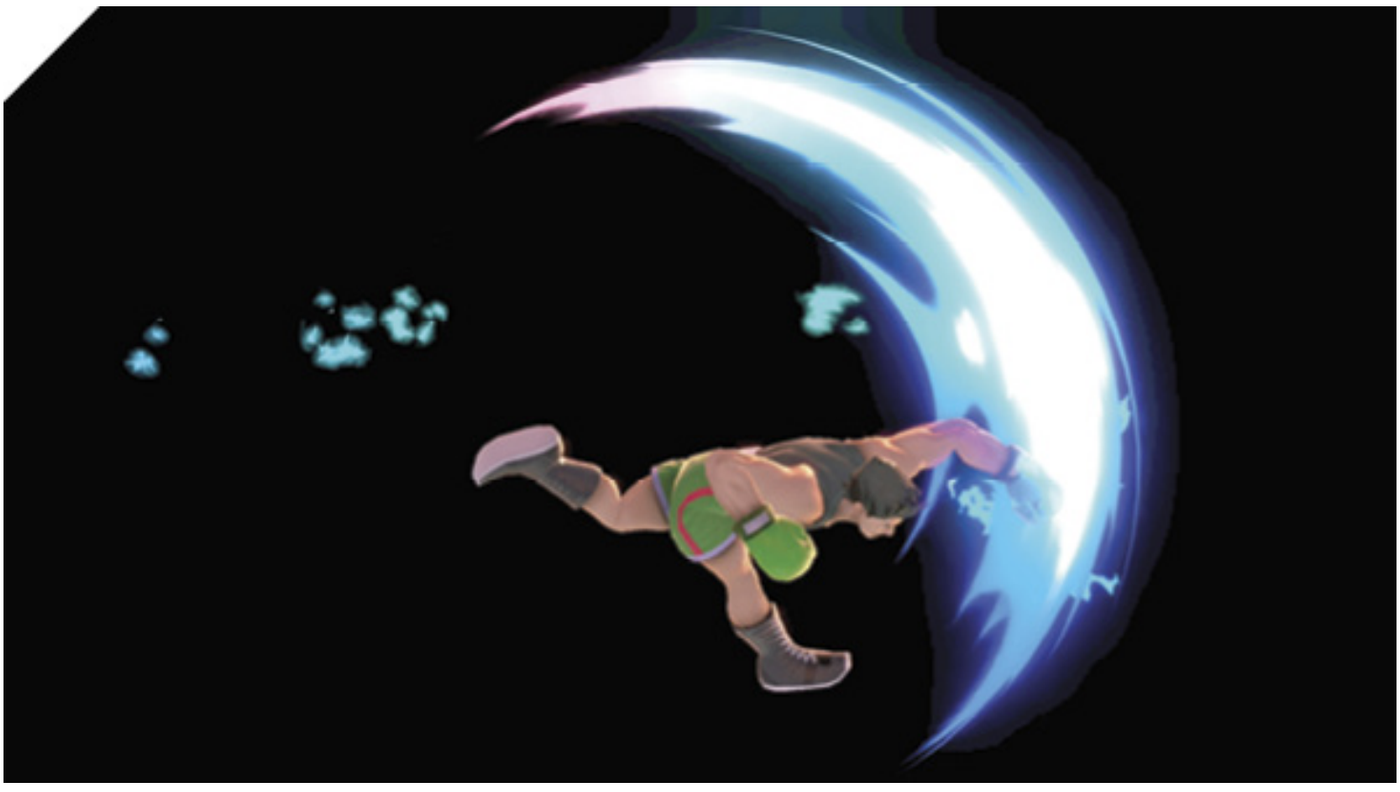
NEUTRAL SPECIAL 2: KO UPPERCUT

When KO Uppercut is available (after you deal and receive enough damage without being KO'd yourself), your next neutral special becomes a unique uppercut with remarkable properties. KO Uppercut is a high-damage launch attack with some invulnerability. While it sounds like your everyday uppercut attack, it has one property that makes it vital to scoring knockouts: it's unshieldable.

KO Uppercut's unshieldable property changes the match dynamic dramatically and makes Little Mac a much more viable fighter when he has access to it. He essentially threatens a knockout anytime he's in range to connect with it. Although scoring a KO Uppercut isn't a guaranteed knockout, the attack has very high launch power. This can have several implications in how your opponent reacts. Usually, they'll begin to play much more cautiously, staying out of your range at all costs. This gives you a bit of an advantage; since your KO Uppercut has a vertical hitbox, you have some freedom to approach beneath foes.

It's important to note that you can lose your KO Uppercut. Once you achieve the blinking KO status buff, you can lose it if one of two things happens: you're KO'd yourself, or the enemy successfully launches you (made easier if you're at a high-damage percentage).

SIDE SPECIAL: JOLT HAYMAKER



With his lower body invulnerable to attacks, Little Mac leaps forward and delivers an overhead flying punch that launches opponents away. Although the follow-up attack leaves you incredibly exposed and vulnerable to reprisals (on whiff and when shielded), Jolt Haymaker offers lower-body intangibility, allowing you to blow out most enemy ground attacks.

But for the most part, Jolt Haymaker is best used as an offstage recovery tool and to attack enemies launched off the side of a stage. If you launch Jolt Haymaker offstage, you can act after your attack ends, so you can double-jump back to a ledge. For instance, you can chase an opponent offstage with back air attack, then continue following them with Jolt Haymaker into follow-up, then double-jump back toward the ledge, and if you need to, you can Rising Uppercut to extend your air time to grab on to the ledge.

UP SPECIAL: RISING UPPERCUT

Little Mac propels himself into the air with a spinning uppercut attack that sends foes high into the air. Little Mac is immediately invincible upon executing Rising Uppercut, allowing you to blow through enemy aggression. It also starts up quickly, just as fast as down tilt, making it a strong combo-extender. While Little Mac doesn't have the strongest air-combo game, you can often follow pop-up and launching effects with Rising Uppercut.

Rising Uppercut offers much more jump height when performed while grounded.

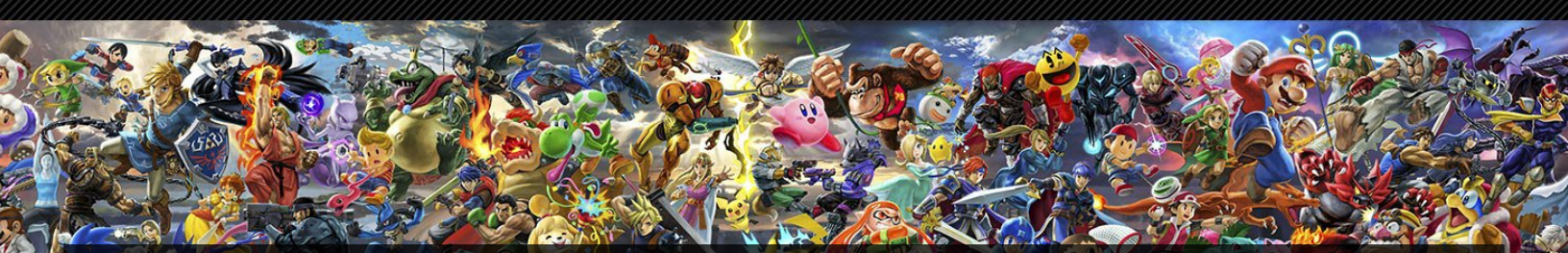
DOWN SPECIAL: SLIP COUNTER

Little Mac puts his gloves up in a defensive position for about half a second. If he's attacked within this window, he becomes intangible before responding with a powerful lunging uppercut.

Like most parry-into-counterattack moves, Slip Counter is a high-risk, high-reward maneuver, usually with a higher risk than reward. It's good in hectic battles like free-for-alls and team fights, and occasionally it can be thrown out if you make a hard read on an opponent's ledge-recovery attack.

FINAL SMASH: GIGA MAC RUSH

Little Mac transforms into Giga Mac and charges forward. If he strikes an opponent, he unleashes a flurry of punches, finishing with a powerful uppercut. If the initial blow misses, he simply transforms back into Little Mac.



Lucario

Overview

Lucario is a Fighting- and Steel-type Pokémon with a special Aura mechanic that boosts its combat effectiveness the more damage it receives. In terms of *Super Smash Bros. Ultimate*, Lucario's weight and movement attributes are all relatively middle-of-the-road, but with some distinctions. Lucario can crouch-crawl, cling to walls, and wall-jump. Because of the variable-heavy nature of Lucario's Aura mechanic, performing its combos and setups requires a vast amount of experience. You have to adapt to situations on the fly, considering enemy fighter weight and current damage percentage in addition to Lucario's current Aura state.

Lucario's arsenal makes it an all-around strong fighter. Lucario doesn't excel in any one aspect (except when its Aura is high and it's behind in stocks, at which point its attacks hit extra hard!). Lucario's attacks deal average damage, have average range, and are average in speed and end lag (although its grab attack is exceptionally quick).

As with many *Super Smash Bros. Ultimate* fighters, Lucario's most effective attacks are its aerial ones. Neutral and forward air attack are versatile attacks used for initiating and ending combos, while down air attack is a quick-starting unique aerial attack with the added property of instantly halting Lucario's airborne trajectory.

Lucario's grapple attack is one of the fastest in the game, granting bonus opportunities for bashing grappled foes repeatedly before finishing the grapple with a palm-thrust or body-slam launch.

Lucario's special-moves set is relatively conventional. It has a projectile, a counterattack parry, a multidirectional air dash, and a command throw (that doubles as a short-range projectile).

LUCARIO VITALS

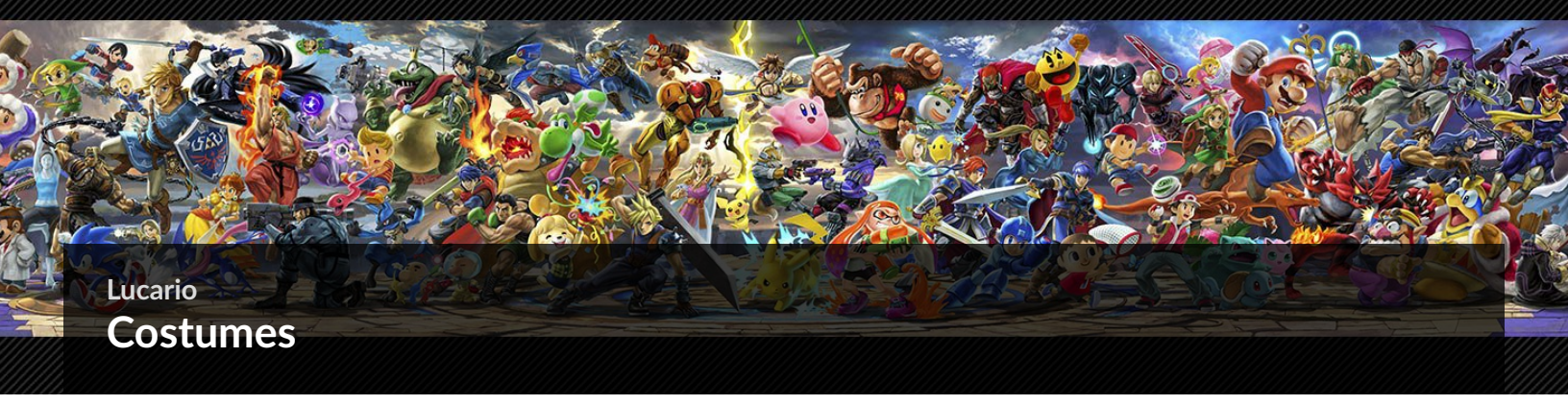
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	Yes
Tether:	No
Wall jump:	Yes
Wall cling:	Yes

MOVEMENT RANKS	
Ground speed:	D+ (38)
Air speed:	A (6-7)
Falling speed:	B- (25-26)
Weight:	C (44-47)

LUCARIO'S X-FACTOR: THE AURA MECHANIC

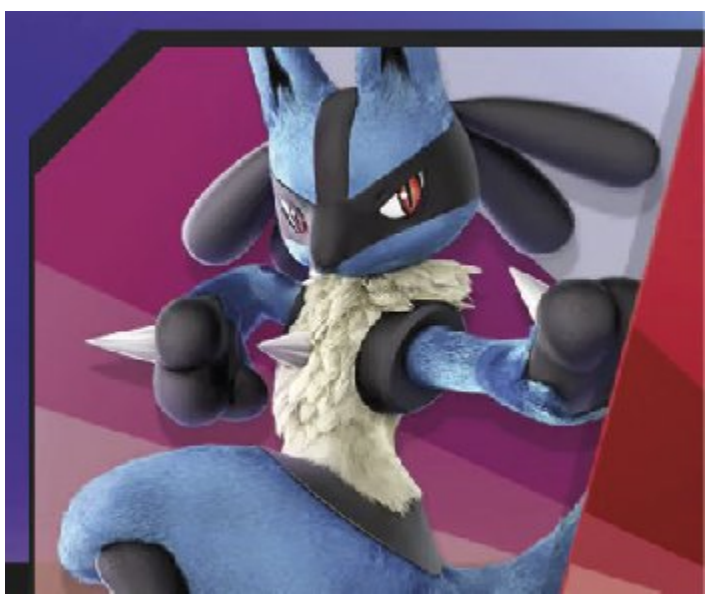
Lucario's Aura power is visually represented as blue flames emanating from its arms. Aura is a persistent effect that modifies Lucario's damage output, depending on its own damage percentage. It affects every single move and makes Lucario an incredibly dynamic fighter, especially when considering the combat system's universal mechanics (such as "rage" and enemy damage percentage). Simply put, the more damage Lucario takes, the stronger it becomes. Aura has its drawbacks, though. While Lucario deals more damage and its attacks have more knockback, a high Aura can make it more difficult to combo enemies off certain attacks.

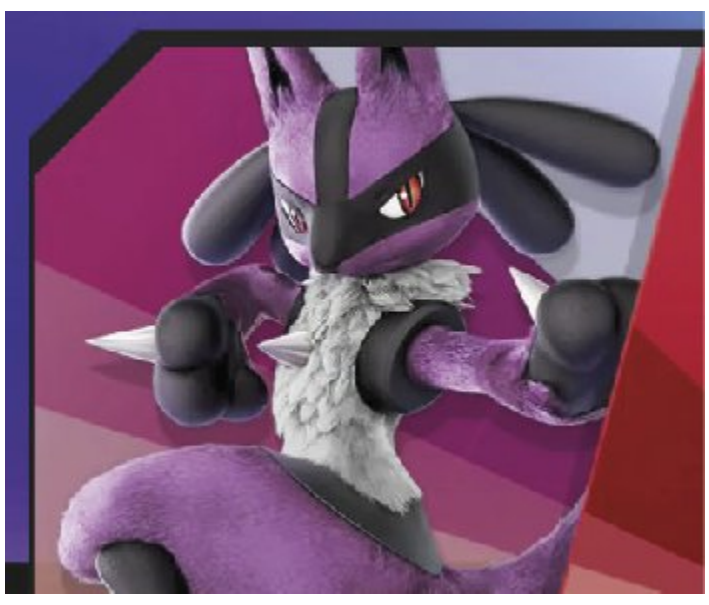
Lucario's Aura multiplier maxes out at 2.5x damage when it's at 190% damage. Additionally, this multiplier is further modified by Lucario's stock differential. If Lucario is ahead in stocks, Aura's multiplier is slightly lowered. If Lucario is behind in stocks, it's raised even further.

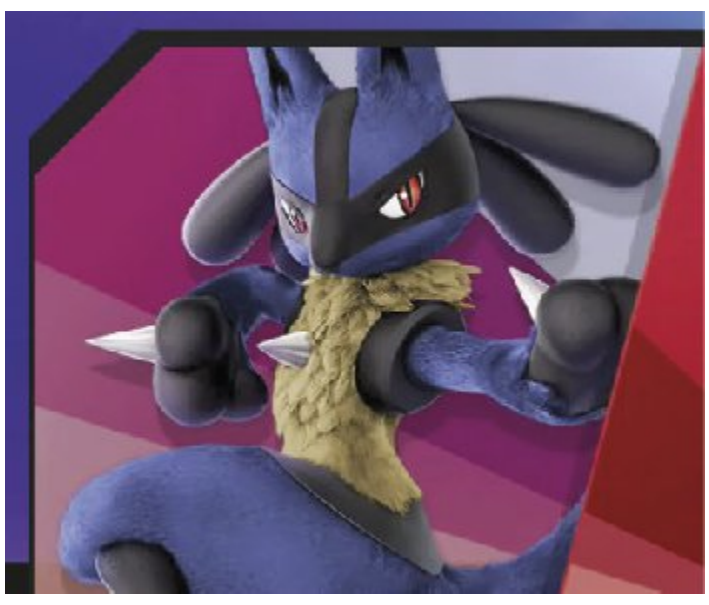


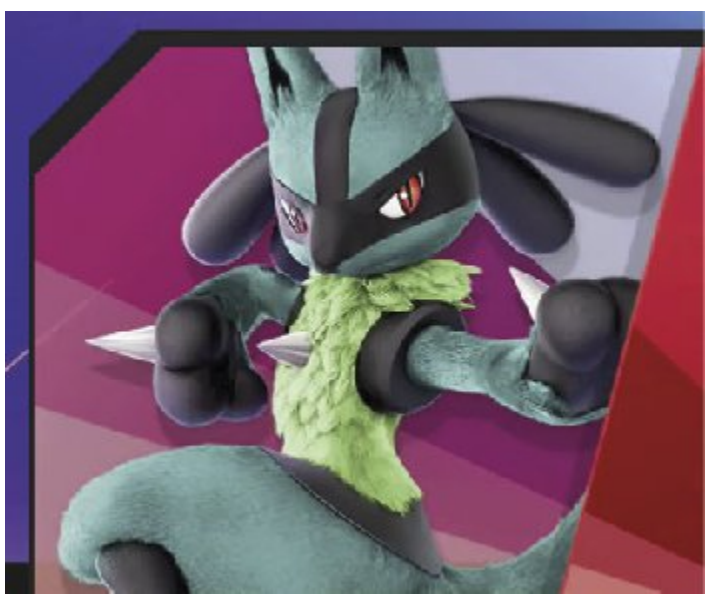
Lucario

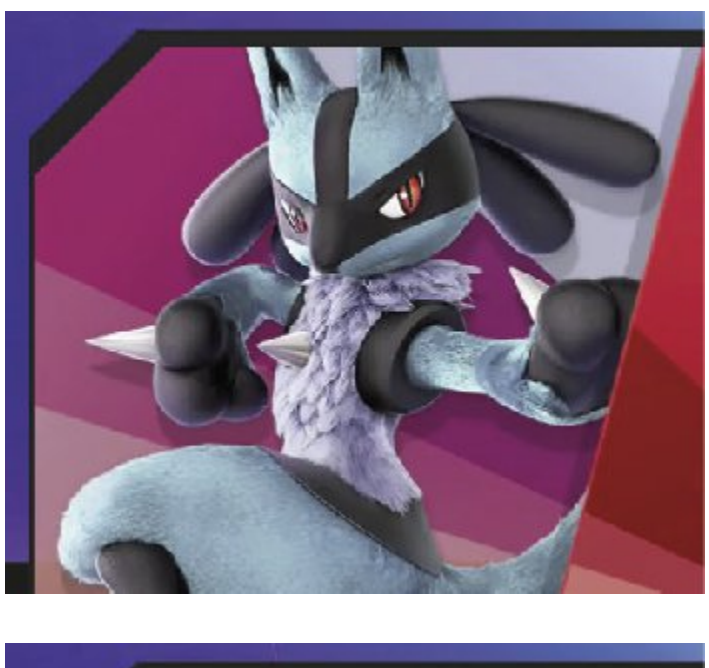
Costumes

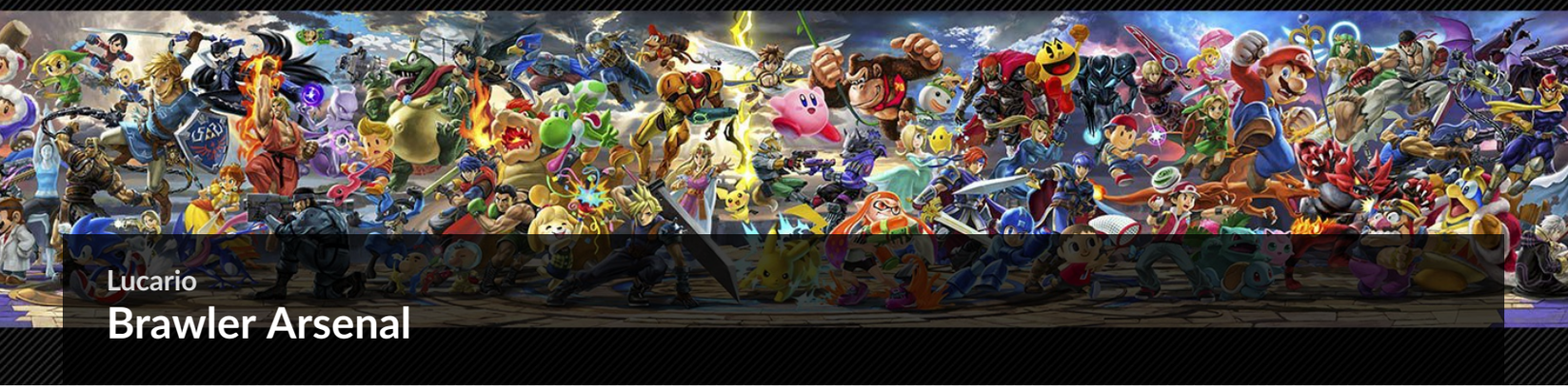












Lucario
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACK

NEUTRAL ATTACKS

MOVE	DAMAGE (AT 0% AURA)	NOTE
Neutral attack 1	1.7	Aura influences damage.
Neutral attack 2	1.3	Aura influences damage.
Neutral attack 3	2	Knocks up and away. Aura influences damage and knockback.

Lucario delivers a quick downward smashing punch followed by a lunging thrust punch, and finishes the three-part Shaolin combo sequence with a front snap kick. If you're outside grab range, your next-best option after blocking a laggy move is neutral attack (although prioritize grab when you can). Connecting with all three hits of the neutral attack combo doesn't net a particularly strong follow-up, but at least deals some damage and deflects aggression.

DASH ATTACK

MOVE	DAMAGE (AT 0% AURA)	NOTE
Dash attack	6.6	Knocks up and away at a slight angle. Deals more damage early. Aura influences damage and knockback.

While dashing, Lucario delivers a flying kick that knocks foes up and away at a slight angle. Lucario's dash is average for a fighter of its weight class and speed. The first part of the hit deals considerably more damage, but generally doesn't allow for a follow-up hit. If you hit with the tail end of the move, you can go for a combo with forward hop forward air attack if you're quick enough.

When exchanging pokes and jabs with an opponent, dash attack is best saved as a whiff punisher, and to chase down retreating foes.

DEFENSIVE ATTACKS

MOVE	DAMAGE (AT 0% AURA)	NOTE
Ledge attack	5.9	Intangible. Aura influences damage.
Wake-up attack (faceup)	4.6	Intangible.
Wake-up attack (facedown)	4.6	Intangible.

TILTS

MOVE	DAMAGE (AT 0% AURA)	NOTE
Side tilt	2.6, 4	Launches away. Aura influences damage and knockback.
Up tilt	4	Launches directly above. Deals more damage with tip. Aura influences damage and knock-up.
Down tilt	3.3	Launches up and away. Aura influences damage and knockback.

SIDE TILT

Lucario delivers a thrusting palm attack with considerable force, knocking back its target. Side tilt can be slightly angled up or down with the control stick during input. Although not Lucario's fastest attack, it can be effective as an aggression check to put space between you and your aggressor. With down-angled side tilt, it's possible to catch a recovering enemy's attempt to grab a ledge, punishing them with decent damage depending on your Aura. At specific angles, you can use the up-angled version as an anti-air.

UP TILT

Lucario performs an anti-air leaping wheel kick that pops foes up into the air. The wheel kick begins arcing from behind Lucario and ends in front. The initial active window hits behind you. With quick start-up, it's incredibly effective for punishing shielded attacks while you're facing away from an enemy, which commonly occurs when they go for a hop attack, leaving them to your rear.

Like most up tilts, it starts and extends combos. The entire active window of up tilt launches foes directly above you and, at low percentages (and low Aura), allows for at least one additional up tilt combo follow-up. In many cases, you can hit with up tilt three times before the opponent can act.

At high Aura and against high-percentage enemies, it can be used to finish them off, or at least set them up for your up air attack to knock them out.

DOWN TILT

Lucario crouches low to the ground and extends a ranged foot attack to its enemy's legs that knocks them away. Down tilt has the lowest amount of end lag and moderately fast start-up, making it great for poking and spacing. Unfortunately, it doesn't start combos very well, like some other fighters' down tilts. With a higher amount of Aura, it provides a decent opportunity for you to mount an offense, such as dash-in grab, short hop into deep forward air attack, and Aura Sphere.

SMASHES

MOVE	DAMAGE (AT 0% AURA)	NOTE
Side smash	10.6	Launches away. Aura heavily influences damage and knockback.
Up smash	2.6, 9.2	Launches up and away. Aura heavily influences damage and knockback.
Down smash	9.2	Launches away. Aura heavily influences damage and knockback.

SIDE SMASH

Lucario leans back briefly, then lunges forward with a thrust attack, driving its palms through enemies. Side smash can be a surprisingly powerful move, especially in comeback scenarios where you're behind in stocks and damage. With high Aura, you can knock foes out of the arena earlier than you normally would be able to.

UP SMASH

Lucario slinks down before launching a leaping fist attack straight up above that sends airborne foes sky-high.

This attack offers an initial hit that's deceptively low to the ground. If this hit makes contact, it pushes the foe into its second upward thrusting attack for a potential knockout. With low Aura and against low-damage foes, up smash doesn't provide adequate lift by the time you can swing again, so it's difficult to mount a meaningful follow-up attack sequence. Up smash should rarely be used in the neutral game, considering up tilt is a much safer and faster anti-air.

With high Aura, Lucario's smash attacks are much more impactful, so always take your current Aura value into account before considering whether to use these laggy attacks.

DOWN SMASH

Lucario thrusts its palms outward from its sides, simultaneously knocking back enemies behind and in front. While it leaves you vulnerable, down smash hits on both sides, useful for free-for-all situations or to punish an enemy rolling past you (a ledge-rolling recovery attempt, for example).

GRABS		
MOVE	**DAMAGE (AT 0% AURA)**	**NOTE**
Grab attack	0.9	—
Front throw	5.2	Forward throw.
Back throw	6.6	Backward throw, low knockback.
Up throw	7.2	Launches foe directly above for potential juggle combo.
Down throw	4.6	Launches up and away at slight angle for potential juggle combo.

GRABS

Lucario's grab speed is average, neither fast nor slow, with above-average range. Lucario's Aura slightly influences the knockback range of its throws.

Since Lucario can begin grapple-attacking its grabbed victim earlier than most other brawlers, much of your game plan should involve earning a grab. Up throw generally leads to the most damage, as it directly deals more initially while providing juggle-combo mix-up opportunities as the opponent descends from the air. Consider your Aura, enemy weight and damage percentage, and adjust your up throw follow-ups accordingly. Up throw to neutral air attack against heavier enemies at low percentages works, while up throw to up air works on most other fighters.

Forward and back throws should only be used to throw opponents off edges, from which you can follow with charged Aura Spheres and other edge-guarding tactics.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE (AT 0% AURA)	NOTE
Neutral air attack	5.3, 4	First and second hit can cause standing hitstun. Aura heavily influences damage and knockback.
Forward air attack	4	Launches up and away. Aura heavily influences damage and knockback.
Back air attack	14	Knocks back. Aura heavily influences damage and knockback.
Up air attack	7.3	Launches directly above. Aura heavily influences damage and knockback.
Down air	3.3, 4	Launches away. Stops jump trajectory. Aura heavily influences damage and knockback.

NEUTRAL AIR ATTACK

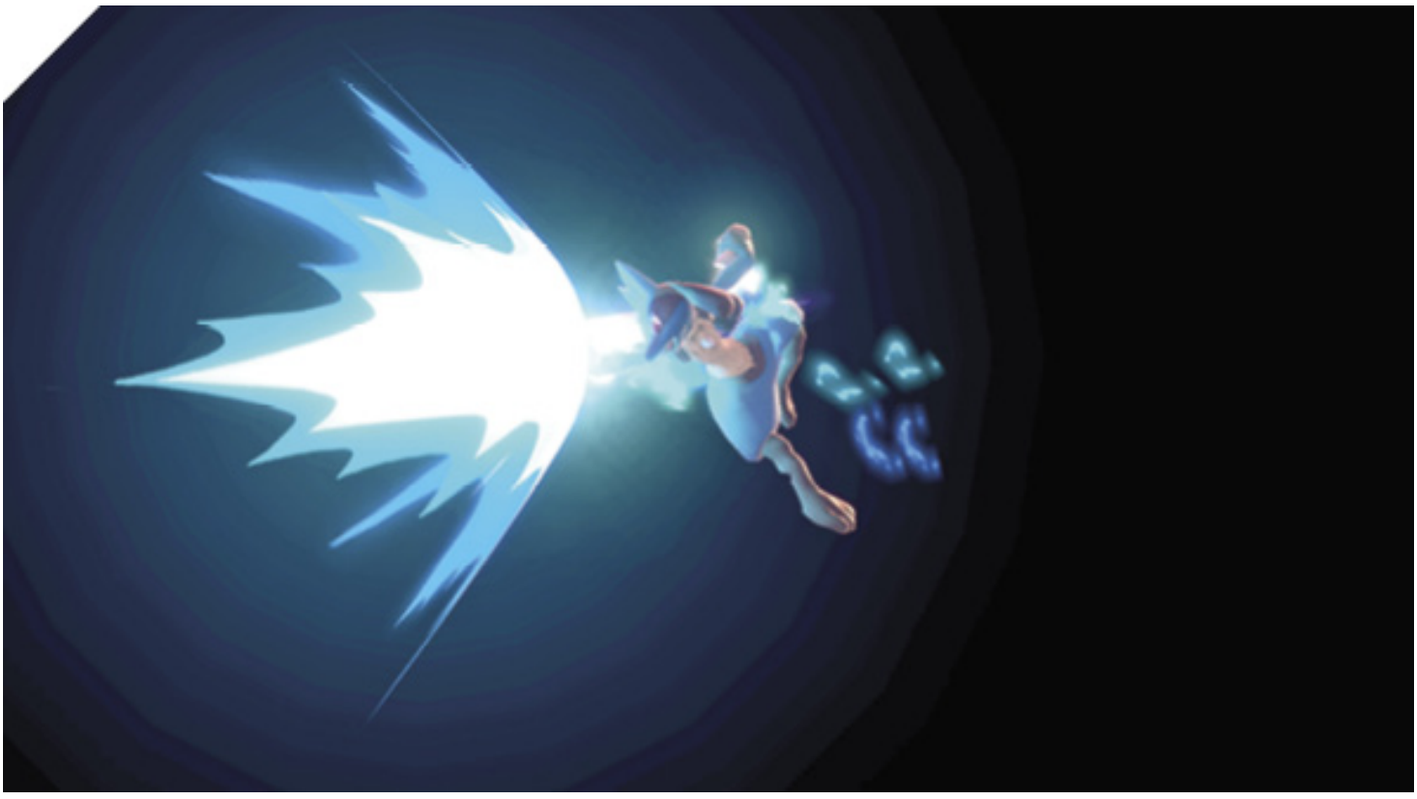
While airborne, Lucario performs a two-hit spinning attack with its Aura-infused palms, taking down other airborne opponents front and back.

This two-hit attack is one of your best poking tools, but can be difficult to use effectively because of its short active windows. With accurate timing, you can mount exceptionally powerful offensive sequences if you can get the opponent to shield a deep short hop neutral air attack into a grab or attack mix-up. Thanks to incredibly low amounts of landing lag, these types of low-altitude neutral air attacks afford you a high amount of advantage. On a connected ground hit, you can even combo a deep neutral air attack into a dashing attack if you're fast enough.

FORWARD AIR ATTACK

Lucario delivers a swift aerial front kick that pops up foes in front. Lucario is free to act incredibly early after performing forward air attack, making it one of your most flexible attacks, usable in combos, as anti-air, and in your offensive sequences. You can combo multiple forward air attacks in a row. Of course, most of your Lucario combos are highly dependent on your current Aura modifiers, but if you can adapt and adjust accordingly, you can almost always find a way to link into forward air attack off of your launchers. At the very least, you can set up juggle opportunities.

BACK AIR ATTACK



While airborne, Lucario turns around and unleashes a mighty rear backfist that blasts foes away. Back air attack is a heavy-hitting strike, and at high Aura, it becomes one of your best attacks. It threatens high shield damage and can easily knock out high-percentage enemies. It's one of your slowest aerial attacks, and its short active window can make it difficult to connect with, so it requires some premeditation and good timing.

UP AIR ATTACK

Lucario performs an aerial half-somersault kick attack that extends directly above its head, knocking up enemies. Up air is primarily used as a follow-up to your skyward launching attacks like up tilt and up throw. Like Samus's up air, it's effective for damaging shields when the enemy is in a defensive posture on a platform above you.

DOWN AIR ATTACK

In a gravity-defying move, Lucario halts all of its leaping momentum and executes two incredibly fast foot stomps imbued with Aura. Down air attack hits extremely quickly, making it excellent for checking and interrupting an enemy's offensive sequence. It's a strong edge-guarding tool as well, allowing you to smack down foes quickly as you meet them air-to-air while they're attempting to recover back onto a ledge.

Down air also adds a unique element to Lucario's aerial mobility, thanks to its momentum-halting property. You can use this to instantly recover from a ledge to minimize your vulnerability (ledge jump into immediate down air).

SPECIAL MOVES

SPECIAL MOVES

MOVE	DAMAGE (AT 0% AURA)	NOTE
Neutral special	4.6 (11.4 max charge)	Energy ball can hit foes while charging. Charging increases size, damage, and range. Aura influences projectile size and damage.
Side special	Grab: 8.5, Projectile: 7.8	Grabs nearby foes, otherwise fires projectile. Aura influences grab damage and knockback; and projectile range, damage, and knockback.
Up special	4	After up special input, air dash can be angled in any direction with control stick.
Down special	8.2	Follow-up attack launches foe away. Aura heavily influences damage and knock-up of follow-up attack.

NEUTRAL SPECIAL: AURA SPHERE

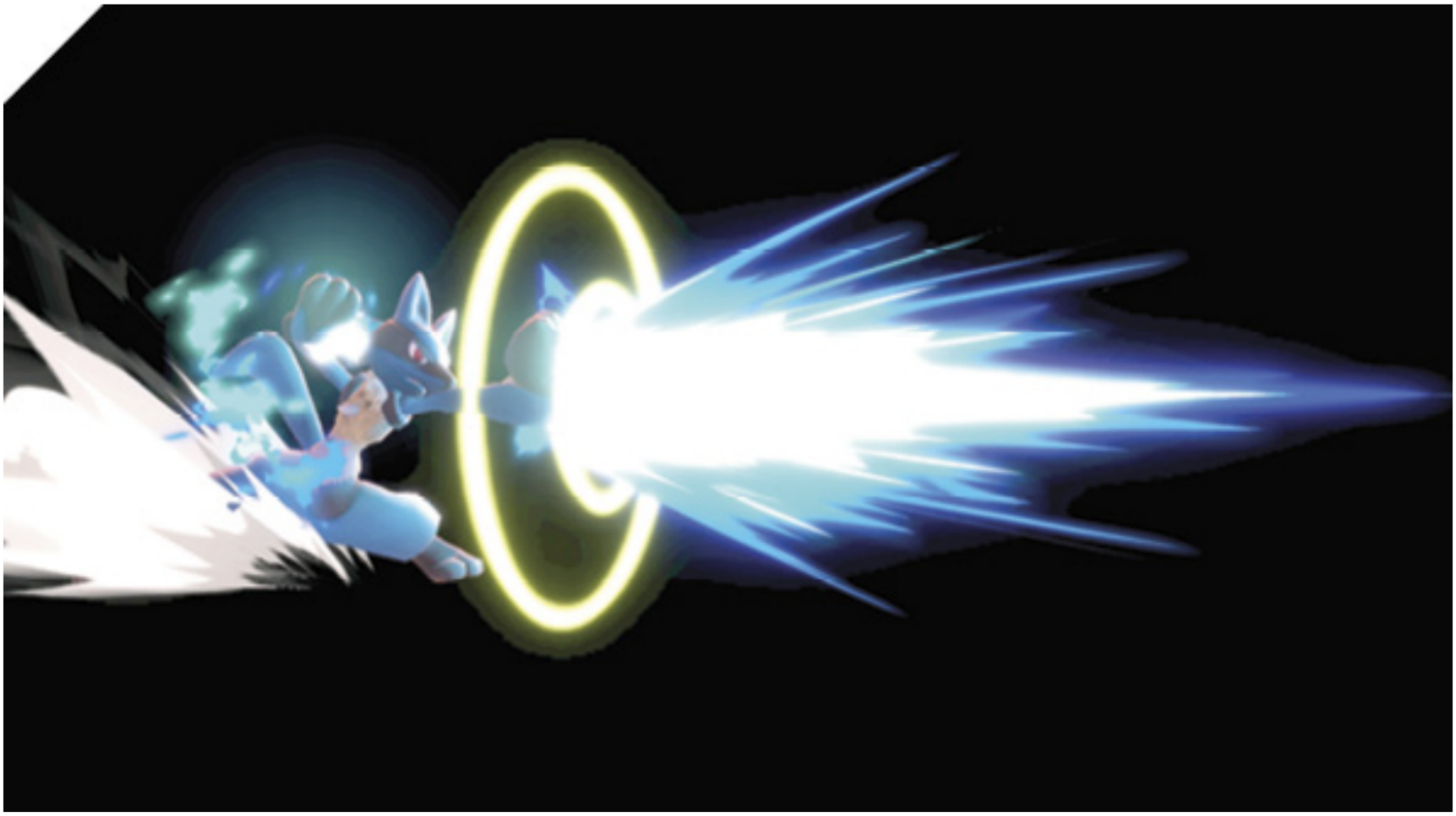
Lucario charges a releasable ball of energy that can damage foes while it's being conjured. The Aura Sphere projectile is similar to Samus's Charge Shot and Mewtwo's Shadow Ball in the way it's charged and general application. It becomes absurdly powerful when Lucario's Aura is high—not only does its damage increase, but its size potentially doubles (including the size of the active charging hitbox), making it extremely difficult to avoid!

Charged Aura Sphere is amazing for punishing double jumps and ledge climbs, and can potentially snipe someone's fingers lunging for a ledge in a recovery attempt. As with most charge-attack strategies, you want to play around this special as much as you can. Apart from your normal offensive and defensive sequences, also consider how and when you can make space to charge up your Aura Sphere. The more often you can throw out these charged projectiles, the more "free" offensive pressure you can apply, opening opportunities where you normally wouldn't earn them.

Mechanical skill plays a significant part of using Aura Sphere optimally. At higher Aura values, you can use the charging hitbox effect of Aura Sphere offensively. By jumping at an opponent and performing neutral special to begin charging, you use your forward hop momentum to carry your charging attack into the enemy. With proper technique, you can cancel out of your charging animation after it pops the enemy into the air, potentially scoring a combo (charged pop-up into jump cancel up air, for instance).

Furthermore, Aura Sphere can be special-reversed, so you can begin charging and firing in any direction at any time, as long as you're accurate in your input timings. Change your jump direction midair by inputting forward hop into a special-reverse technique (neutral special into immediate flick of the control stick in the opposite direction).

SIDE SPECIAL: FORCE PALM



Lucario either fires a force of energy from its palms or grabs a nearby enemy and blasts them away with a palm attack. Force Palm's range and damage directly scale with its Aura.

When used from a distance, Force Palm is a projectile-type attack (which means it can be reflected). At max Aura, its beam range is essentially doubled!

At point-blank range, Force Palm is an unshieldable throw with great launching power when the Aura meter is high, potentially knocking out foes with a single throw. Unlike Robin's Nosferatu, it can't grab airborne foes. It's best used when you've conditioned the enemy into shielding your more powerful attacks, such as your back air. At max Aura, Force Palm's grab attack becomes a brief cinematic as Lucario drives massive energy through its victim's chest.

UP SPECIAL: EXTREME SPEED

Lucario dashes through the air before crashing into foes and knocking them away. The tail end of this special recovery move can launch nearby enemies. If spaced and timed correctly, you can potentially knock out enemies.

The distance Lucario flies correlates with how high its Aura is, which is a blessing and a curse. At higher Aura values, Extreme Speed can leave you incredibly vulnerable if you're not acutely aware of your Aura.

Depending on how Lucario lands on the stage while descending from Extreme Speed, its landing lag and animation can vary widely. For instance, if you end up sliding down at a 45-degree (this angle can vary to an extent) angle and hold the control stick at the angle you're flying in, you'll slide along the ground. If you come crashing down on a platform at a sharp vertical angle, you'll bounce off the stage (with an active hitbox) and into the air in a much different animation. Both of these states can leave you highly vulnerable.

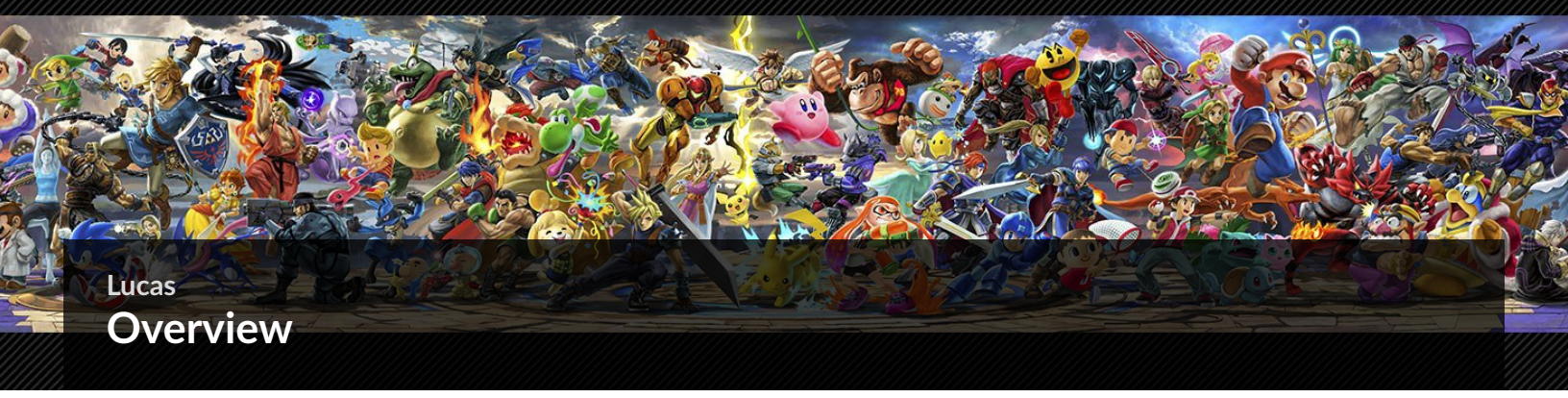
DOWN SPECIAL: DOUBLE TEAM

Lucario transitions into a countering stance, absorbing enemy attacks. Upon successfully parrying an attack, Lucario seemingly splits into several images of itself before reappearing behind the aggressor with a sliding kick that blasts them into the air.

Lucario is entirely intangible during its reprisal attack. If the control stick is held in the forward position after countering an attack, Lucario reappears a set distance behind its original position, then flies forward with a flying kick attack (instead of appearing behind or in front of its original position). Basically, Lucario's flying-kick path is reversed from its default state.

FINAL SMASH: AURA STORM

In Lucario's Final Smash, it Mega Evolves into Mega Lucario and jumps straight up, then fires Aura straight down. The angle of the Aura can be adjusted left or right. Aim for opponents to deal the most damage.



Lucas

Overview

Lucas, star of *Mother 3*, the legendary Japan-only *EarthBound* sequel, fights like Ness in certain ways but blazes his own trail in others. He also puts his brain waves to good use with PK powers, controlling fire and ice and thunder. Instead of Ness's PK Flash, Lucas controls PK Freeze, which is similar but temporarily immobilizes victims. Lucas's PK Fire travels horizontally in midair and flames out more quickly, making it more a direct shot and less a potential holding tool than Ness's downward-angled, simmering version. Lucas's PK Thunder is crucially different in that it doesn't disappear when it hits foes. No, it cuts right through them, hitting rapidly with different segments of the tail.

On the ground, Lucas is more competent than Ness, with faster moves: his neutral attack, down tilt, and up tilt are some of the fastest attacks in *Super Smash Bros. Ultimate*. He does his best to imitate Ness's projectile-returning bat swing, though using a stick means it's not quite as devastating.

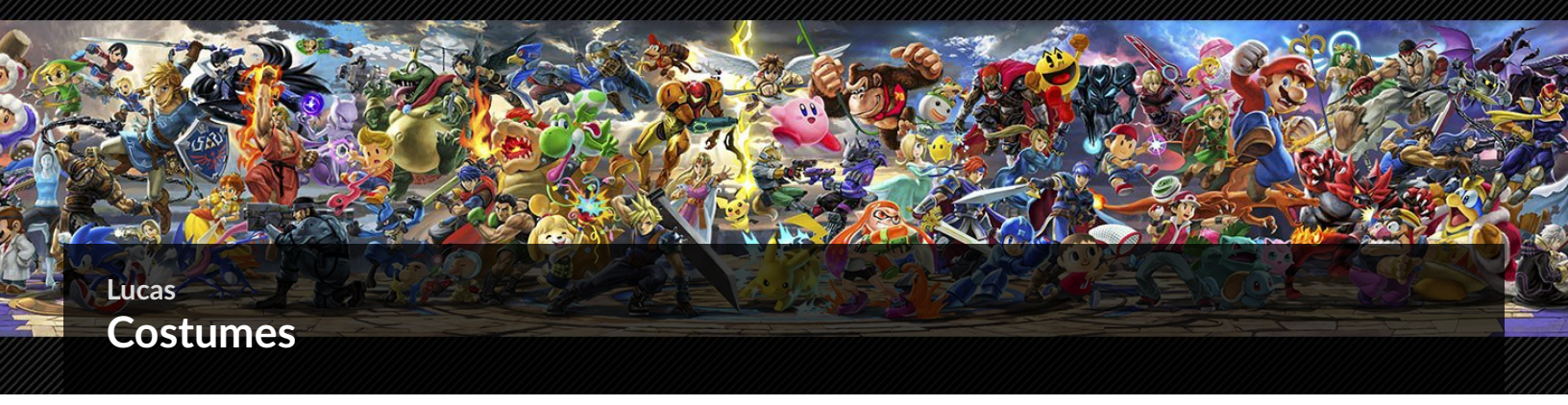
Despite similarities in their special moves, these differences give Lucas his own feel and style. Where he's most similar to Ness is that they both have novel, challenging recovery, using PK Thunder to zap themselves back to safe ground. It takes practice to get consistent in hitting correctly to zap sideways at just the right angle, and it can be easy to mess up and go off-angle, perhaps catastrophically. It's also possible for opponents to make the snaking thunderbolt fizzle out before you pilot it into Lucas, leaving him falling helplessly.

But Lucas has a leg up over Ness in the recovery department, since he can use his Rope Snake grab as a ledge tether!

LUCAS VITALS

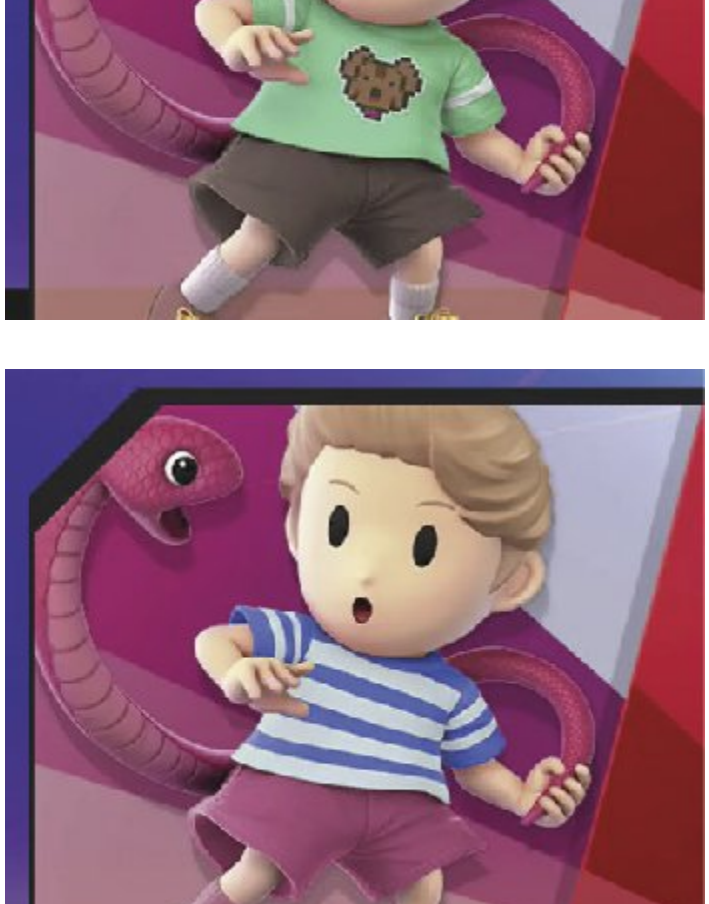
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	Yes
Wall jump:	No
Wall cling:	No

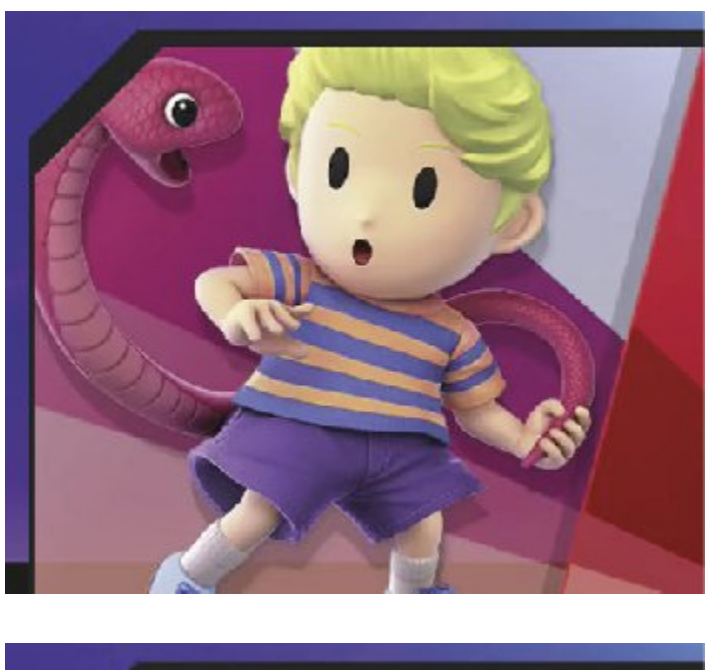
MOVEMENT RANKS	
Ground speed:	D (44-45)
Air speed:	B (19-24)
Falling speed:	D (57)
Weight:	C (40-43)

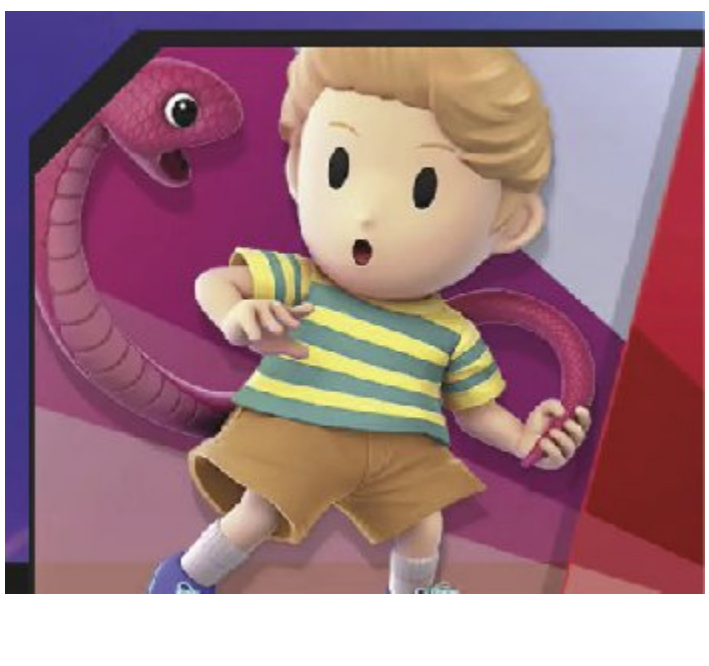


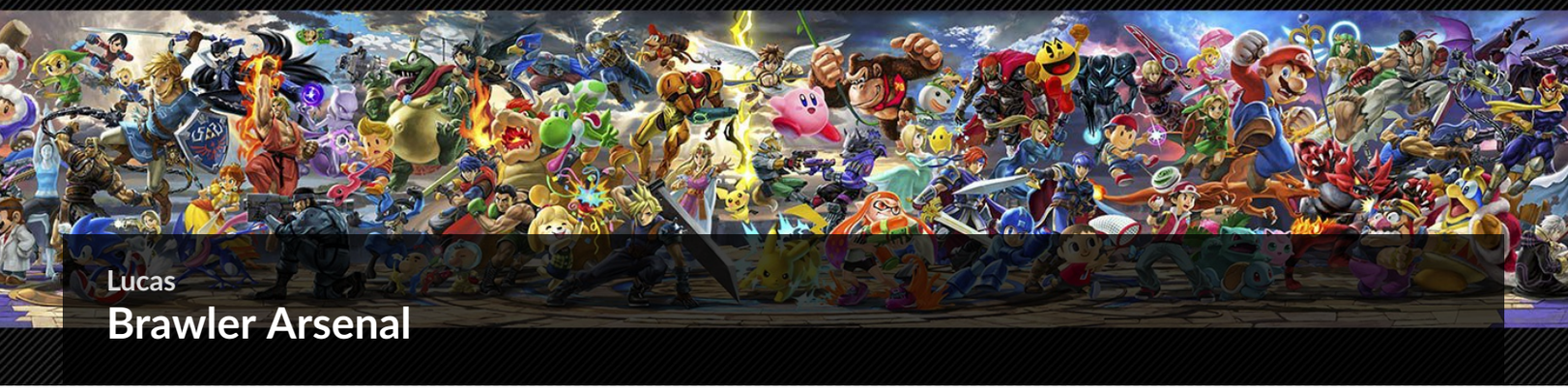
Lucas

Costumes









Lucas

Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2.5	—
Neutral attack 2	1.5	—
Neutral attack 3	3.5	Knocks foes away.

Lucas swings with one of the fastest moves in the game to kick off his neutral attack combo. The first poke is a quick kick that isn't quite in Zero Suit Samus territory, but is just as fast as the quick pokes of pixies like Mario and Luigi. Tap or hold the input for a similar follow-up kick, then a stronger finishing kick that punts victims away.

When blocked, the first and second kicks of Lucas's neutral attack combo leave him safe from most guaranteed retaliation. Neutral attacks as fast as Zero Suit Samus's and Mario's (and Lucas's own neutral attack kick) can hit him immediately after blocking, but anything slower allows Lucas to shield or dodge in time. (If someone is insistent upon striking back after blocking in close situations, try ticking with one or two neutral attacks, then sidestepping!). So Lucas is the rare fighter that can tick with one or two neutral attacks freely, whether to set up grab attempts or to interfere with the opponent's movement and poking. Especially since Lucas's own neutral attack opener is so speedy, this means he can overpower lots of fighters in close with this kickboxing sequence. As long as you don't finish off with the third kick against blocking foes, Lucas isn't at a big disadvantage after neutral attacks. Only perform all three stages when you're sure the enemy is open, like when you're attacking out-of-shield with neutral attacks, or punishing a big opening.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	13	Max damage in front of hand. Launches foe into potential juggle position.

While running, Lucas swings forward with a hook palm strike that projects PK energy ahead of the hand. Max damage and knockback are achieved by hitting with the tip of this attack, aiming with the PK burst. Hitting deeper in with Lucas's arm is fine too, but deals less damage and pops the foe into a different aerial position, closer in.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

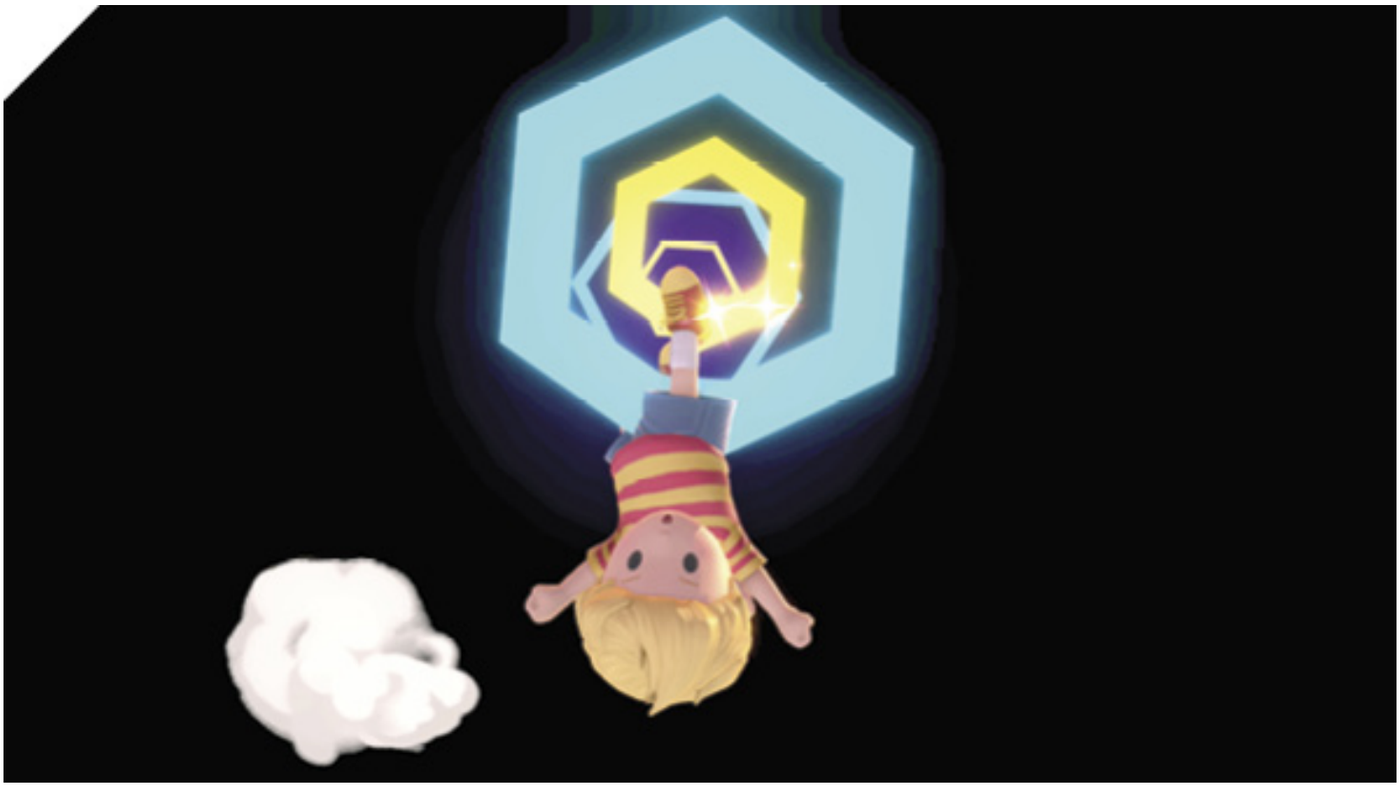
MOVE	DAMAGE	NOTE
Side tilt	11	Max damage in front of hand. Can be aimed slightly up or down.
Up tilt	1.5, 8	Double-sided attack. Launches foes into potential juggle position.
Down tilt	5	—

SIDE TILT

Lucas swings quickly with a backhand slap that produces a short-lived PK blast. Damage and knockback are highest within the PK blast, with Lucas's arm dishing out a lot less. In particular, max-range side tilt flings enemies away almost like a mini smash attack at medium percentages, while a point-blank hit leaves them right by Lucas.

This attack can be aimed by angling the control stick slightly up or down on activation. The side tilt version aimed down-forward can be great to nail a recovering challenger just as they double-jump or up smash from below to grab a safe handhold. There's a tiny window to snuff their grasp before they're solidly attached to the ledge and briefly intangible.

UP TILT



Lucas flips heels-over-head for an upward-striking kick. As he inverts, Lucas strikes out to both sides with his fists, giving him extremely rapid lateral coverage. If you're close to someone on the ground, up tilt always hits. If they don't shield or dodge, they'll be carried into the upward-aimed kick to find themselves launched. Against viable targets in low-altitude airspace, the upward-kicking finish is great on its own, hitting as anti-air as fast as any other up tilt, even though this one has an earlier side-hitting portion.

DOWN TILT

Lucas pokes with an extremely fast, low kick. Lucas's profile isn't too small for a crouching attack thanks to his big head, but with a move this fast, it's no big deal. If shielded, down tilt is totally safe from guaranteed retaliation. At upper-low to medium percentages, around 20-50%, down tilt will combo into itself on grounded enemies, and also into neutral attacks. In fact, in that damage range, down tilt x2, neutral attack x3 is a real combo that ends with enemies kicked away!

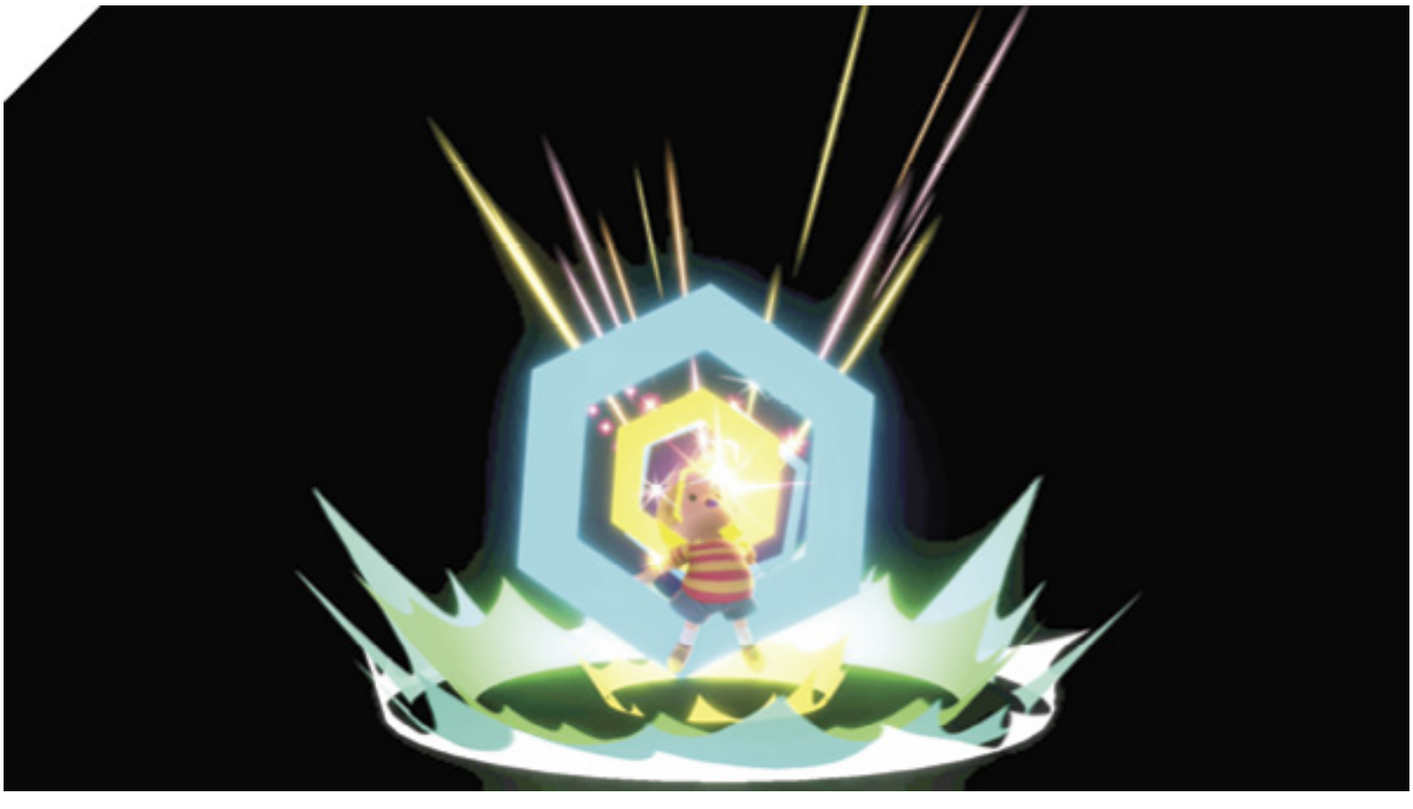
SMASHES

MOVE	DAMAGE	NOTE
Side smash	15-21	Stick invincible. Max damage and knockback at tip. Reflects projectiles.
Up smash	2, 21-2.8, 29.4	Double-sided attack. Knocks foes into potential juggle position.
Down smash	17-23.8	Knocks foes away.

SIDE SMASH

Taking after Ness, Lucas goes for a serious home-run swing with his side smash. The only catch here is that Lucas doesn't have Ness's home-run bat! Lucas uses a humble stick instead. This reduces the power compared to Ness's, but still has an invincible, projectile-redirecting hitbox, and tremendous knockback on a successful hit. It's also faster to hit than Ness's bat swing.

UP SMASH



This unusual up smash is almost more like a special move. After a long windup period, during which he hunches and gathers tremendous psychic energy, Lucas rises and spreads his arms upward, sending a big PK vortex straight up. When Lucas spreads his arms, there's a momentary hitbox on either side of his body on the ground, which pops anyone in the way off their feet. This carries them into the main event, the upward-aimed PK blast. It starts out strongest right when Lucas releases it, and diminishes in power bit by bit as it floats up. The PK blast eventually dissipates once it reaches jump altitude—that's right, it keeps going past short hop height.

This is one of the laggiest moves in the game. It takes a full half-second before Lucas spreads his arms for the side hitboxes and sends the PK blast upward, even uncharged! Once the PK blast is active, it exists as a rising threat for nearly another half-second. Once the PK blast vanishes, Lucas still has about another half-second of end lag before he can act again. All told, this uncharged smash attack takes up a full second and a half of Lucas's time, an enormous and very punishable commitment.

However, Lucas has a few subtle defensive properties to help him squeeze this off against crowds and fast opposition. The first few frames after input, Lucas is fully invincible. Anything that hits right when he starts up smash just pings off him harmlessly. For the next few frames of start-up, he's vulnerable normally. But then, as he rises, preparing to spread his arms and trigger the attack, his head is intangible, lowering the likelihood that he's interrupted by foes rushing from above.

DOWN SMASH

In some ways, Lucas's up and down smashes are both more like specials than smashes. Down smash starts with Lucas leaning back, before reaching forward to aim finger guns at the ground directly in front of his feet. Where he points, a PK blast emerges. Ultimately, Lucas pantomimes shooting at the ground three times, creating three consecutive PK blasts. The initial attack of down smash doesn't hit for a third of a second, even uncharged. The follow-up blasts hit quickly thereafter, keeping an active hitbox in front of Lucas for about another third of a second. Like up smash, this is a very laggy attack, both before and after. If an enemy dodge-rolls through the first part to Lucas's back, he's in serious trouble. If they shield against down smash, the three-part move will luckily push them far back, leaving Lucas at frame disadvantage but at least not right next to them.

If any of the three blasts hit, the enemy is knocked away. The different portions of down smash don't multi-hit or combo into each other. However, with three ground hits back-to-back that last a decent amount of time, this move is excellent for interrupting recovering enemies as they lunge back to a safe ledge.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	10	Forward throw.
Back throw	10	Backward throw.
Up throw	10	Hurls foe up into potential juggle position.
Down throw	11	Bounces foes off ground into potential juggle position.

GRABS

Lucas's grab is a special tether grab that puts Rope Snake to good use. It means his grab speed is below average, like most fighters with grappling tools, but that's a small price to pay if you use the attack from max range. His ultra-fast attacks like neutral attack, down tilt, and point-blank up tilt give him plenty of tools to pressure people quickly, making them more susceptible to a "slow" grab attack.

Both his front and back throws are noteworthy for their powerful pushback. They're great for pushing foes toward a desired stage edge, or for going for outright KOs when their damage is built up to dangerous levels. Up throw flings them straight up with PK power, putting them in position for immediate follow-up attacks. Down throw plants them in the ground briefly, before they're ejected forward into a lower juggle position.

Inputting the Grab command in midair causes Lucas to use his Rope Snake tether as a "zair." It can't grab enemies while he's airborne, but instead functions like a long-lasting, unbeatable air poke dealing 5% damage at the snake head. If Lucas is facing a viable ledge, he'll use Rope Snake in midair like a tether, pulling himself in!

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	2x3, 4	Last hit knocks foes away.
Forward air attack	12.5	Max damage and knockback ahead of foot.
Back air attack	12	Max damage and meteor smash on foot hit.
Up air attack	11	Launches foes into potential juggle position.
Down air attack	3.5x3, 5	—

NEUTRAL AIR ATTACK

Lucas seems to almost intentionally lose control of himself while jumping, tumbling vertically while PK blasts shimmer around him. He cuts loose with three weak pulses while flipping before finishing with a stronger blast that knocks victims away. Whether the target is flipped forward or backward depends on whether Lucas is flush pushing against them (which usually flips them over to his back) or farther away, grazing them with the edge (which generally launches them forward). If you can either predict or react to the direction they'll get tossed, you can pursue foes after a successful neutral air attack.

The range on this attack is basically Lucas's body, so it's not great, but the active period is useful for plowing into people air-to-air and while short-hopping at grounded enemies. As a bonus, the move is almost tailor-made for instant short hop attacks, using the Jump+Attack buttons together on the ground for a low jump and air poke simultaneously.

FORWARD AIR ATTACK

Flying through the air, Lucas sticks out a frontal one-legged jump kick. This air move isn't particularly fast for an air poke, so make sure you have time to stick it out. There's another reason for making sure you have good clearance before poking with forward air attack. His leg itself can hit, but the sweet spot on the move is actually beyond the foot, where the PK blast appears. Aim with that blast when using this attack, since the damage and knockback are much higher. If you hit with Lucas's leg closer in, there's barely any pushback, and foes might fight back immediately, air or ground.

BACK AIR ATTACK

Lucas spins backward with a downward-slashing kick. The hit starts out aimed up-back, then swings lower, ending aimed almost straight down on the final hitting frames. Like most other Lucas pokes, this extends an invulnerable PK blast ahead of Lucas's vulnerable limbs. Unlike other Lucas pokes, the damage and knockback here are highest if you hit squarely around his knee, not with the PK blast (and not closer in, with his hips).

Back air has a terrific hitting area, covering all backward angles, but is sluggish to start up compared to other moves. If using this to attack low-percentage enemies on the ground, especially during a back hop into fast fall, try up tilt immediately upon landing to launch them for a combo if back air catches them.

UP AIR ATTACK

Lucas swings his head upward for a launching anti-air headbutt. The initial hitbox gives a little bit of coverage in the up-back direction, but is mostly aimed straight up. As he sweeps his head forward, the attack shifts forward slightly, but is still mostly aimed up. This move is primarily for attacking airborne enemies above, or foes standing on higher-level platforms. It's also a great option when juggling helpless enemies from underneath.

Though the side hitboxes don't cover laterally like some headbutting up air attacks, Lucas is small, so this can be used as a last-moment jump-in falling at foes on the ground. At low percentages, like with back air used air-to-ground, you can catch them with an immediate up tilt on landing, which hits fast on either side and pops them up for more attacks. At mid percentages or higher, up air on grounded foes simply launches them, also leading to a juggle while giving you more time to react.

DOWN AIR ATTACK

Stomping downward, Lucas kicks four times, with three weaker kicks preceding a heavy meteor smash hit. This move's active period, with four attacks, stretches over a third of a second. This makes it easy to score hits with any part of down air, but hard to score all the hits. Even using it just off the ground with short hops right next to a foe, the last hit will usually fail to hit before Lucas lands again. And the last hit is the one you want; the rest are just prelude. Get used to the timing so you can aim for hitting the last kick, and consider any earlier kick hits a nice bonus. If you can allow for the lag before the important final kick, this is another powerful spiking move, good used alongside back air attack when chasing recovering foes before they return to safety.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	10-23	Detonates on button release. Hold left or right to direct energy. Charging increases damage. Enemy frozen on hit.
Side special	3, 7	Small projectile explodes on contact.
Up special 1	2.5, 0.8xN	Move control stick to direct PK Thunder. If used in midair, lag until landing.
Up special 2	5, 2x5, 1.5x5, 10	Strike Lucas with PK Thunder to send him rocketing the other way. Lag until landing.
Down special	8	Mild suction effect. Absorbs incoming energy projectiles as health. Physical hit on release.

NEUTRAL SPECIAL: PK FREEZE

Lucas guides an orb of icy energy like a slow mortar, detonating it on command. Holding the input and steering with left or right guides PK Freeze. On button release, the icy energy crystallizes, dealing heavy damage to anyone close enough while freezing them, if they fail to shield it. The longer PK Freeze travels before the freezing hit, the higher the damage. It launches hit fighters away at a shallow horizontal arc.

PK Freeze makes a great part of Lucas's projectile-harassing game plan, especially since it gives him an avenue to rush in and transition to close-range offense if foes are frozen solid for a moment. From a full-height backward jump, you can begin charging PK Freeze from the jump's apex and steer it all the way down for a ground-level frozen explosion. (If you double-jump and use PK Freeze from that apex, even a fully charged projectile won't reach ground level.) When guarding an edge against enemies trying to recover, PK Freeze gives yet another look at Lucas's great anti-recovery toolkit, alongside PK Thunder, PK Fire, back air, and down air attack.

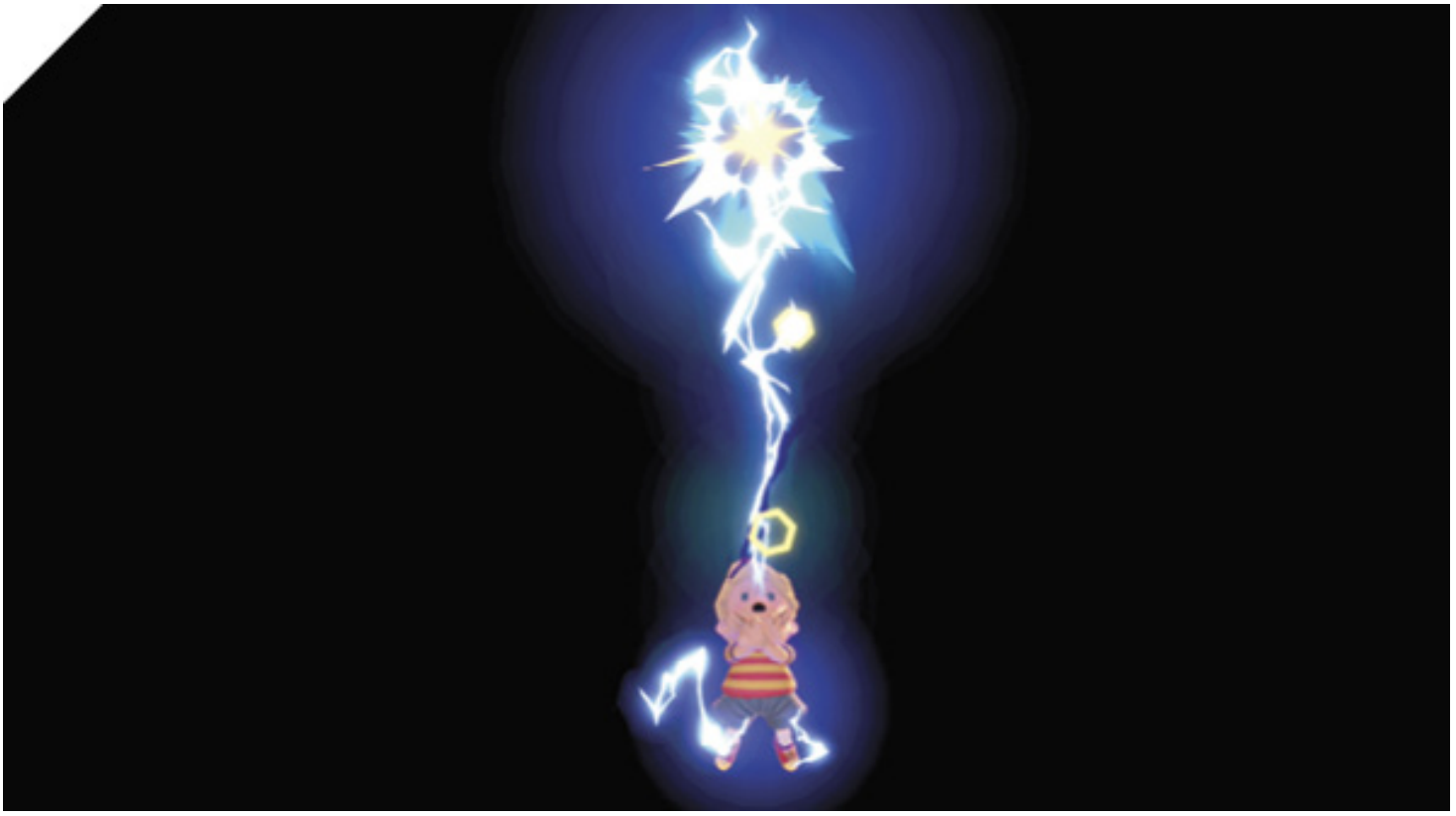
Like PSI Magnet, PK Freeze is a decent quasi-recovery tool. PK Freeze doesn't do you any good for getting back to the stage, but using it temporarily halts Lucas's fall (with the added bonus that someone coming after you aggressively might run into the freeze detonation in midair off the stage, which isn't ideal for them). Mix up PK Freeze and PSI Magnet uses while drifting offstage to make aggressors less certain about when you'll bust out PK Thunder.

SIDE SPECIAL: PK FIRE

Whether in the air or on the ground, Lucas throws a small bolt of fire energy straight ahead. This initial shot is low-damage, but blossoms into a powerful flame attack on a clean hit. If the enemy shields it, it simply fizzles out, with no big explosive payoff.

This is lower-commitment than Lucas's other big projectile attacks, which can occupy much more of his time if you charge and guide them. PK Fire is simply fire-and-forget. With a manual short hop and immediate PK Fire after leaving the ground, you can throw a horizontal fire projectile that catches all but the smallest fighters' heads (watch out for fighters like Pikachu and Luigi craftily crawling under ground-level shots), while providing more mobility than throwing PK Fire on foot.

UP SPECIAL: PK THUNDER



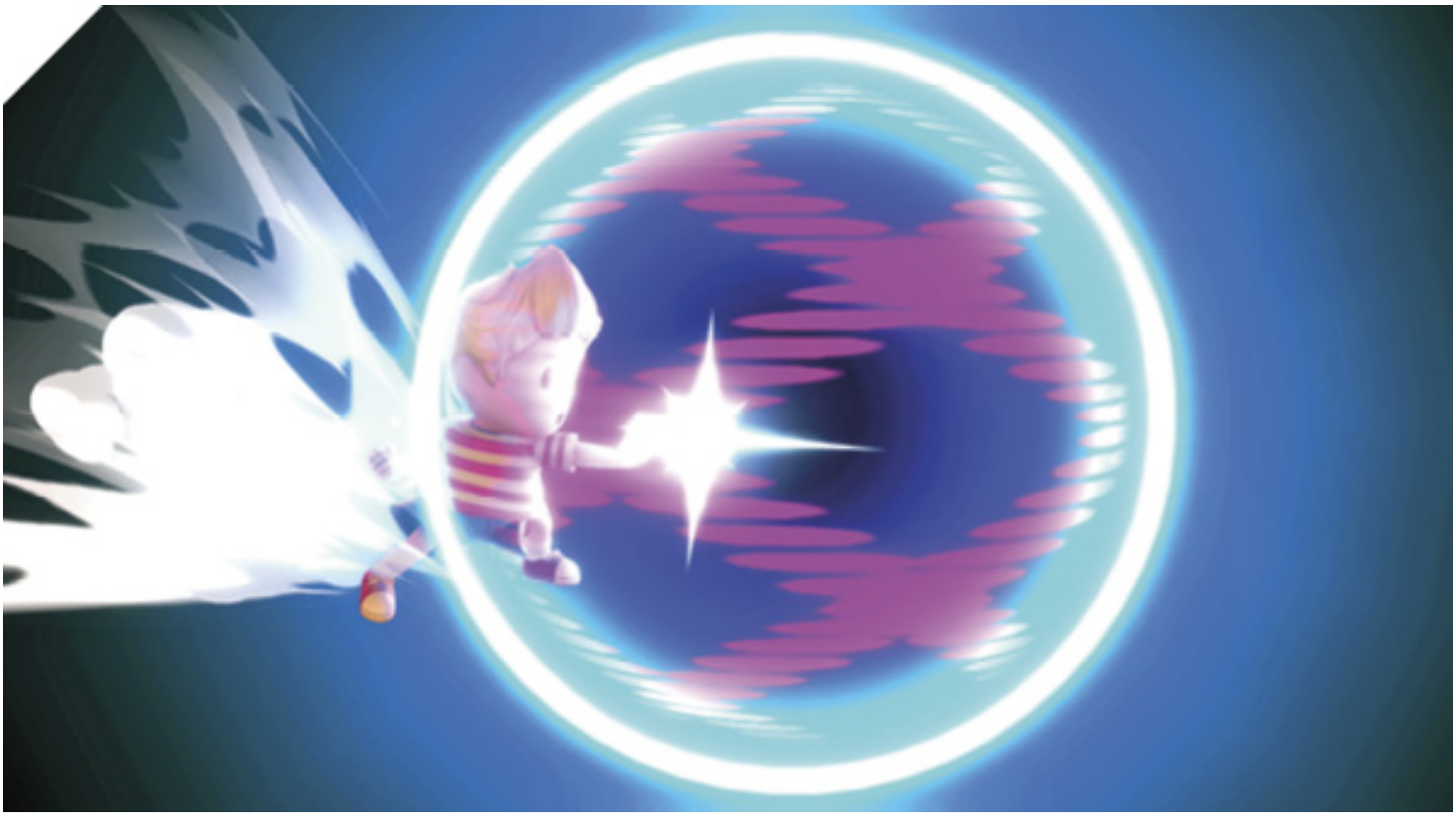
Using PK power, Lucas summons and directs a snake of lightning. PK Thunder can be steered with the control stick. A small arrow appears next to Lucas, helping you aim. It disappears if it hits a solid surface or object. While Ness's version is a single-hit projectile that ceases to be once it hits something, Lucas's is a multi-hit version that can cut through multiple foes without vanishing. The head of the lightning snake hits hardest, with lighter hits making up the tail. This gives Lucas's PK Thunder a slightly different flavor as a ranged harassment tool, since you can drag it back and forth across several enemies, scoring lots of hits, instead of threatening with Ness's single-target all-or-nothing hit.

If you steer PK Thunder into Lucas, he's launched at high speed as a super-powerful projectile. He doesn't take any damage, but anyone in the way is in trouble. Electrified, Lucas dishes out rapid hits on a long path, dragging anyone he catches along for the ride. If you score a direct hit and carry the victim through the full duration, they take 32.5% damage, while being launched a long distance!

Aside from his Rope Snake tether grab, this is basically Lucas's only recovery tool (down special, PSI Magnet, can be used in midair to slow momentum, but that's about it; he has nothing else that offers rapid lateral travel). Spark up a PK Thunder projectile, then guide it in a tight circle away from the stage, hitting Lucas so he's launched back to safe ground. This takes practice, but eventually you'll get used to manually recovering using PK Thunder aim. Try to hit Lucas so he's shot right at a viable ledge, grabbing it; this gives him intangibility once he's secure on the ledge, keeping him safe. If you aim to launch him back over the stage with PK Thunder so he floats down after, it's much easier for foes to retaliate by launching him offstage again.

Naturally, this is a strong edge-guarding move. Unlike Ness, Lucas doesn't have to bother with worrying about hitting with just the tail, so the projectile keeps going. You can drag the whole thing, head and tail and all, through foes in danger, dealing more damage while thwarting their plays to return to safety.

DOWN SPECIAL: PSI MAGNET

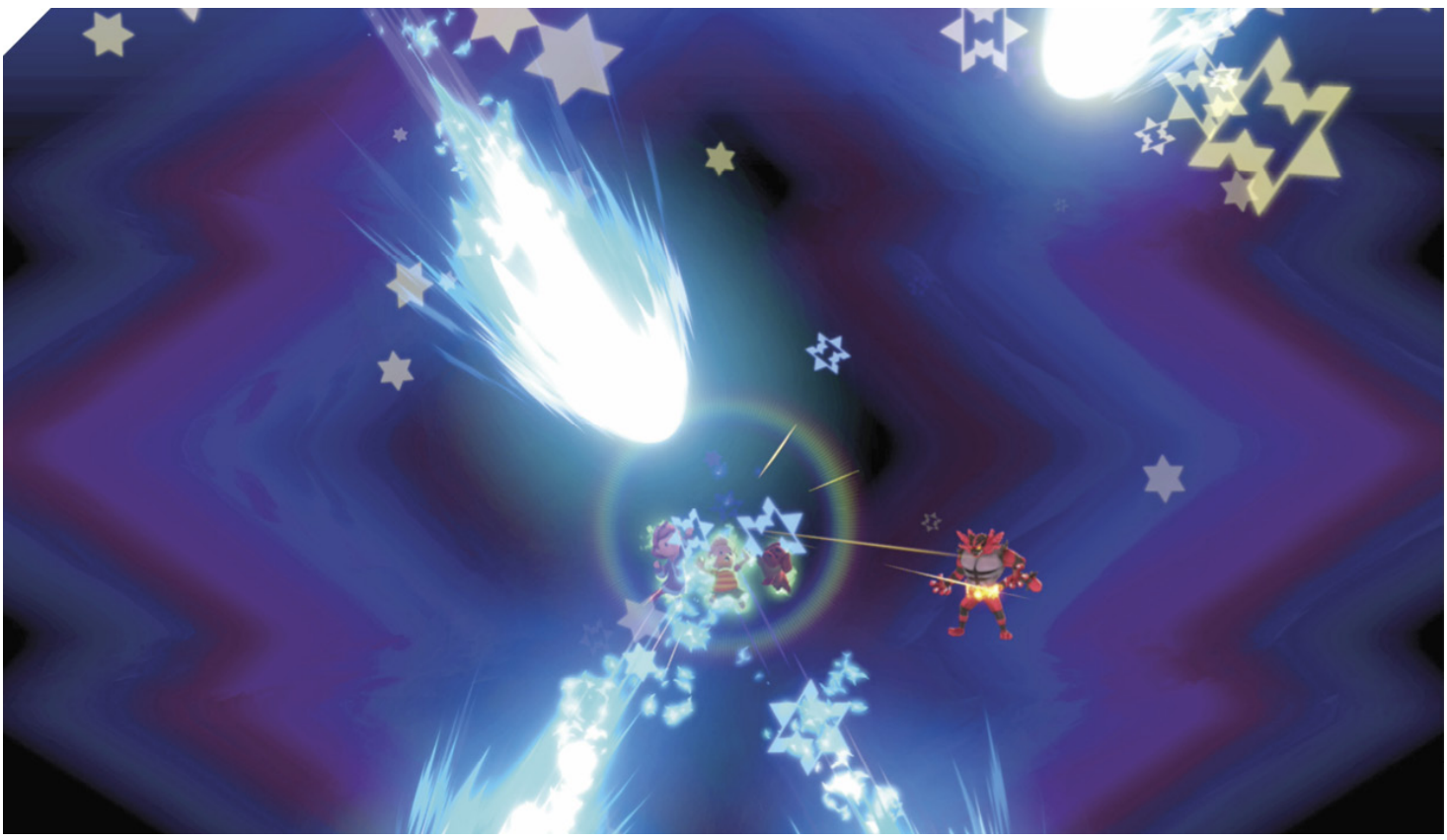


Like Ness, Lucas can absorb incoming energy shots, converting them into health. Lucas's PSI Magnet is centered on his hand, as opposed to Ness's being centered on his body, so Lucas's absorption move has a little more reach to the front. Lucas keeps the field going as long as you hold the input. The move ends upon button release.

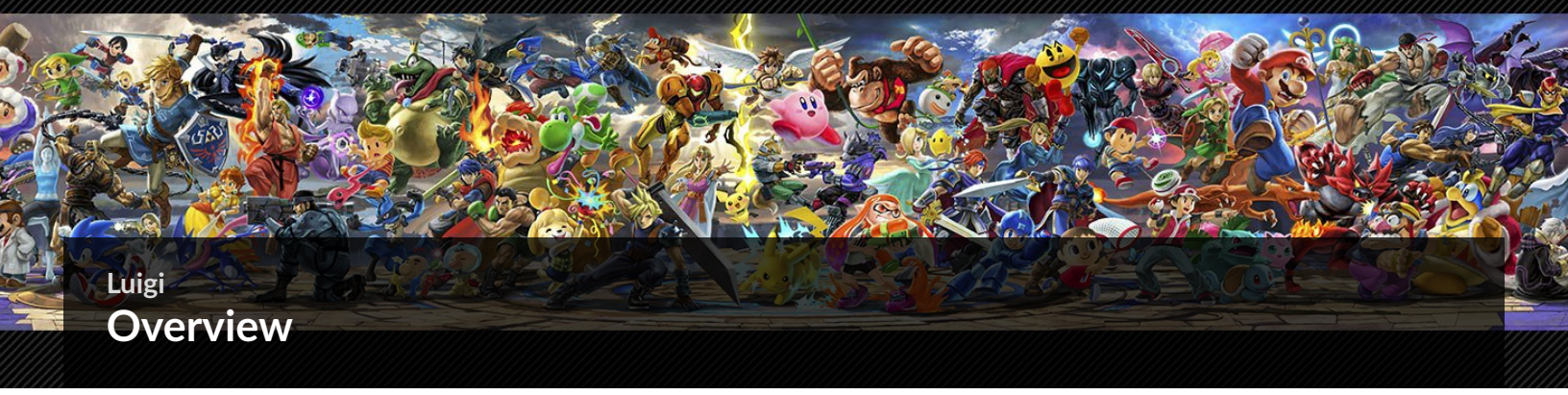
Lucas's PSI Magnet has a small suction field, pulling in enemies at close range. This isn't intended as a physical attack, but it does have a brief hitbox as Lucas releases the field; it's possible to use PSI Magnet on purpose to pull someone in before releasing it for the hit. This is more like a quirk than a sound tactic, though.

Aside from absorbing enemy energy shots, PSI Magnet also has use as a momentum stopper. When Lucas activates it, he briefly slows his falling speed in midair. This can aid his offstage game, adding unpredictability. Instead of doing the obvious thing everyone knows you're going to do, which is to use PK Thunder at some point to rocket back toward a handhold, you can "flicker" PSI Magnet one or twice, delaying the timing of your thunderous return to the stage.

FINAL SMASH: PK STARSTORM



With old friends Kumatora and Boney by his side, Lucas joins their psychokinetic forces together for a stunning meteor shower. The impactors fall randomly from above, but you can urge them to drift this way or that by holding left or right on the control stick.



Luigi

Overview

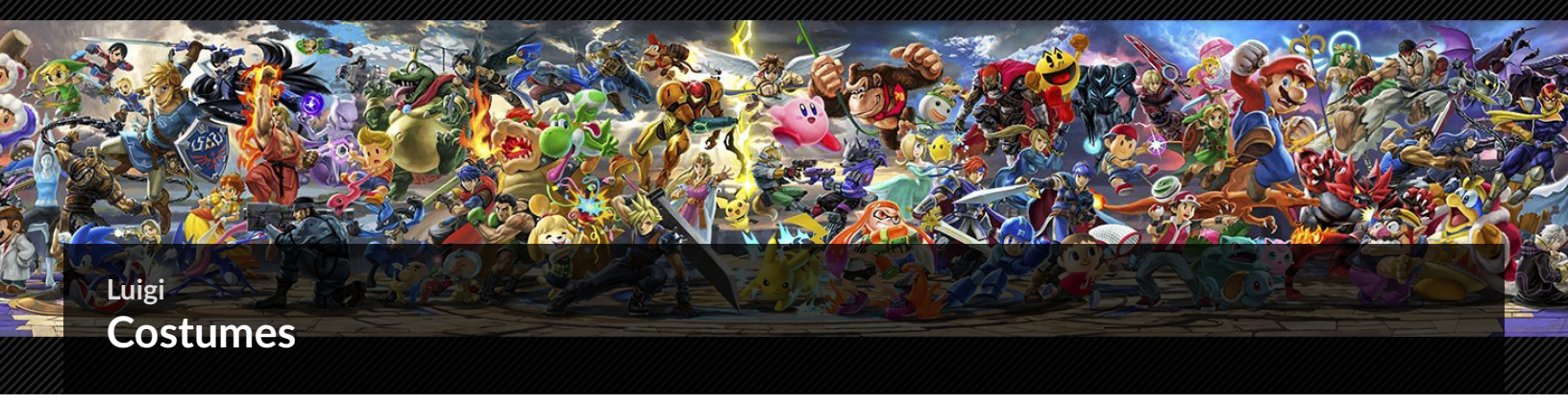
Mario's younger twin brother brings his own spin on their brawling style. Mario's quicker and compact, while the taller Luigi has longer range on attacks and more hang time during jumps. He's also a slippery customer on defense, with extra pushback when shielding attacks, and the ability the crouch-walk backward or forward, which is not only hilarious-looking, but capable of dodging underneath threats with the low profile. And speaking of hilarious, his down taunt is a woeful-looking little kick that's actually capable of launching anyone it hits into prime juggle position.

Luigi has many other moves that distinguish him from his big bro. Down tilt and forward air attack behave something like linking moves in *Street Fighter*, while also having a small chance to knock standing targets off their feet. Green Missile is a strong, lateral torpedo attack with its own small chance to explode with unexpected momentum. His grab puts his Poltergust pack to good use, giving the grab exceptional reach, at the cost of speed. Fireball, Green Missile, and dashing grab attempts allow Luigi to attack comfortably from midrange, and his fireball is better at covering short hop airspace and interfering with offstage recovery than Mario's. And, when the opportunity arises, Luigi can string together powerful juggle combos, thanks to his flexible up tilt, down tilt, forward air attack, down air attack, and Luigi Cyclone attacks.

LUIGI VITALS

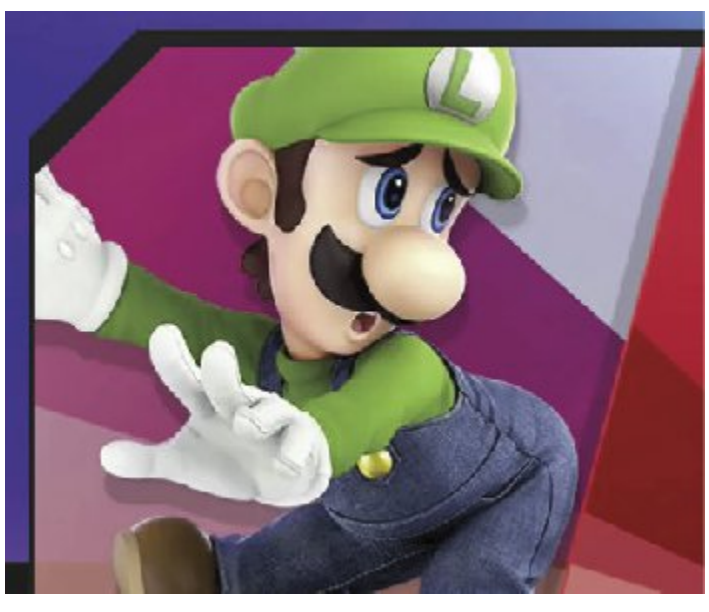
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	Yes
Tether:	No
Wall jump:	No
Wall cling:	No

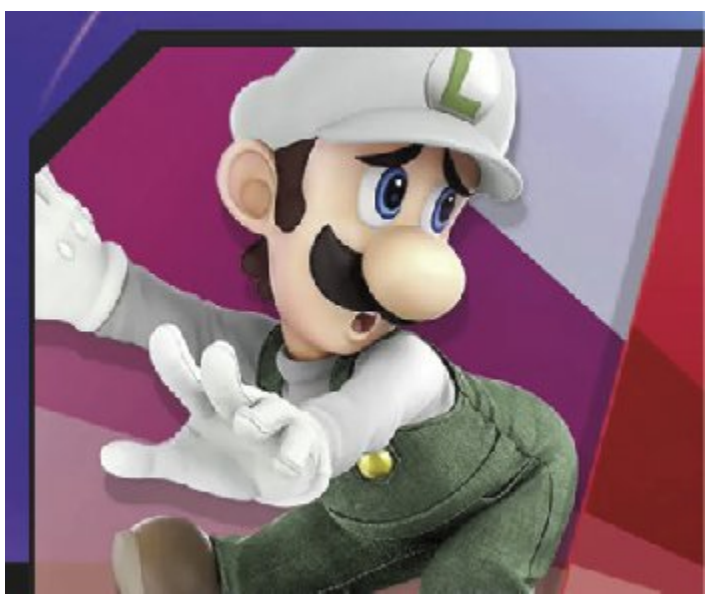
MOVEMENT RANKS	
Ground speed:	D (46)
Air speed:	F (75)
Falling speed:	D (64-65)
Weight:	B- (30-31)

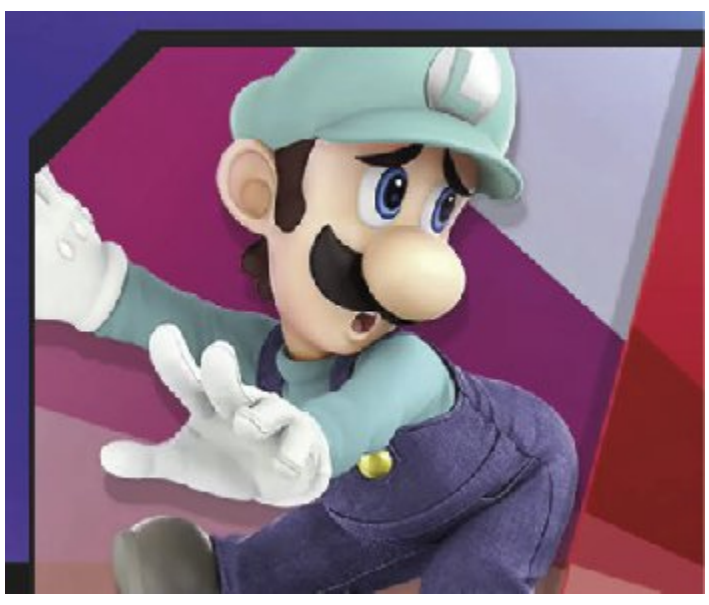


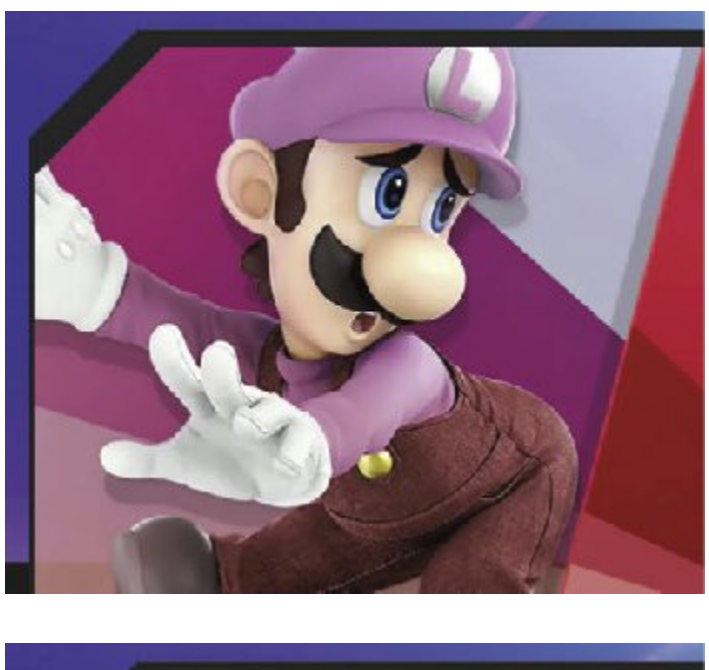
Luigi

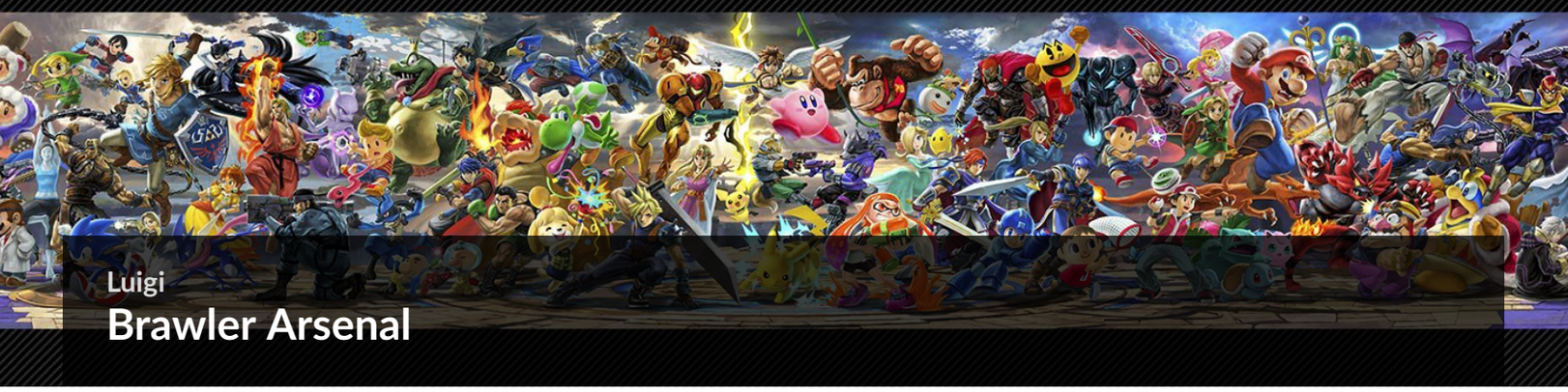
Costumes











Luigi
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2	—
Neutral attack 2	2	—
Neutral attack 3	4	—

Luigi jabs with a one-two punch combo before following up with a playful, flying backside bump. Up close, simply holding down the Attack button produces the full three-hit combo. From afar, holding down Attack results in a flurry of whiffs jabs. (The full combo can be whiffed from afar by repeatedly pressing Attack instead of holding it.)

Luigi's first punch is shockingly fast, just as quick as his brother's jab, one of the fastest attacks in *Super Smash Bros. Ultimate*. Its primary purpose is to quickly punish foes up close, either when they maneuver poorly, miss a laggy attack nearby, or go after Luigi and he successfully shields a salvo. When you've blocked someone's point-blank attack, release the Shield button and hold down neutral attack to fight back instantly with this combo. (Be sure to drop the shield first, or Luigi leaves shield-stun with a grab attempt instead, produced by the Shield and Attack buttons together.)

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	2x4, 4	—

Luigi lashes out with one of the fastest-hitting dash attacks, a series of five goofy slaps as Luigi lurches to a halt. This is a great sudden lateral attack, and can even combo right after Luigi's down tilt pokes (though the execution is tough).

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	9	Can be angled up or down with diagonal input.
Up tilt	6	Pops opponent up into potential juggle position.
Down tilt	5	Big advantage on hit or shielded.

SIDE TILT

Luigi swings a leg out in front for a stout side kick. As with Mario's side tilt, this kick can be angled slightly up or down, but don't use a 45-degree diagonal input or you'll produce an up/down tilt instead.

Side tilt reaches about as far as side smash. It's not as fast to hit as Luigi's neutral attack (then again, almost nothing is), but it's much faster than side smash when ground-sparring. Use it from the edge of its range, since having it shielded up close leaves Luigi open to guaranteed punishment.

UP TILT

Luigi swipes upward with a vertical punch. It's aimed just above his head, so it's great for low-altitude juggles and anti-air. It also has a bit more reach directly in front of him than Mario's up tilt, so it won't miss against close fighters who are small or crouching. At medium-damage percentages (between 30% and mid-60%s), up tilt pops grounded challengers up perfectly for you to immediately combo several more up tilt uppercuts in a row!

DOWN TILT

Luigi turns slightly to poke at the opponent with his back leg at floor level. It hits with the same speed as side/up tilt, a bit slower than his blazing-fast neutral attacks, but still faster than smashes and specials. Like most moves that don't launch or floor targets, at low to medium-damage percentages (under 60%) this foot kick has a small chance to trip opponents, knocking them onto their seats for a second. At higher percentages, it simply knocks them a short distance away.

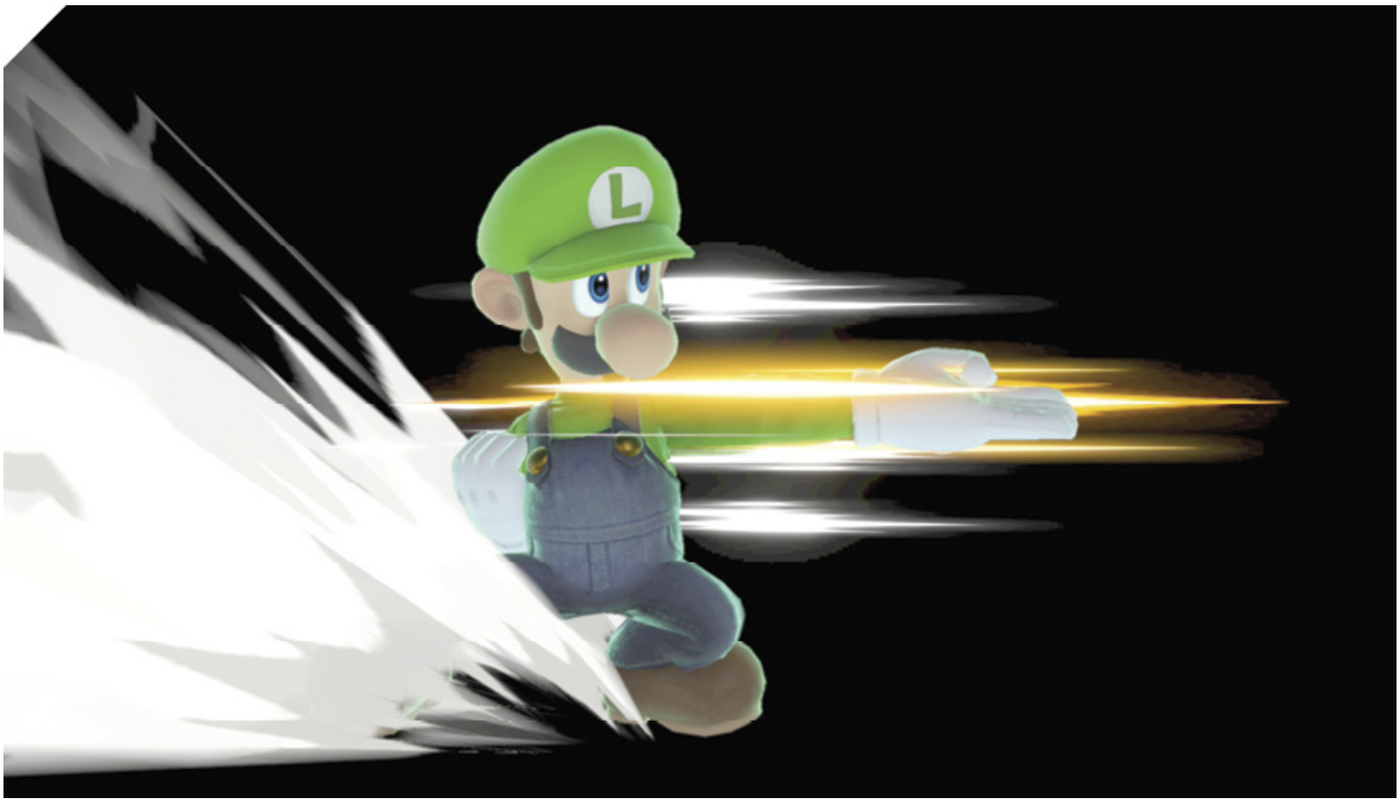
Amazingly, Luigi retains advantage when down tilt is shielded, so not only is he safe from punishment, but he can also take initiative to keep up his attack. This makes dash-in down tilt a safer (if marginally slower-to-hit) rushing tactic than dash attacks or dash-in neutral attacks.

Most interestingly, at low percentages (under 40%), Luigi can link other attacks immediately after a successful down tilt against a grounded target! Most simply, poke with down tilt up close, then immediately perform Luigi's neutral attacks for a four-hit combo. For a little more oomph, link after a down tilt hit with side smash to blast someone away in front. If anyone is coming up from behind while you're attacking someone else, follow down tilt with down smash, which covers Luigi's back. You can also follow a point-blank low tilt with an immediate Luigi Cyclone (down special), mashing the Special button if desired for a little extra lift. This sucks in the victim of down tilt, while also pulling in anyone close in other directions. It's also possible to link an immediate dashing attack, even after two consecutive down tilt attacks. Link down tilt twice, buffer a dash (holding the forward input) to occur immediately after Luigi's lag on the second kick, then tap Attack. Done properly, he'll follow the two-hit hit-confirm of low tilt x2 with his goofy dash attack for a fancy seven-hit combo. If you mess this up, the most likely result is getting a side smash instead of dash attack. If that happens, the side smash might still work, if you're close enough.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	15-21	Can be aimed up or down slightly while charging.
Up smash	14-19.6	Hits farther behind Luigi. Head is intangible swinging upward.
Down smash	15-21	Hits on both sides.

SIDE SMASH



Luigi builds up tension with one hand out, palm upturned. Whenever the smash attack is released, he strikes with his arm extended straight ahead. Hold Up or Down before release, and Luigi directs his hand diagonally up or down, which can make a difference depending on the angle of targets.

Side smash is most effective when edge-guarding against a predictable opponent trying to recover from offstage. It's also great when following up down tilt hits, which combo into uncharged side smash at low percentages. Depending on the size of the opponent and his momentum, Luigi is even capable of linking down tilt twice before finishing with side smash, though the spacing is unforgiving.

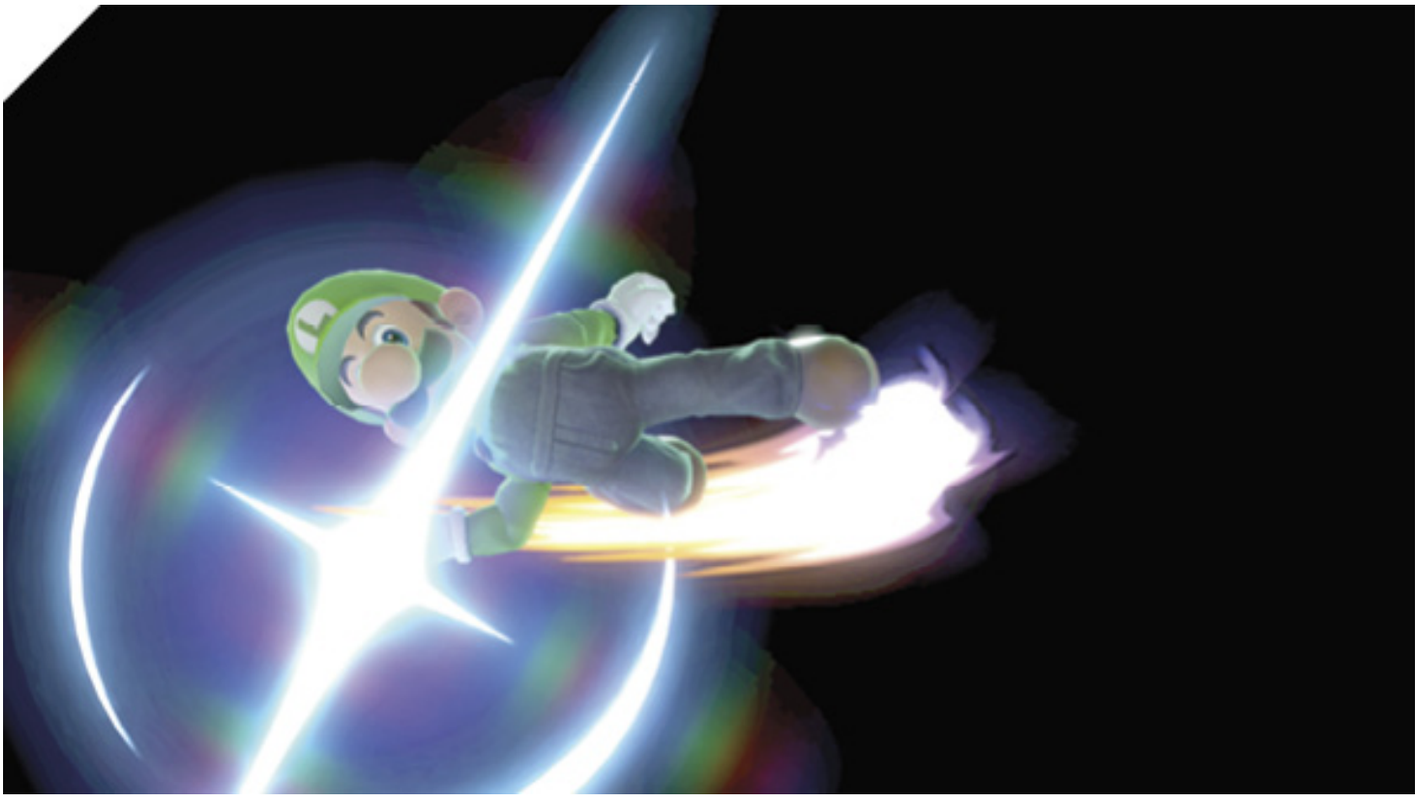
UP SMASH

Luigi rears back for up smash before delivering a fierce headbutt that covers back, above, and front angles. Like Mario's up smash, this hits earliest (and with the most reach) directly behind Luigi, and slowest in front of him. His head has intangibility during the attack, making the upward-pointed part of the headbutt an excellent anti-air.

Since up smash covers three directions, it's a decent clear-out move when you're surrounded or unsure where threats will emerge from. It can be used to catch floating foes in order to keep juggles going. Hitting someone with the back part of Luigi's up smash flips them forward over him; hitting someone with the front part flips them backward. Either way, they stay above Luigi, in prime position for a continued juggle attempt.

With the fastest and farthest-reaching part of the headbutt happening right away, up smash works best aggressively (like out of dashing/running) or in juggle combos if you perform it with Luigi's back to the opponent.

DOWN SMASH

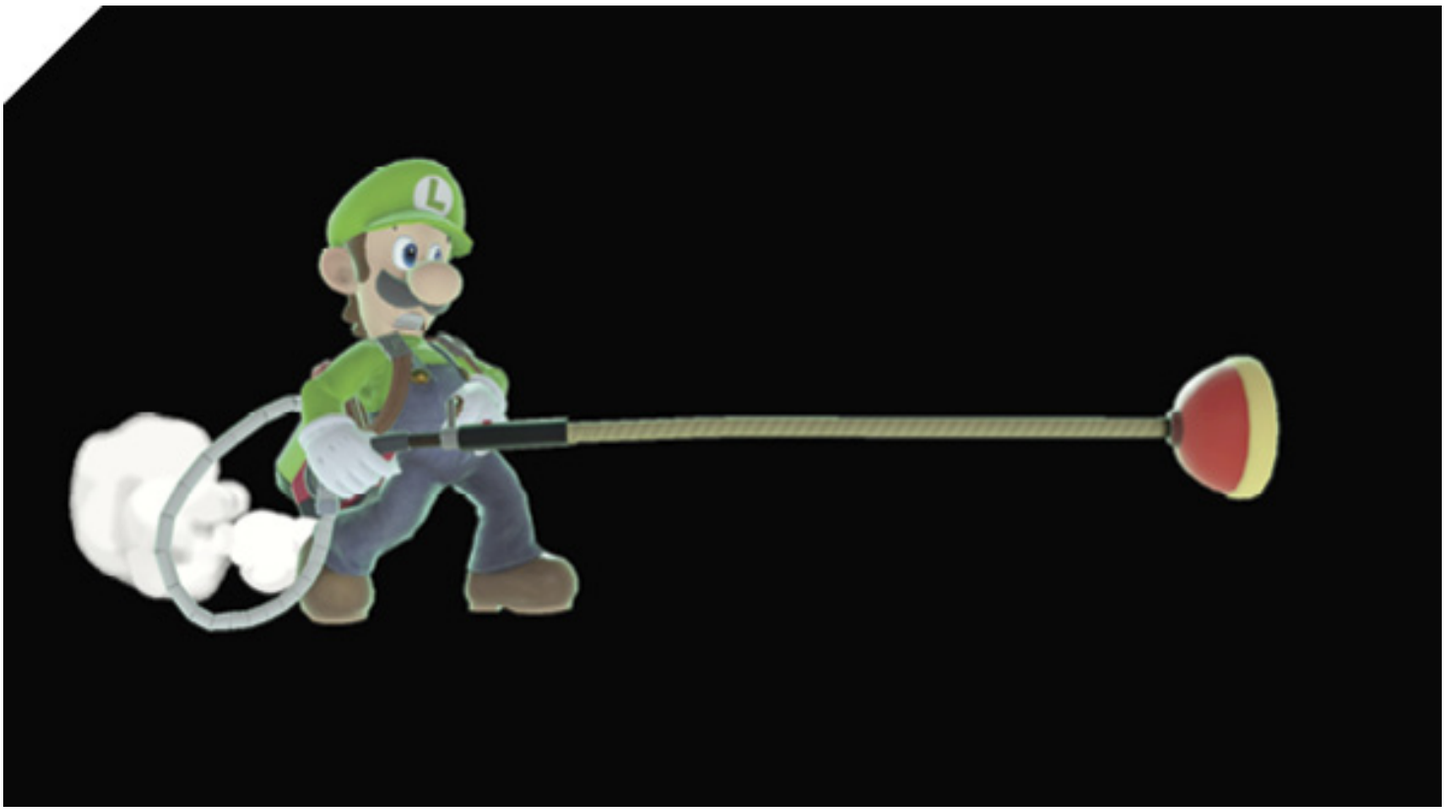


Luigi falls to the ground and spins with one hand planted, swinging his leg first in front and then behind him. It's sort of like Mario's down smash—a kick that covers both sides—but not exactly. Luigi lacks the graceful breakdancing posture of his brother, and the first part of the kick is a tiny bit slower to hit. However, Luigi's kick has the same power on both sides, and he can link the forward-facing kick immediately after down tilt pokes. When fighters are closing in from the left and right, down smash is a faster "get off me" move than up smash; it just gives up coverage against aerial targets.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	9	Bounces foe off ground forward.
Back throw	10	Bounces foe off ground backward.
Up throw	8	Hurls foe upward into potential juggle position.
Down throw	3	Bounces foe straight up off ground nearby.

GRABS



Luigi uses one of his Poltergust's attachments to augment his grab attempts. Instead of reaching for foes with his hands, he launches a suction cup to reel them in. This suction cup travels about as far as a dash. Where most brawlers have to dash and grab from a few steps away, Luigi can just start up his grab. Luigi's special grab can also be started out of a dash for even more reach. The only catch is that the suction cup is much slower to snag targets than most grab moves. Even standing right next to a victim, grabbing with Luigi takes over twice as long as compared to someone like Mario. From the edge of the suction cup's reach, it's even worse, taking just short of four times as long as Mario's point-blank grab. Of course, when you account for the fact that Mario must dash or run before grabbing to cover the distance, the disparity isn't quite so big. Still, the point is that Luigi's grab speed is far below average, so keep that in mind when fishing for throws.

Once the enemy is stuck with the suction cup and reeled in, Luigi has the usual options: adding a few hits with grab attacks and ultimately throwing the victim in one of four directions. Left or right inputs bounce the foe off the ground in that direction, good for pushing them toward or off stage edges. Up throw hurls them high in the air, giving you a chance to juggle them if they react poorly. Under 40% damage, you can immediately jump and juggle with a guaranteed up air to start it off.

Down throw, meanwhile, bounces the enemy off the ground before Luigi for low damage, but leads to lots of different guaranteed follow-ups. Your options depend on how high they bounce, which increases with total damage taken. Immediately after a bounce at low-damage percentages, hop forward and catch your target with forward air attack, then link in midair with neutral air attack just after forward air attack's lag. At high-damage percentages, jump high after them post-bounce and juggle with up air or (if you're feeling frisky) perfectly flush, full-damage Super Jump Punch in midair.

Luigi can't grab in midair, but he can use his suction cup Poltergust attachment as an aerial poke. Produce it with a grab input in midair (whether a button assigned to Grab, or Shield+Attack) for a base damage of 5.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	12	Launches foes straight up at high damage.
Forward air attack	8	—
Back air attack	14	—
Up air attack	11	—
Down air attack	10	Meteor smash on sweet spot hit.

NEUTRAL AIR ATTACK

Luigi's neutral air attack kick is fast, short-range, and deals max damage with the immediate thrust, but it stays out for a long time after activation. This makes it a great kick for controlling airspace, since you can kick out foes above, then fast-fall into them with the latter part of the move. The initial thrusting hit is by far Luigi's fastest air attack; neutral air attack is so fast that it'll link after forward air against airborne victims at low percentages. (This is easy to perform; anytime you see forward air hit someone at a low percentage, press and hold Neutral Attack and neutral air attack will come out and link at the first possible moment, thanks to the way *Super Smash Bros. Ultimate* buffers held inputs.)

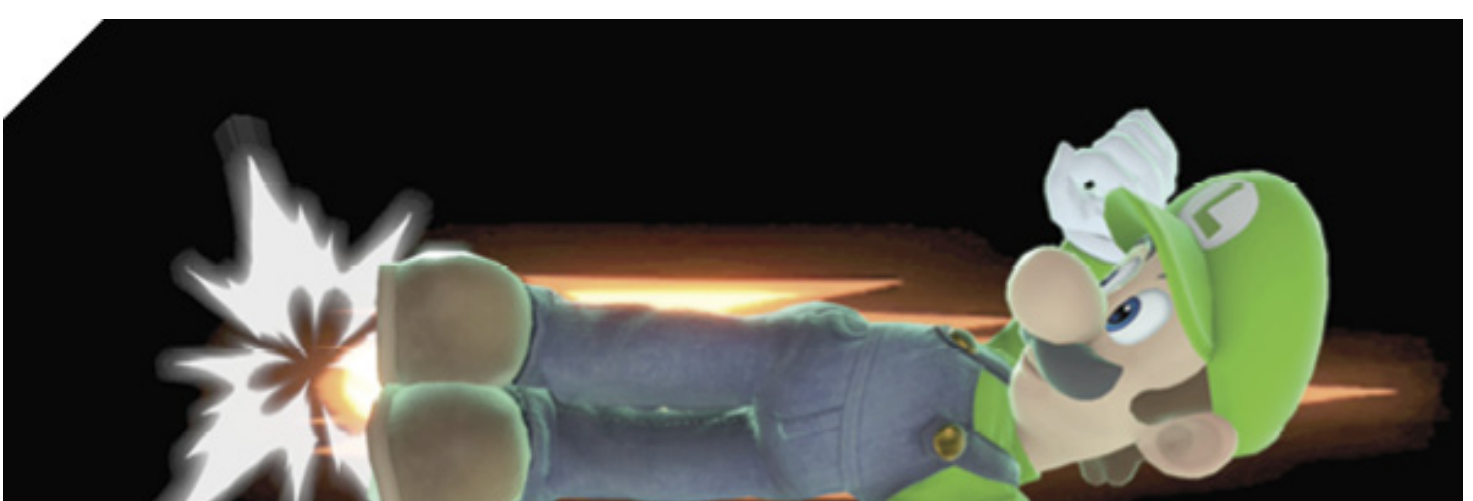
Above medium-damage percentages, neutral air attack starts launching victims straight up on contact, meaning any connected neutral air attack can start or perpetuate a juggle combo. This is great for midstage juggles and aggressive air-kicking. Out over the edges of the stages, though, popping enemies higher isn't what you want, so use back air attack and down air attack when chasing enemies offstage.

FORWARD AIR ATTACK

Luigi swats forward with a surprisingly quick slap. He finishes this move faster than any other air attacks, allowing for quick follow-up actions and even aerial combos. For example, you can usually link neutral air attack after you hit an airborne opponent with forward air attack (producing neutral air attack's upward launch effect if damage percentage is high enough, leading to even more potential air hits). At certain angles, you can go straight from forward air attack to up air for a juggle combo, too.

Like most moves, when damage is high enough, contact knocks the victim away a fair bit. But at lower-than-medium damage, forward air attack used against standing opponents has a small chance to trip them up, just like other moves that cause standing opponents to flinch without knocking them off the ground. At close to medium range, short-hop forward with forward air attack on the way up and again on the way down for a relatively safe way to advance while taking two swipes at enemies in front of Luigi. When jumping at standing defenders with low percentage this way, they aren't pushed away by falling forward air attack, fair hit or shielded. So jumping into them and landing with forward air attack into down tilt works like a Street Fighter jump-in, giving a chance to vary between a combo finisher (as described under low tilt's entry) or a contingency plan against a shielding target (like going for a grab or dodging to bait a reprisal).

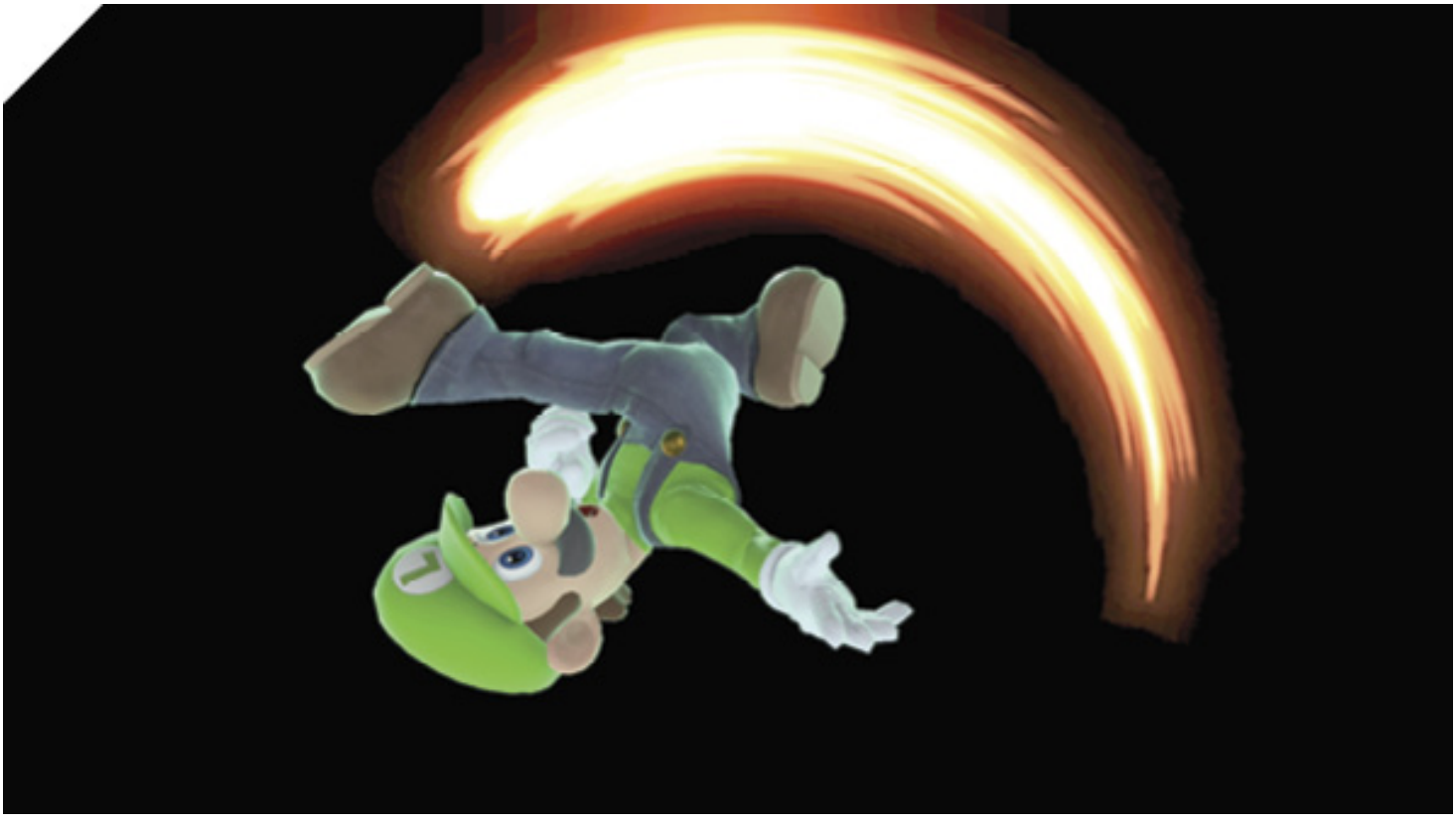
BACK AIR ATTACK



Luigi sticks out both legs behind him in a dropkick just like Mario's. It has similar applications, for quick and reliable poking at targets behind him. Reverse-rush techniques (running, turning and sliding backward, then backflipping toward the target; or neutral jumping, then immediately angling backward) allow for aggressive use of this move, rather than just reactionary use when approached from behind while airborne.

Though the attack is practically identical, Luigi's use is a bit different from Mario's because of his extended jumping periods. Luigi spends more time in the air along an arc that springs up with faster acceleration but descends more leisurely. His ability to stick back air out toward the enemy repeatedly as a deterrent or rushing tool is slightly less snappy than his brother's.

UP AIR ATTACK



Luigi whirls backward, kicking upward, covering angles in front of and above him. Surrounding coverage is less thorough than you might expect. Up air attack has the usual use, swinging for challengers directly above, and going for juggle follow-ups after up/down throws. If you catch an opponent air-to-air with forward air attack, up air used immediately after might catch them and kick them higher (though the angle is less lenient than for linking neutral air attack after forward air attack).

DOWN AIR ATTACK

Luigi sticks his feet out at a sharp downward angle while twirling. Despite the spin, down air attack is a single-hit attack. Luigi's feet are aimed almost straight down; although they can hit a target slightly off-center, the most damage is dealt by hitting squarely from above.

At low-to-medium-damage percentages against a grounded target, down air has a small chance to trip them off their feet, just like down tilt. At medium-damage percentages and above (basically above 50%), down air adds a meteor smash effect on hits, shooting the victim straight down rapidly. They'll bounce off a stage if it's in the way, leading to potential juggle combos; if there's no stage in the way, there's a high chance they'll be KO'd before they can react!

SPECIAL MOVES

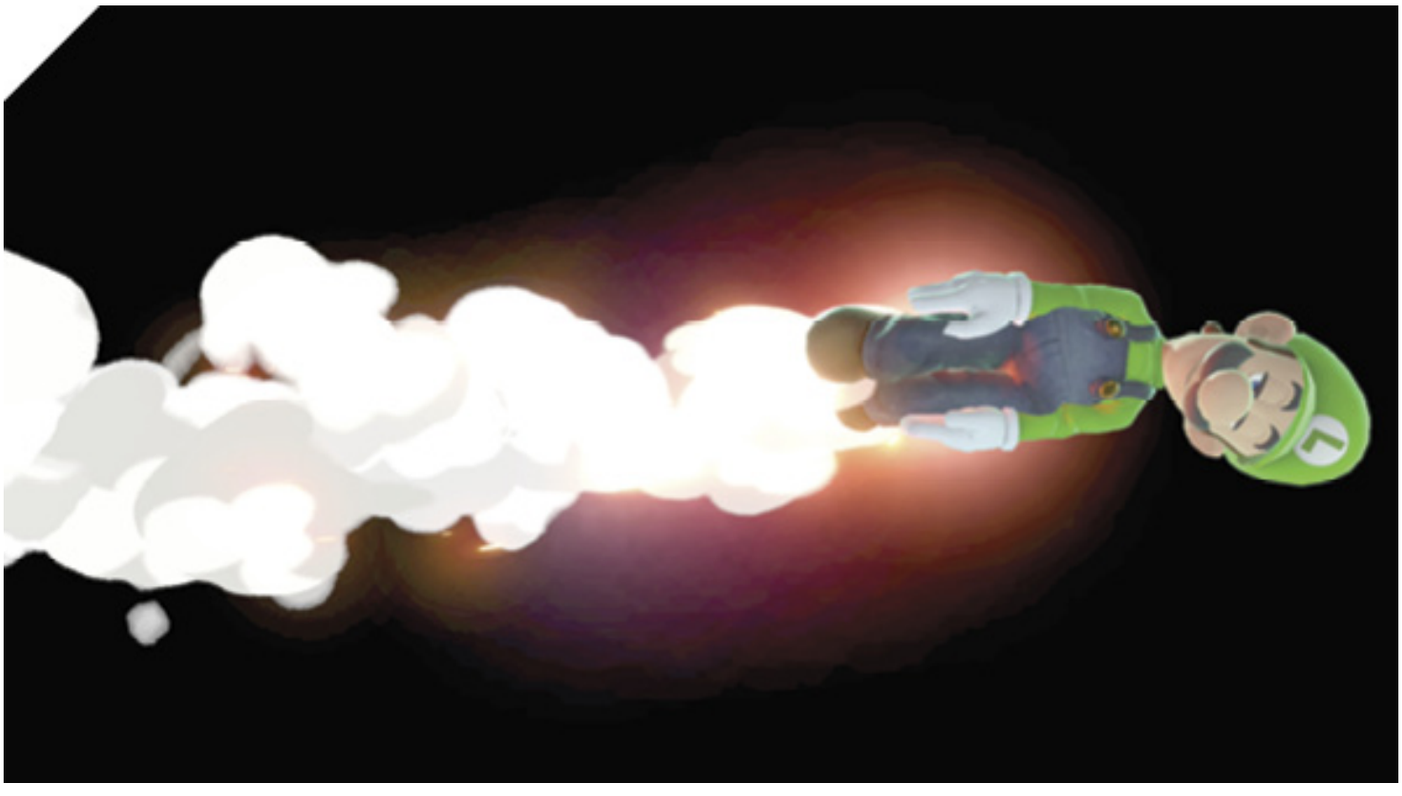
SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	6 close, 5 far	Fireball does more damage closer in.
Side special	6.2~9.5-21 (or 25)	Charge for more damage and distance. Brief intangibility just before Luigi rockets forward. Charge too long and move fails. Low chance to deal 25 damage with much more speed and distance at any charge level.
Up special	25 (sweet spot) or 1 (otherwise)	Infinite lag until landing. Full damage only dealt if first part of move hits squarely. Brief intangibility as point-blank hit connects, before takeoff.
Down special	2x4, 4	Brief invincibility just before Luigi begins cyclone.

NEUTRAL SPECIAL: FIREBALL

While Mario's fireball is tossed down-forward and bounces off floors, Luigi throws a glowing green projectile that tumbles in small loops straight ahead. If it hits a horizontal surface, like a wall or tilted platform, it ricochets backward (though don't worry, it won't hurt Luigi on the backbounce). Luigi's green fireball doesn't last quite as long as Mario's, but it does a little more damage and is a bit more potent for edge-guarding (tossed straight out into the way of recovering targets), or for defending low-altitude airspace. Hop and toss a low-altitude fireball, and you've temporarily covered the short hop/fast fall airspace for advancing aggressors.

SIDE SPECIAL: GREEN MISSILE



Luigi builds up tension before launching himself forward as the projectile. Uncharged, there's mild variance in how much this move does, either 6.1 or 9.5 damage. This move can be charged quite a bit, with a wide variance in damage dealt and distance traveled.

Like with Super Jump Punch, there's a brief intangibility period around the initial active hitting period. The rest of the rocketing attack lacks special defensive properties, but Luigi's noggin remains a projectile threat during forward momentum. Upon contact, an airborne Luigi may recover and be able to act again in midair before landing. Close to solid ground, Luigi bounces off and lands prone, with lengthy landing lag.

With variable attack timing (depending on how long you charge) and far horizontal travel, Green Missile is perfect for launching Luigi into preoccupied groups and for recovering when knocked offstage. Obviously it won't help if you've already descended too far, but if you're out over a pit with some altitude and a double jump left, double-jumping before Green Missile (or, if height permits, air-dodging up-forward, then launching sideways with Green Missile) can cover a lot of lateral ground.

Because it's Luigi, Green Missile has a few catches. Charge for too long and he'll shrug, exhausted and vulnerable. It's easy to tell how long is too long, thankfully; once the gathering energy waves disappear, he's fully charged, with a split-second left before exhaustion. If a horizontal surface is in rocketing Luigi's path, there's a chance he'll become stuck, embedded like his upper body is a nail in a block of wood. Again, vulnerable.

Finally, like with down tilt/forward air attack trip effects, Green Missile has a one-in-10 chance to detonate with unexpected force, launching Luigi faster and farther than will a full charge. This can occur at any charge level, meaning sometimes even an uncharged, tap-input Green Missile launches Luigi with overcharged speed and power. This can be good or bad, and you'll likely accrue your fair share of stories where "overzealous" Green Missile is one or the other. A harder-hitting, faster-traveling version of the move is terrific when you've just aimed uncharged Green Missile at a foe nearby. But it's bad if you want Green Missile to sail Luigi over a safe platform, except an unexpected overzealous detonation sends Luigi rocketing way past the intended landing zone, potentially to his doom.

UP SPECIAL: SUPER JUMP PUNCH

Luigi erupts almost straight upward with a walloping punch. While it hits all the way up, the only good spot to aim is right in front of Luigi, flush against him. Any kind of glancing hit besides point-blank results in pathetic damage and knockback. Since Luigi ends his version of Super Jump Punch by floating helplessly down into significant landing lag, he's almost certainly going to get punished for missing a square hit.

On the other hand, if the target is right up close, Super Jump Punch deals very heavy damage and knockback, with a stylish zoom-in effect on impact. This can even work in juggle combos, if you jump and position perfectly flush against the floating target before catching them with up special.

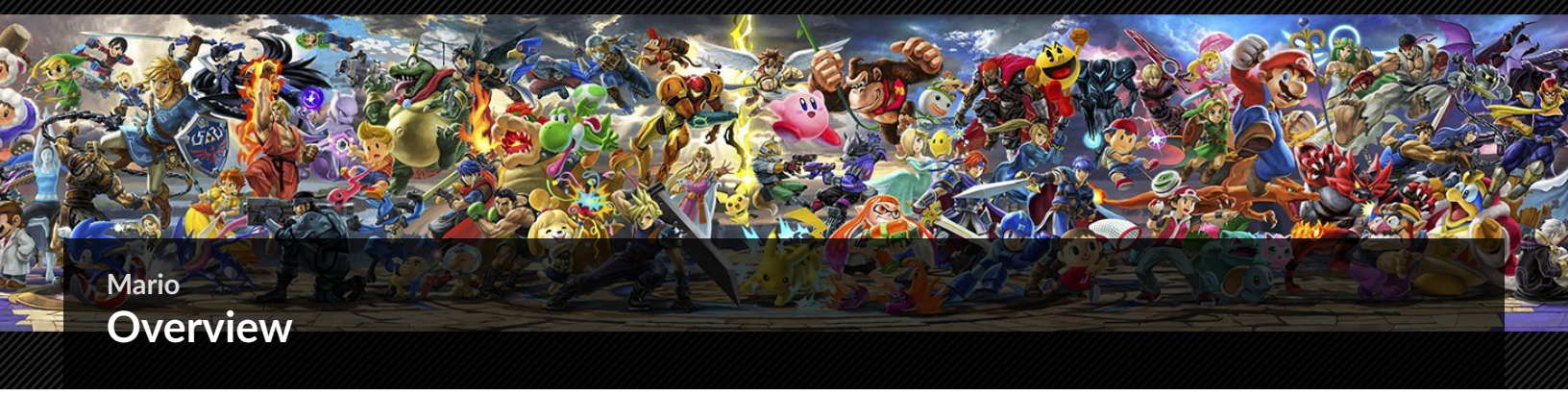
As for recovery, Super Jump Punch only saves Luigi if he's directly below a desired ledge. He'll grab a ledge at the end of his travel, but if he misses a handhold, he really doesn't have much lateral drift to save him.

DOWN SPECIAL: LUIGI CYCLONE

This is a higher-octane version of Mario's down air attack. "Green Thunder" whips himself up into a little vortex, during which he can be steered a bit left or right. Luigi Cyclone has a short-range suction effect, subtly pulling in opponents who get too near the brief current. Especially when steering the tornado their way, this helps bear down on targets nearby. Luigi is also briefly invincible just before he starts actively spinning, giving the initial hit some extra brute-force power. Anyone pulled in is hit multiple times in the blender before being launched skyward by the final spin. There will be plenty of chances to steer Luigi Cyclone aggressively into groups of enemies on the ground, or to start it up under tumbling airborne targets.

FINAL SMASH: POLTERGUST 5000

Collect a Smash Ball for a chance to unleash the full capability of the Poltergust pack, pulling in items and opponents within a wide circumference. Anyone sucked in is ejected shortly thereafter, naturally the worse for wear and potentially hurtling into a dangerous position. The more enemies nearby, the better, when activating this move.



Mario

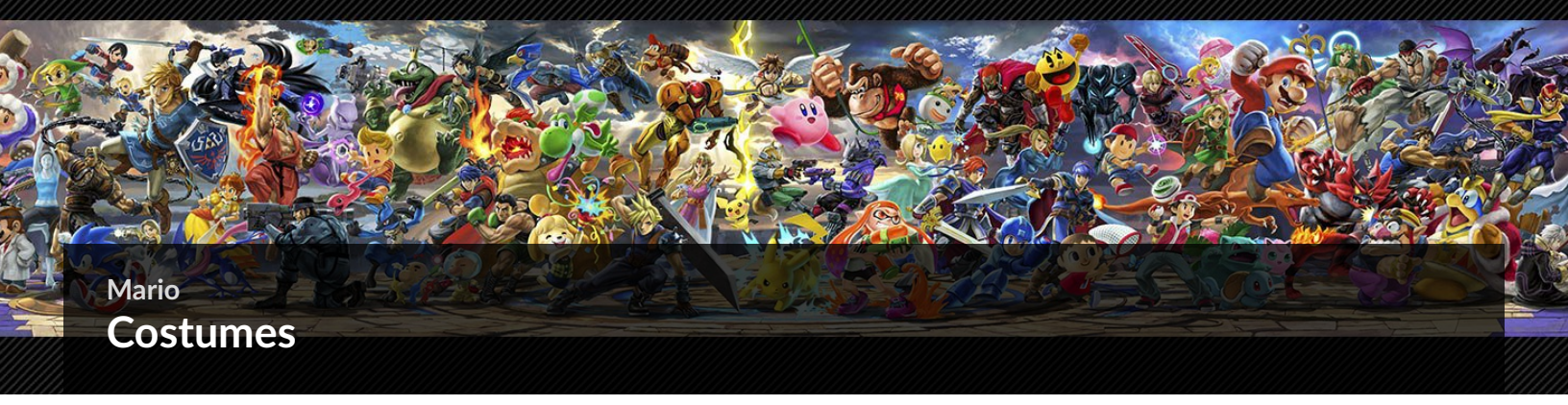
Overview

This is Mario, humble star of a famous video game or two. You're probably acquainted. He's back from his globe-trotting sojourn in *Super Mario Odyssey*, ready to take on all challengers. His diminutive size and seemingly short reach compared to many fighters shouldn't make you worry about his combat effectiveness. Mario careens around the battlefield like a little cannonball, moving safely with terrific aerial attacks and sparring in close with some of the quickest attacks of any brawler. Effective, direct attacks like Mario's back air attack dropkick, down smash breakdancing, and up tilt uppercut are good both for chipping away and for going for KOs. Meanwhile, his Cape and F.L.U.D.D. special moves provide curveball options to vary his otherwise steady diet of fireballs and close-range attacks. And when dancing with alongside cliffs or between tall buildings, remember that Mario's wall jump can help him keep away from the abyss.

MARIO VITALS

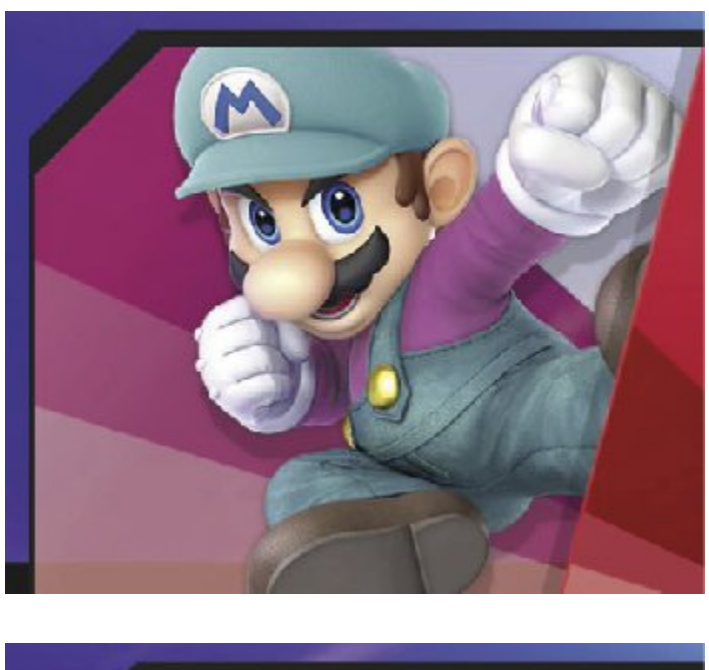
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	Yes
Wall cling:	No

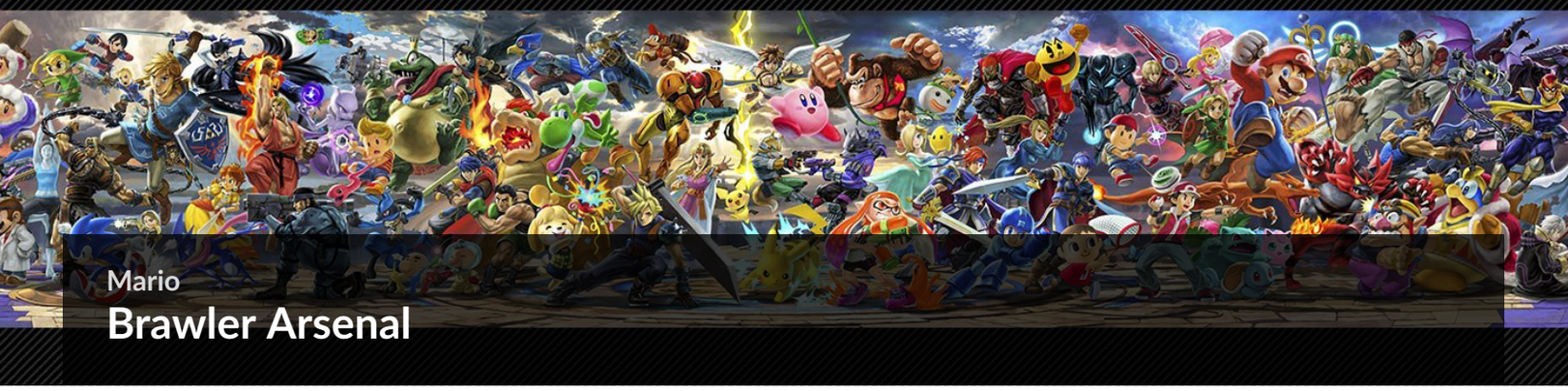
MOVEMENT RANKS	
Ground speed:	C- (31-34)
Air speed:	B+ (12-16)
Falling speed:	C- (49-51)
Weight:	B- (27-29)



Mario

Costumes





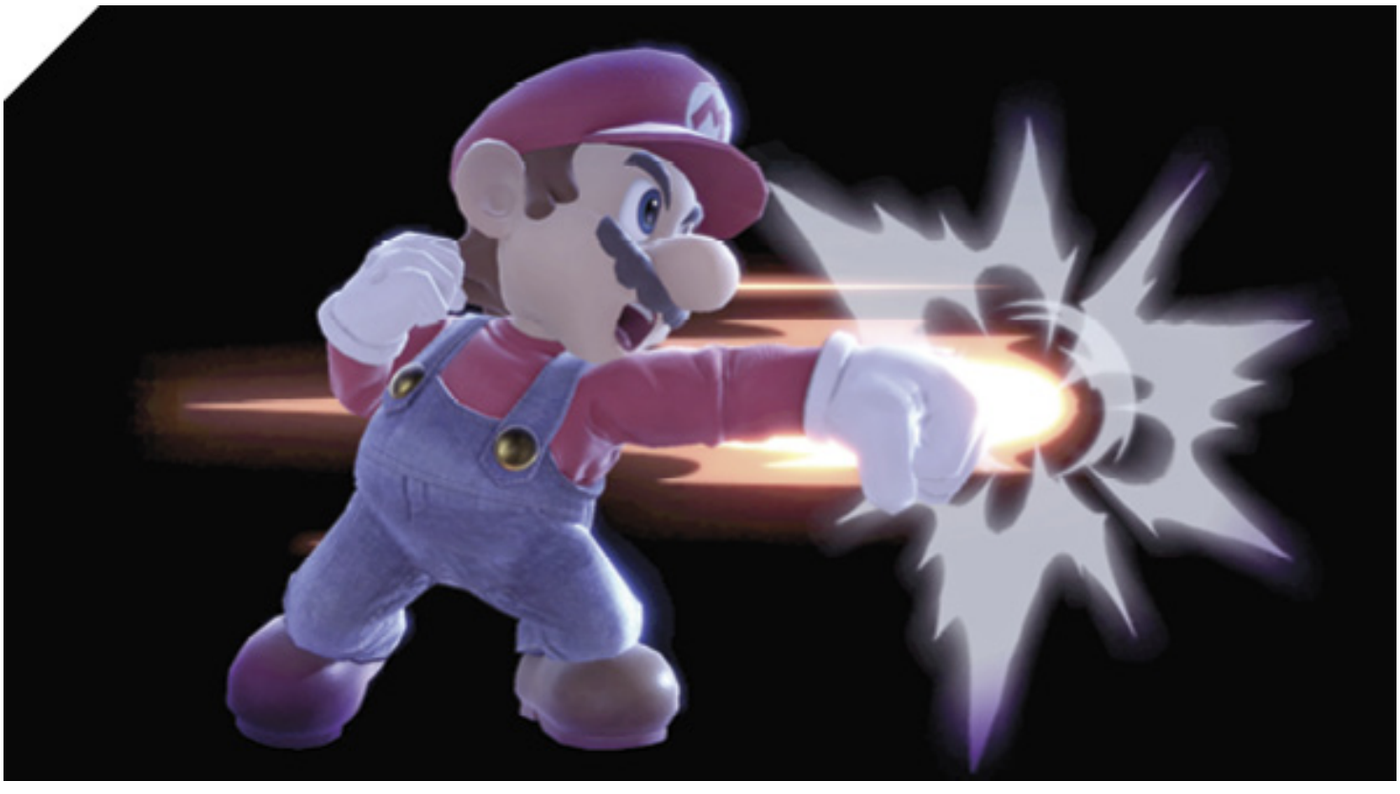
Mario
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2.2	—
Neutral attack 2	1.7	—
Neutral attack 3	4.0	—



Mario's neutral attack is a lightning-fast short-range jab, one of the fastest attacks in the whole game. Hold the Attack button (or press it repeatedly) for a three-hit combo, a one-two punch followed by a rising boot kick that knocks victims back. (If no one is nearby to strike, holding down the Attack button will result in a flurry of jabs, while tapping it repeatedly will perform the one-two punch into kick into thin air.)

This should be a staple of your poking-and-punishing game plan. Anytime you shield a laggy attack that leaves Mario close to his aggressor, hold down the Attack button for an easy and quick combo that punishes even the smallest disadvantage.

This combo can also be used aggressively, whether right after rushing at a target (letting the stick return to neutral before attacking out of a dash or run, to avoid getting an inadvertent dash attack), or dodge-rolling to their backs. None of the hits are totally safe from potential retaliation if shielded, but only the fastest attacks/grabs can snag Mario before he's able to shield or dodge again. Vary rushing neutral attacks with dashing grab attempts and hopping air pokes to keep from being predictable (and therefore easily counterable).

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	8	—

Mario crouches from a forward run or dash into a sliding kick. The kick's slide distance and hitbox aren't huge, but on contact the kick launches foes into potential juggle position.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack (faceup)	7	Intangible.
Wake-up attack (facedown)	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	7	Can be angled up or down with diagonal input.
Up tilt	5.5	Pops foe up into potential juggle position. Tendency to whiff against floored fighters or point-blank crouching/short fighters.
Down tilt	7	—

SIDE TILT

Mario wheels around with a mighty side kick. You can alter the kick so that it's aimed higher toward the head or lower toward the shins by angling the stick slightly up or down when pressing Attack (but still mostly to the side, short of a 45-degree diagonal). The damage is the same for any angle, but a straight side tilt has the most range by a tiny margin, and barely beats out side smash for total ground reach.

Up close, opponents who block side tilt, then retaliate immediately with a fast attack or grab will punish Mario before he can shield or dodge. So poke with side tilt from the edge of its range, where the kick's pushback will leave Mario safe from punishment, even if he's technically at a small disadvantage when shielded.

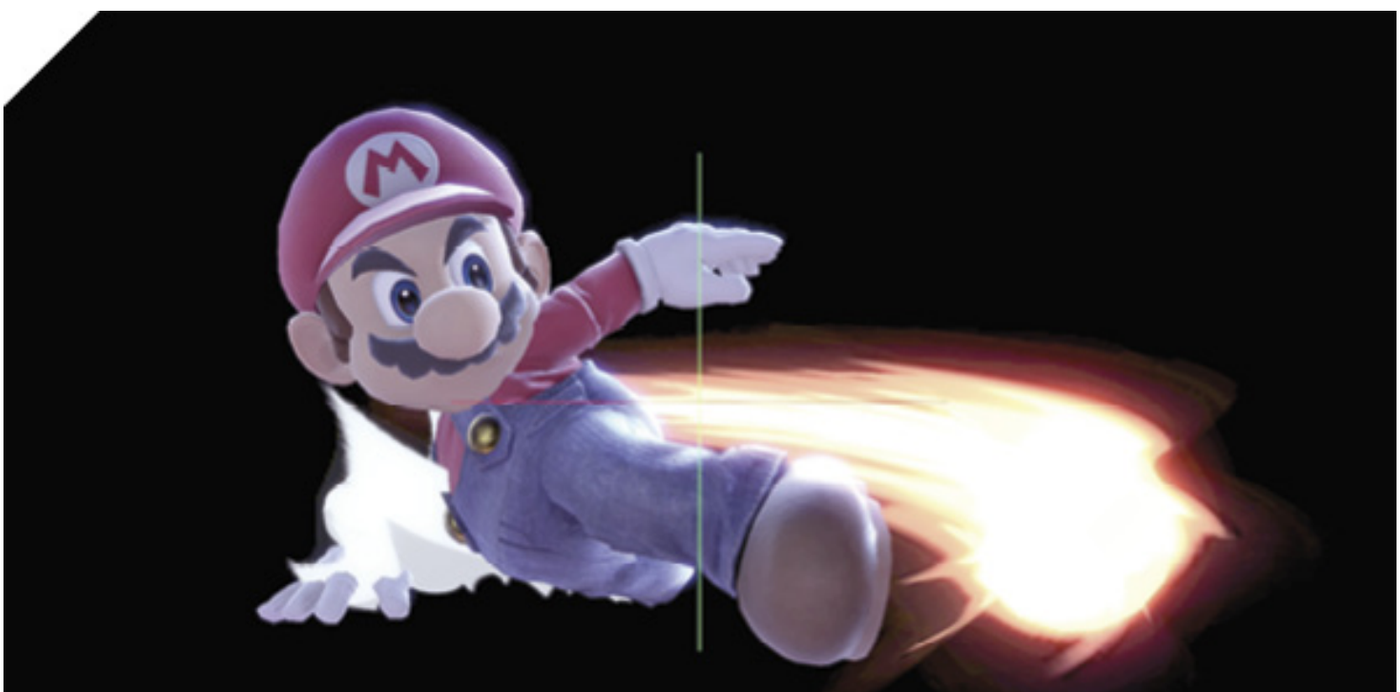
UP TILT

Mario swings upward with a punchy uppercut, spinning himself around in the process.

Mario's shortest-range punch isn't very effective against opponents on the ground, and may even whiff at point-blank range against short or crouching opponents. It's also unsafe to fast attacks and grabs when shielded; a defender who blocks isn't pushed back at all, and can grab Mario or hit him before he's ready to act again. Against a slower brawler like Bowser or Donkey Kong this is less a concern, but most fighters can at least grab or neutral attack Mario right away.

That said, up tilt is an excellent move, great for poking ground-to-air at jumping targets. It's also a good move for juggles. At medium-damage percentages, simply hitting an enemy up close with up tilt may allow you to juggle with several more right after (or to transition into juggling with Super Jump Punch, or short-hop down air attack). After grabbing a foe, then using up throw to fling them into the air, you might be able to score several up tilts in a row, keeping them aloft if they don't successfully steer themselves away. Heavyweights fall too fast even to hitstun shuffle out of the juggle until Mario smacks them into higher-damage percentages! You can also pull off repeated up tilts if you bounce a foe into a low ceiling.

DOWN TILT



Mario crouches with a sweeping kick aimed to his front. With the low profile, this move can avoid attacks aimed higher.

In terms of reach, this low kick outranges neutral attacks, though it doesn't reach as far as side smash or side tilt. If the defender successfully shields down tilt, they can retaliate with the fastest attacks and grabs to get Mario. Aim with the tip so that the pushback is enough to keep Mario safe at disadvantage. Hitting with just Mario's foot does a little less damage than hitting with his leg, though.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	17.8-24.9	Can be angled up or down with directional input.
Up smash	14-19.6	Has more reach toward Mario's back.
Down smash	10-14/12-16.8	Mario sweeps first in front, then behind. The hit behind is slightly stronger.

SIDE SMASH

Mario rears back a little bit, then punches forward with a fiery close-range blast. This is his farthest-reaching smash, dealing full damage with the fire blast emanating from Mario's hand. If this move strikes closer in, with Mario's actual limb, it deals less damage and knockback (and is much less safe from a quick counterattack if blocked).

Tap the command for a quick flaming punch, or hold it to begin charging. While charging, aim up or down with the stick, and Mario aims the blast slightly up or down. It's not a huge change in trajectory but can make a difference, like fine-tuning your aim at a target trying to float back to a stage edge.

UP SMASH

Mario leans way back, then whips his head forward in a chopping half-circle. Up smash couples with down smash to provide clear-out options, covering multiple angles. Up smash covers three vectors for Mario, striking first behind him, then above, and finally right in front as his forehead comes down. It can fulfill any role along that path, poking behind Mario, juggling or anti-airing airborne adversaries, and swatting in front.

While it swings through every direction but down, up smash actually has the most reach to Mario's back when it starts, giving it a specialized use: dash or run toward the opponent, turn away, and immediately tap Up+Attack (or flick the c-stick up with it set to smash attacks). The product is a backturned up smash while sliding toward the target. As a potential happy accident, the attack's travel from front to back with this technique might catch a crafty foe who tried to dodge past you.

DOWN SMASH

A more powerful variant to Mario's down tilt kick, and a two-sided complement to the arching punch of up smash. Mario lies low and kicks hard first to the front, then behind. The first kick hits as fast as Mario's tilt attacks, so it's easily his fastest and most reliable smash attack. The backward-striking kick is slower (hitting to Mario's backside in about the same time it takes for uncharged side smash or up smash to hit in front of him), and does slightly more damage. Against targets in front of Mario, down smash is much less safe compared to down tilt when blocked, because he still has the back kick animation to go through.

Down smash is a lower-profile swing to both sides than up smash, for when you're feeling overwhelmed in party battle modes or just plain confused about which side a threat will emerge from. It has better reach in the direction Mario's facing than up smash, too; it just lacks air cover. And in the example mentioned for up smash (canceling a run with a smash attack, in that case sliding while backturned), if you really think your opponent might dodge-roll through, down smash is more likely to cover both bases.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3x1-5	Doing five grab attacks prevents follow-up throw.
Up throw	7	Throws victim into potential juggle position.
Front throw	8	Forward throw.
Back throw	11	Backward throw.
Down throw	5	Bounces victim off ground.

GRABS

Mario's grab snags the opponent quickly. Defensively, his grab is up there with holding neutral attack for an immediate counter. Offensively, dashing grabs make great counterpoints to side tilts and dash-in pokes. If grounded opponents seem to react to your aerial attacks by shielding, mix in empty jumping and fast-falling right before them, grabbing as soon as you land.

Of Mario's throws, back throw deals the most direct damage, while throwing the victim the farthest. It can even hurt other combatants, if they're nearby! Use it if Mario's back is to a stage edge, tossing them off of it and giving you a chance to prevent their return.

Using down throw to bounce them off the ground is also good, especially at low-damage percentages, where it enables guaranteed combo follow-ups. Grab an opponent, bounce them off the ground with down throw, then immediately catch them off the small bounce with a full neutral attack combo or Super Jump Punch special move. Against heavily damaged adversaries, the bounce is too high for guaranteed combos, but you can still chase them and juggle if they make a poor tech/attack/dodge choice, or if they simply fail to recover.

But it's up throw at low-damage percentages that has the most potential, since you can catch the floating foe with several up tilt juggles in a row as a follow-up. You can, of course, also chase and juggle victims at higher percentages, but they can avoid your follow-ups by steering away and dodging in midair as the launch height creeps up with more damage. The lower the starting damage, and the heavier the victim, the less they'll be able to avoid the follow-up uppercut flurry.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	8	—
Forward air attack	14	Meteor smash on sweet spot hit.
Back air attack	10.5	—
Up air attack	7	Small hitbox behind Mario, but not as effective as it appears.
Down air attack	1.4x5, 5.5	Hits on both sides. Causes recoverable knockdown if full move hits.

NEUTRAL AIR ATTACK

Mario juts one leg forward with a flying kick that stays active for days. Because Mario keeps his leg out so long, it's ideal for hopping or jumping forward, kicking with neutral air attack at the apex, then fast-falling. This covers a long swath just before and below Mario, and he recovers quickly upon landing, just slightly slower than landing after doing nothing.

If you short-hop with neutral air attack, it might whiff over grounded brawlers. Manually short-hop and delay neutral air attack slightly (then fast-fall) to ensure it works as a low-altitude poke at ground level.

This trusty kick hits almost instantly (slightly slower than a grounded neutral attack), and deals more damage and more knockback with the initial thrust. The foot Mario keeps extended afterward deals less damage and won't punt anyone into the sunset, but its use has more to do with space control and safety than swinging for fences.

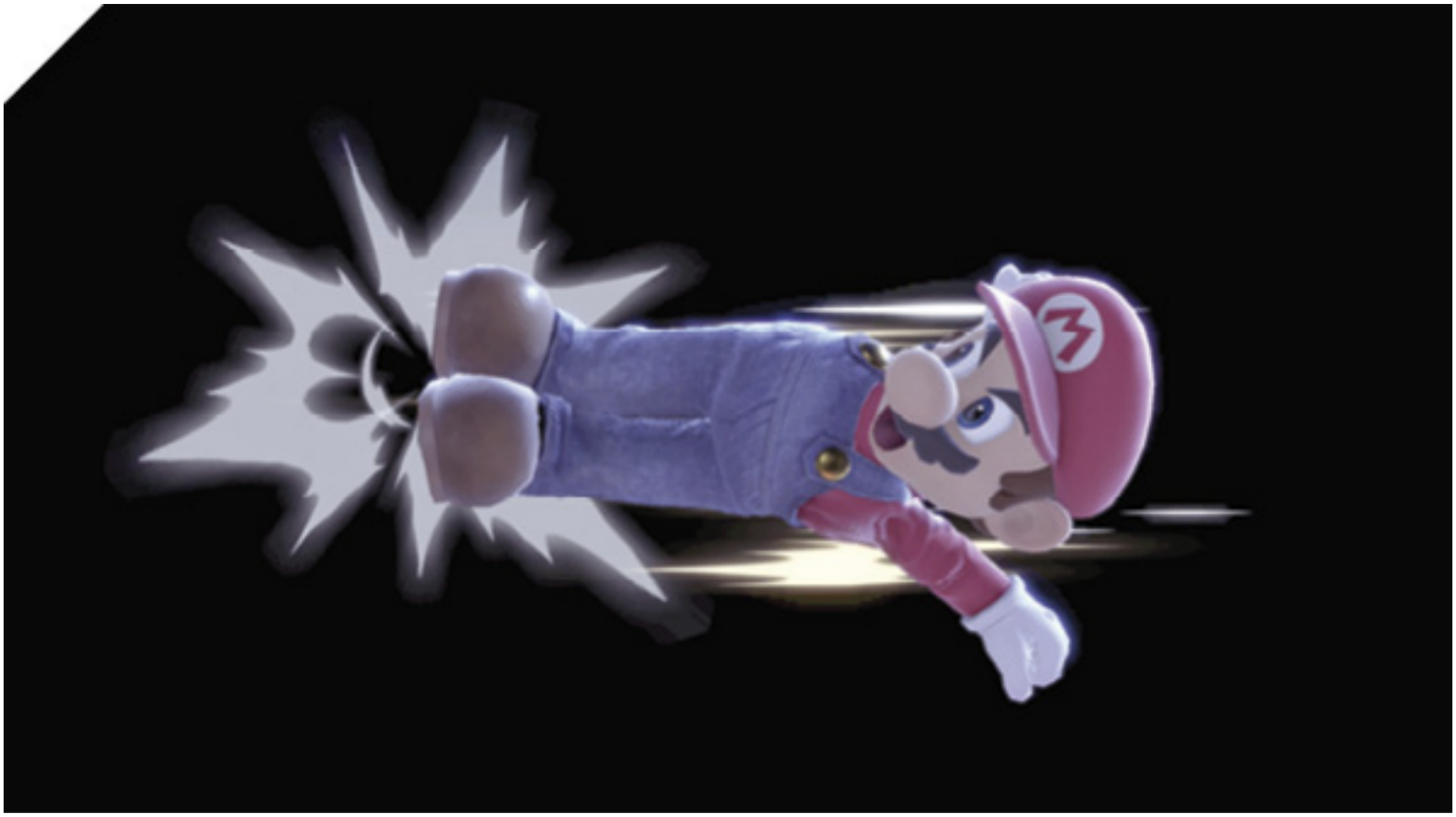
FORWARD AIR ATTACK

While moving forward in midair, Mario whirls forward with a walloping overhand punch.

Forward air attack sweeps over Mario a bit like up smash, but the sweet spot is the midpoint, not just over Mario and not at the end of the swing either. Strike with the right spot of the attack to spike the victim down in a meteor smash effect. They'll be launched downward sharply, bouncing off the ground if it's in the way. At a high-damage percentage, spiking someone off the stage with a perfect forward air might score a KO outright if they bounce out the top of the stage. And beyond a stage edge, spiking someone with forward air may KO them even at a low-damage percentage if it knocks them so low that their remaining recovery options fail them.

The catch is simply that spiking brawlers with forward air requires a lot of precision. You have to jump (or step off the stage) along the right arc, nudging Mario's midair travel as needed along the way, while timing the swing of forward air to meet with another airborne opponent. Not to mention that out past a stage edge, you still need to double-jump and Super Jump Punch or directional dodge back, and this can get complicated if you're in a battle mode with multiple foes.

BACK AIR ATTACK



Mario puts his whole body into a flying sideways boot kick with both boots. Back air attack is more powerful than neutral air attack, though it doesn't stay active nearly as long. It's much easier to aim and hit with than forward air attack, though it doesn't hit as hard.

Sometimes back air is obviously the way to go, like when Mario is launched high and floating down with his back to opponents. It kicks and recovers so quickly that it can be used repeatedly during lengthy airborne periods. With Mario's back to targets, jumping with back air on the way up and again on the way down, pointed at them, is a decent stalling and space controlling tactic.

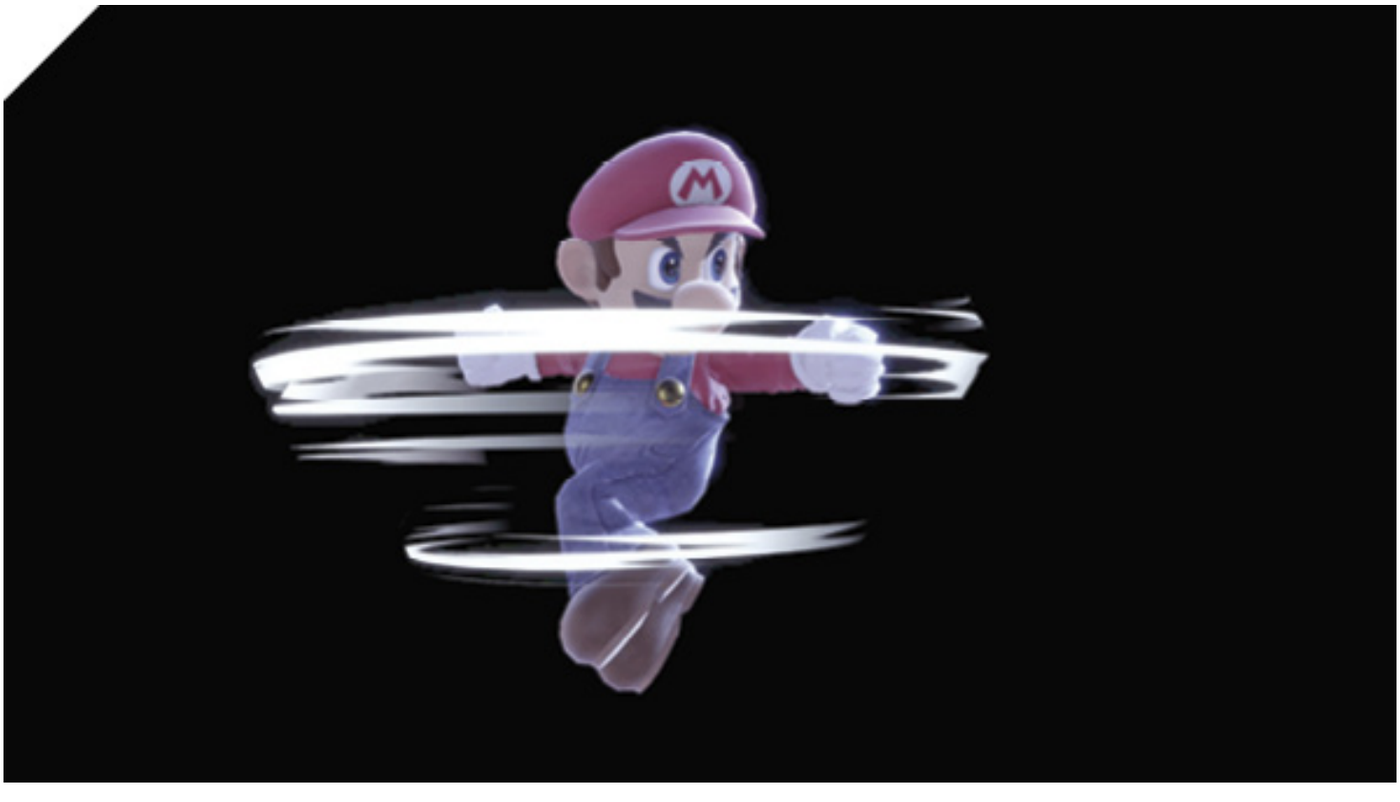
Like up smash, back air can be repurposed as a forward-moving attack via a couple tricks. The simpler one, from a standing start with Mario's back to the enemy, is to jump, then immediately hold toward the foe on the stick (to Mario's back). Think of it like you mean to press Jump+direction together, but you're barely late with the direction press. This produces a backward jumping animation and momentum from a standing start, allowing the use of back air as a normal jump-in. This trick also works with short hops, so you can press Jump+Attack, then move the stick toward Mario's back for an "instant" rising back air.

Another way is to run toward the enemy first, then tap away to pivot and slide, then cancel the slide with a backward jump toward the enemy. This requires much more takeoff space than simply jumping backward, and grants much more range. Use the Attack+Jump command for a short hop and Mario attacks on the way up, hitting standing targets. Fast fall used after such a rising kick is about returning to the ground ASAP, instead of slashing on the way down like fast-falling with neutral air attack.

UP AIR ATTACK

Mario spins backward with an airborne wheel kick that covers upward angles. There are often chances to leap up and swing with up air. Other fighters scampering on platforms or leaping above are prime targets. Popping someone up with up throw, a smash attack, or a forward air spike can give chances to juggle with up air. If enemy damage is high enough, it starts being a KO threat on hit, along with back air. It's also great for going after fighters trying to make it back to a ledge from high offstage.

DOWN AIR ATTACK



Mario whirls in a spinning lariat before popping into a clothesline swat to both sides. Mario's spin can hit up to five times, before the finishing punch launches the victim away. Depending on Mario's trajectory through the air, along with the target's, they might fall out of the spin, causing the final blow to whiff. If the entire sequence hits, the final swat pops the enemy into a jugglable position before leaving them knocked down on the ground, though they can recover in midair before landing (or break their fall just before hitting the turf).

A signature move for Mario, down air adds to his multi-hit potential along with Super Jump Punch. As an aerial lariat, it hits a little higher than his lower-angled kicks, but is still fantastic air-to-air or air-to-ground if well-aimed. It works well for throwing different timing at opponents than other air attacks, and is great from aggressive low-altitude hops. Depending on where down air's motion ends, there may be time to neutral air attack attack or dodge before landing. If blocked, the spin and pushback of the move tend to leave Mario relatively safe.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	5 close, 4 far	Fireball does more damage closer in.
Side special	7	Turns victim around. Reflects projectiles.
Up special	5.0, 0.6x5, 3	Intangibility around initial launching hit. Controllable floating lag until landing.
Down special	0	Water cannon must first be charged. Charge can be canceled with intangible side roll. Once charged, activation unleashes a water stream with heavy pushback.

NEUTRAL SPECIAL: FIREBALL

Mario's neutral special is his classic fireball toss. After he releases it, the projectile travels forward for just over one second before dissipating. Released in midair, it travels diagonally down-forward until it hits a platform, then starts bouncing. Thrown on solid ground, a fireball bounces three times before vanishing. Mario can throw another fireball while one is already out, putting two on-screen at a time.

The fireball deals a little more damage during the first half of its travel. The damage is low in either case, but that's fine for a low-commitment move you can safely pepper foes with from afar. Throw fireballs while stalling on the other side of a stage or when gliding down from high up, if no one is currently harassing you. Chase fireballs in to rush at targets with a little help, but watch out for reflection moves sending fireballs back at Mario.

SIDE SPECIAL: CAPE

Mario whips out a cape and swings it before him.

Incoming projectiles and items can be reflected with a deft swipe of the cape. Any opponents hit by the cape takes a little damage while getting turned around and having their controls momentarily reversed! It's not for launching them or interrupting and overpowering their attacks; it's for redirection. In Super Smash Bros. Ultimate, it's extremely important to keep track of the direction one's fighter is facing, so Mario's ability to mess with this can be a devious trick. Opponents spun around in the middle of the stage have to take the mental step of reorienting themselves, and might have their execution tricks thwarted (like someone trying to rush with short-hopping back airs or turning smashes) or game plan flowchart interrupted. For an extreme example, using a cape hit to turn a foe just before they use a Final Smash can cause the entire attack to whiff harmlessly in the wrong direction. When guarding a ledge against someone trying to recover from off the stage, a well-timed cape swing can flip their lunge for safety in the exact wrong direction.

If a cape swing is performed in midair, Mario's falling momentum is halted briefly during the swing (with diminishing returns on this trick if you use the cape repeatedly during the same airborne period). This can be useful if you happen to be hanging out high above a stage and want to make your falling arc and timing less predictable. It also synergizes well with the edge-guarding example just mentioned: Mario can afford to step off the stage, fall toward the endangered opponent, swing the cape to mess with their recovery plans (while briefly slowing his own fall), before double-jumping/Super Jump Punching back to safety.

UP SPECIAL: SUPER JUMP PUNCH

Sproing! Mario springs upward with the jumping punch he's honed since time immemorial, ideal for busting brick blocks or knocking upstart challengers out of the way. Catch someone with the beginning of Super Jump Punch's rise, and Mario carries them upward, scoring several hits as coins spew noisily out of the victim.

Like most up special moves, one of Super Jump Punch's vital functions is a kind of triple jump, giving Mario another option to save himself when ejected off the side of a stage. When in danger of plummeting and losing a stock, double-jump toward the stage, then Super Jump Punch to the nearest ledge. If well-aimed, Mario grabs hold of safety automatically. If you're high enough in the air and have some extra height to play with, you might be able to make this recovery trajectory less obvious by double-jumping, then directional air-dodging away from/through aggressors, then Super Jump Punching back to a ledge or platform as needed after the air dodge recovers.

Super Jump Punch hits quickly up close, faster than any of Mario's tilt attacks and only a tiny bit slower than his neutral attack. It also has a period of intangibility starting for a few frames right after it hits but before Mario springs upward, so as long as Mario gets through the very beginning without getting interrupted, he's briefly immune to harm while blasting off. At the top of Super Jump Punch's travel, Mario drifts back to the ground. He can be steered back and forth to choose a landing spot, and fast fall is possible for speeding descent, but he's unable to act again until landing (or until someone hits him out of the air, resetting his state).

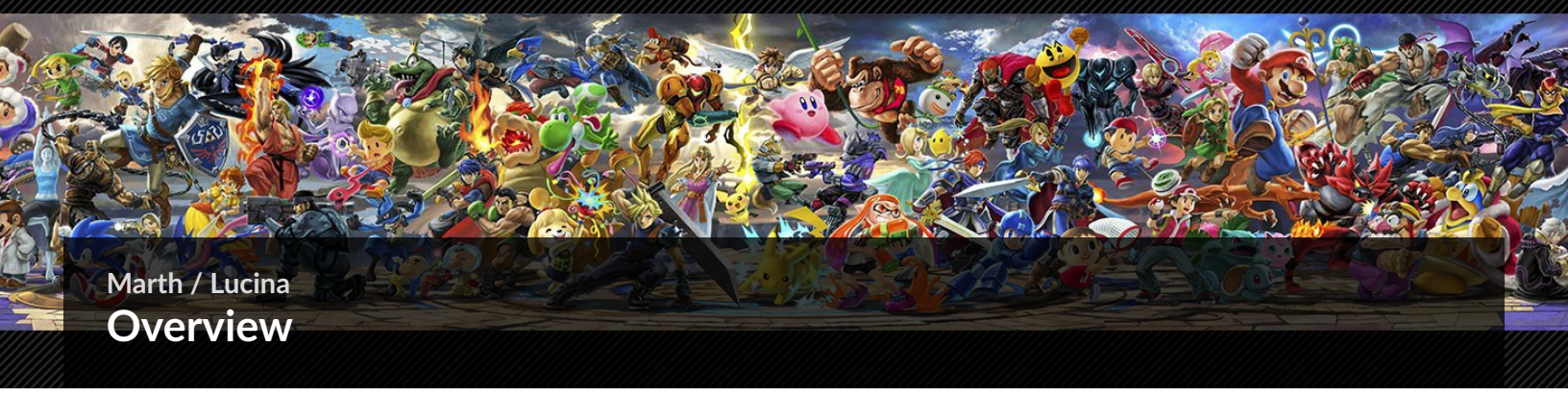
DOWN SPECIAL: F.L.U.D.D.

Mario's water cannon must be charged before use to refill the water tank. This works like many fighters' special moves, where a powerful maneuver requires charge time beforehand. If bogeys are inbound while Mario is charging F.L.U.D.D., tap left or right to dodge-roll out of the charging stance, potentially avoiding harm. Once F.L.U.D.D. is fully refilled, Mario naturally ceases charging. The next time you input down special after that, Mario discharges the pooled water, spraying it at high velocity for about a half-second. As the water gushes, input up or down to direct the spray. Once it's discharged, F.L.U.D.D. must be refilled again before reuse.

F.L.U.D.D.'s water jet deals no damage but has a powerful pushback effect, which works against both items and fighters! Get in the habit of charging the water cannon early (either all at once if the coast is clear, or charging bit by bit, then dodging away from assailants), then wait for the prime opportunity to surprise the opposition. For the most embarrassing way to soak your challengers, punt them off the stage, then push them back over the abyss with F.L.U.D.D.'s stream as they struggle to return.

FINAL SMASH: MARIO FINALE

Imbued with the power of the Smash Ball, Mario is ready to unleash his most powerful attack with a neutral special move input. Upon activation, Mario fries almost one half of the screen (whichever direction he's facing) with an enormous gout of swirling flames. Mario finale is capable of striking multiple targets over a dozen times each, possibly scoring several KOs at once.



Marth / Lucina

Overview

Marth's general game plan is to create danger zones around him with his wide array of far-reaching sword attacks, like neutral air attack, forward air attack, down air attack, and up tilt. His effective attack range protects most of his angles, but while he excels at deterring enemies from approaching him, his effective hitboxes can and should be applied aggressively. With well-timed full and short hop jump attacks, Marth can be a deadly force of nature on both offense and defense. Once you condition your foes into constantly shielding your overwhelming airborne sword attacks, your game plan should alter into a much more aggressive style, baiting the enemy into dropping their shield, or straight-up breaking it and going for high-damage Dancing Bladecombos.

Marth's sweet spot is generally universal, with the hilt and handle part of his sword dealing lower damage, while landing hits with the tip of his blade deals much more, with a higher possibility of knocking out enemies. One of your primary goals as Marth is to stay at a set spacing at all times. Not only does this make your offense and defense safer while you apply your aerial pressure, but it ensures that you deal maximum damage with your sweet-spothits.

Occasionally, your sour-spot hits can be a blessing, allowing for certain combos or tech get-up situations due to the lower amount of hitstun and knockback.

MARTH / LUCINA VITALS

MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

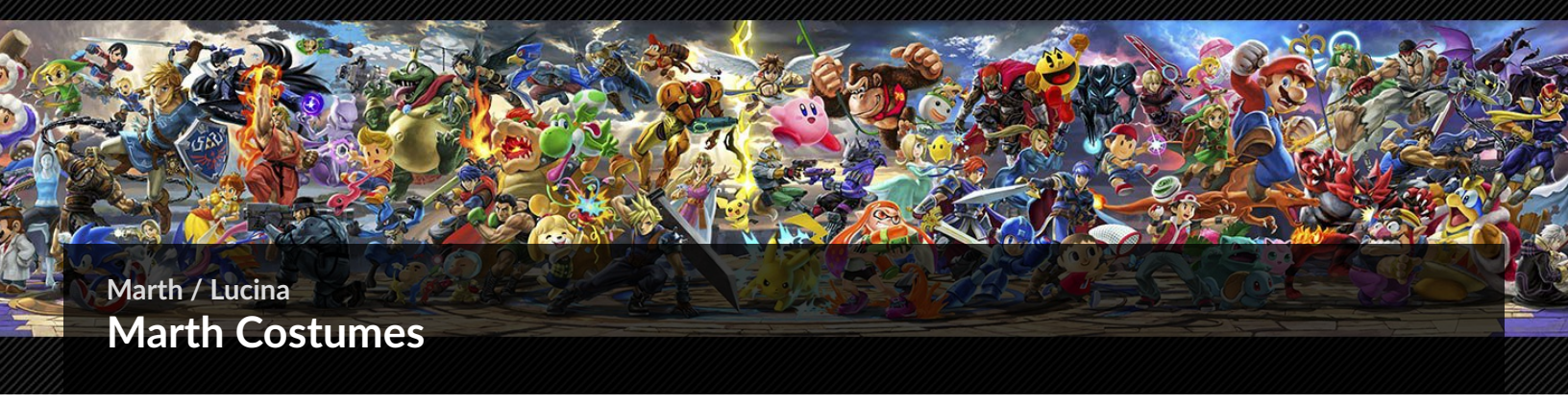
MOVEMENT RANKS	
Ground speed:	C+ (21-22)
Air speed:	C+ (38-39)
Falling speed:	C (40-43)
Weight:	D+ (50-52)

#1 WALKERS

Marth and Lucina are tied for having the fastest walk speed in the game, allowing them to use their tilt attacks more consistently.

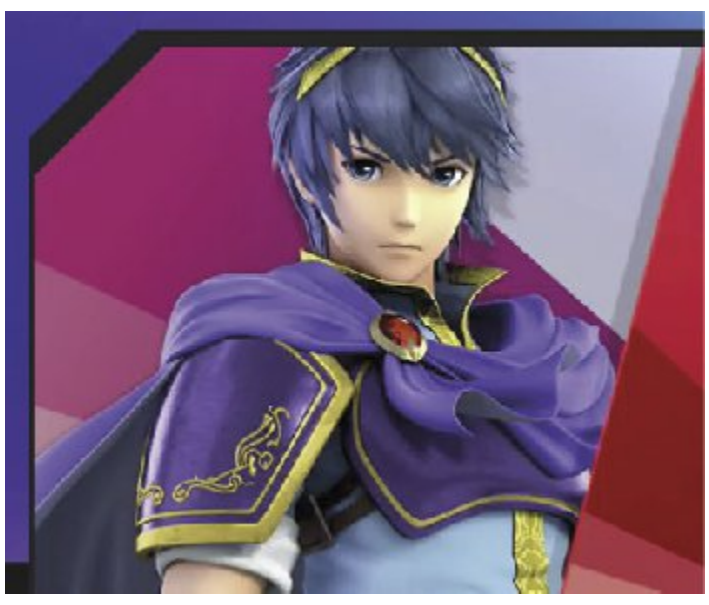
SWEET AND SOUR DIFFERENCES

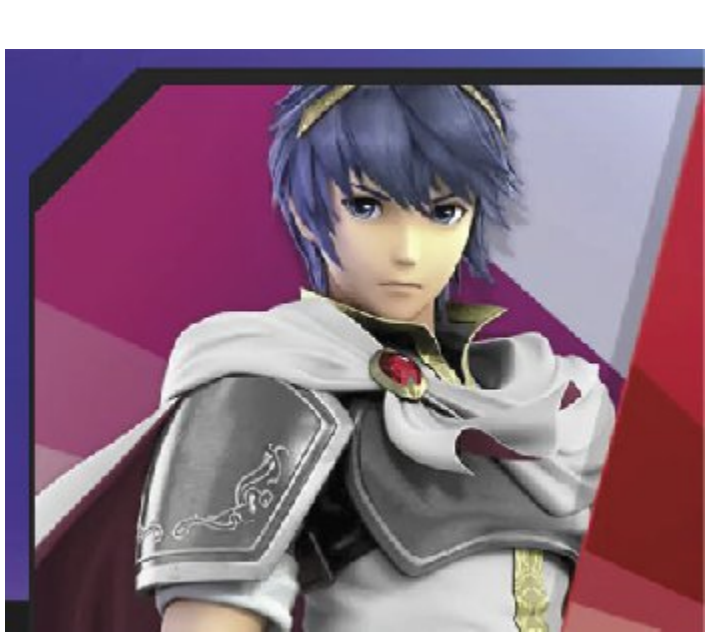
Marth and Lucina have identical attacks and moves, but differ in their damage output. Marth's attacks have sweet and sour spots, while Lucina's attacks are balanced across her sword. Marth hypothetically deals more overall damage, including higher shield-breaking potential since you're rewarded for your improved sweet-spot accuracy. However, you can apply the same strategies to both fighters.

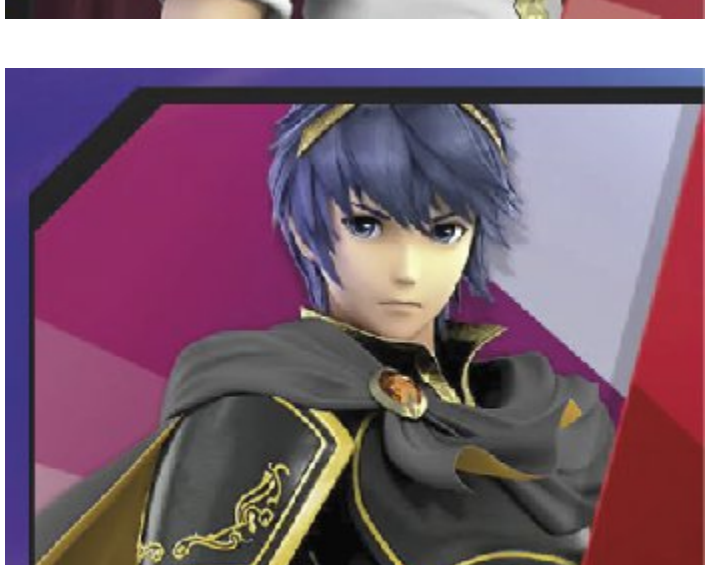


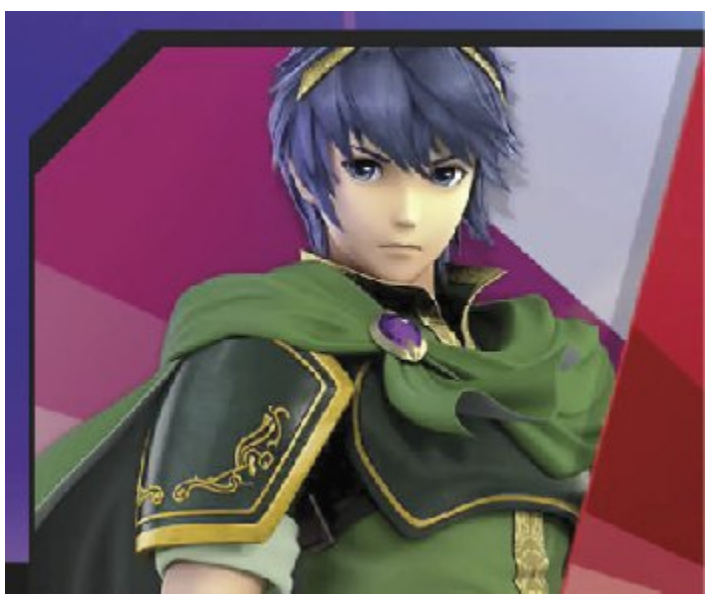
Marth / Lucina

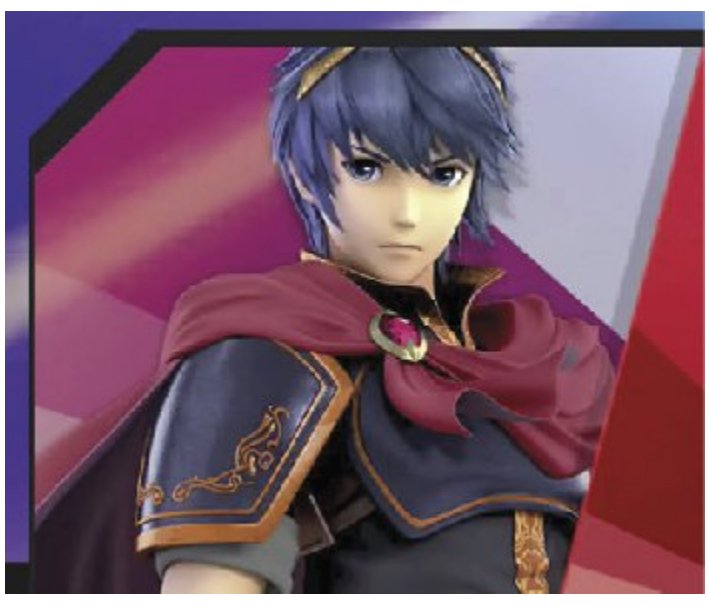
Marth Costumes

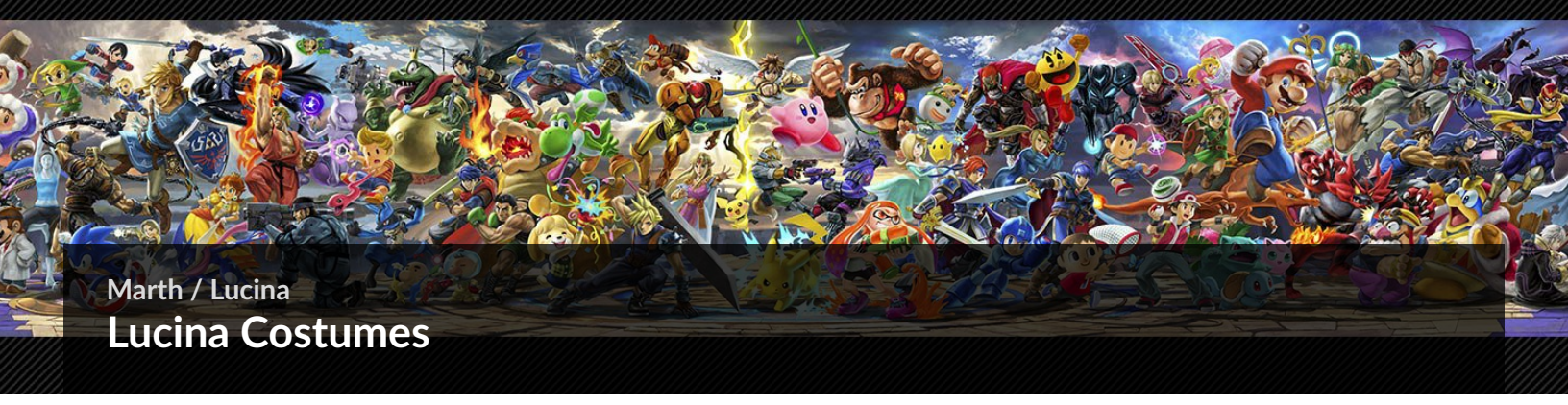






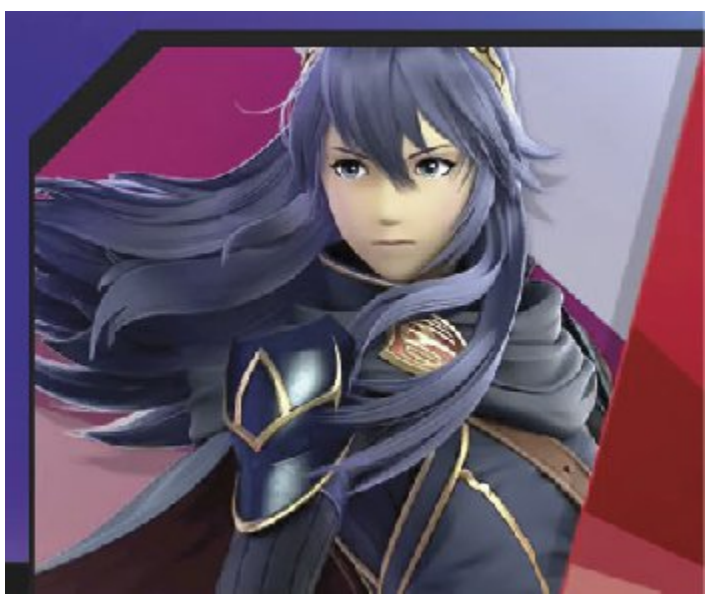


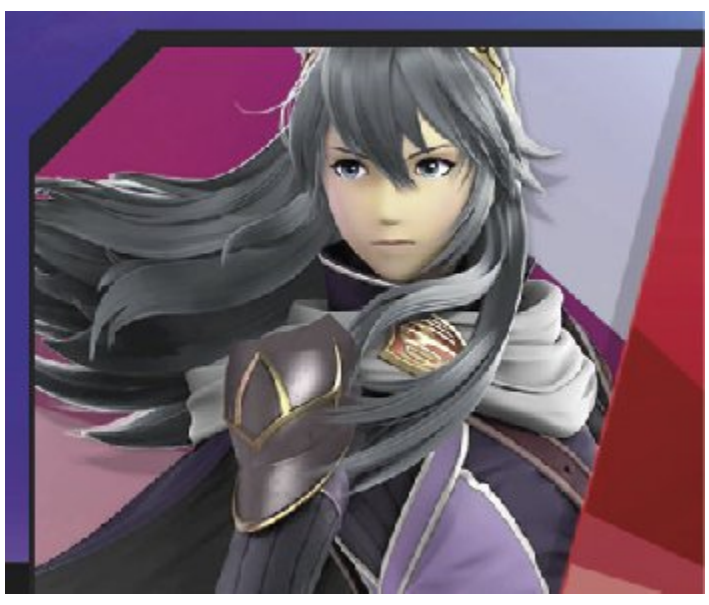


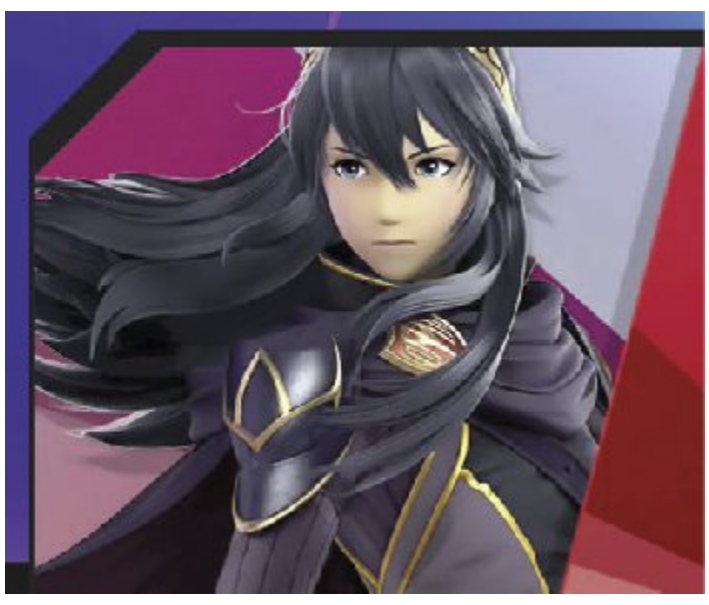


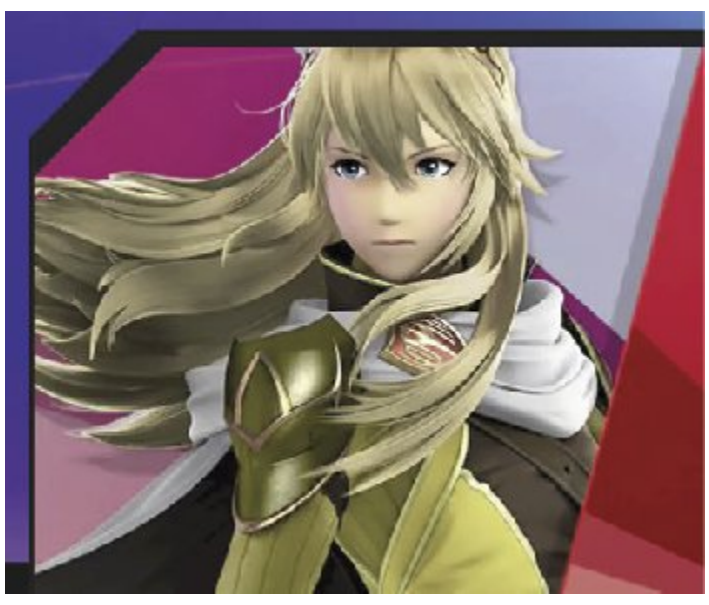
Marth / Lucina

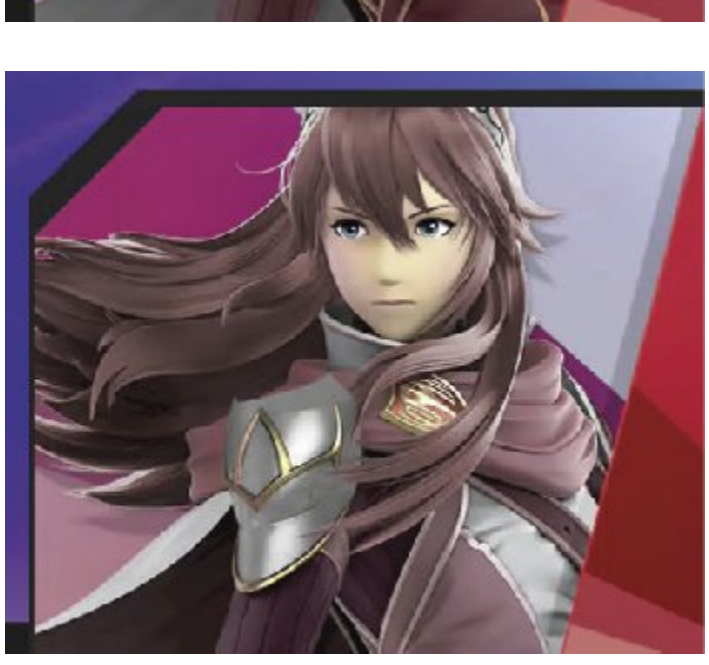
Lucina Costumes

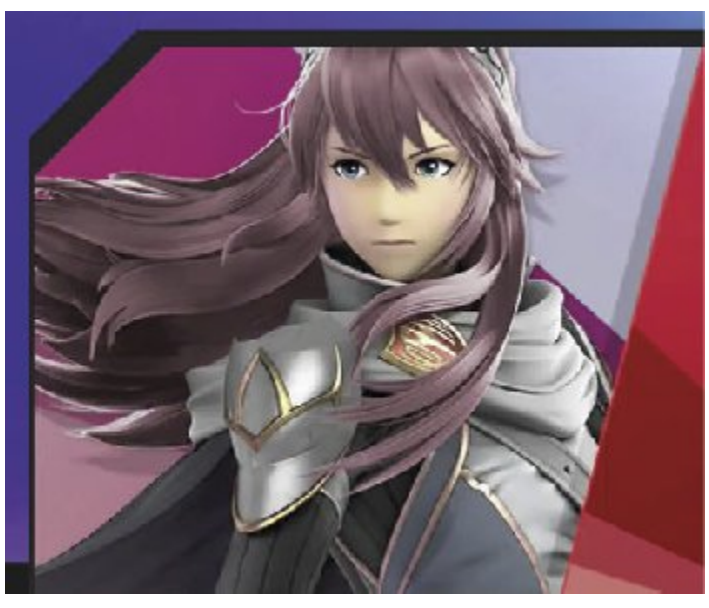


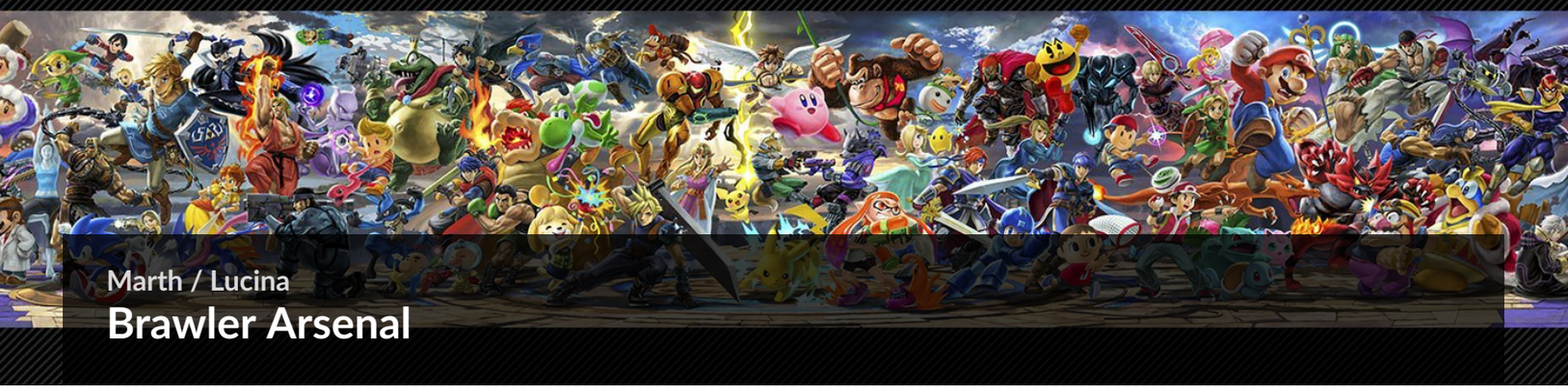












Marth / Lucina

Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS: MARTH

MOVE	DAMAGE	NOTE
Neutral attack 1	5	Deals more damage with tip.
Neutral attack 2	6	Knocks up and away. Deals more damage with tip.

NEUTRAL ATTACKS: LUCINA

MOVE	DAMAGE	NOTE
Neutral attack 1	3.3	—
Neutral attack 2	4.8	Knocks up and away.

Marth quickly lashes out with a backhanded slash, then follows with an inward swipe, knocking away enemies to midrange.

Neutral attack, or "jab," is Marth's fastest strike and is primarily used to interrupt enemy aggression. Its effective attack area (its hitbox) is relatively large for such a fast attack, and although you don't get any kind of guaranteed follow-up (jab 1 doesn't pop up standing foes), it's one of your best defensive punishers, against whiffs or right after dropping shield.

Off of connected neutral attack 1, 2 combos, you can press a knockdown advantage by dashing or jumping in, but you can't get any kind of juggle combos or 50/50 opportunities.

DASH ATTACK: MARTH

MOVE	DAMAGE	NOTE
Dash attack	12	Launches up and away. Deals more damage with tip.

DASH ATTACK: LUCINA

MOVE	DAMAGE	NOTE
Dash attack	10.9	—

While dashing, Marth uses his momentum to deliver an outward horizontal swipe attack that launches foes, dealing more damage if he hits with the tip of his blade.

If spaced properly, Marth's dash attack is incredibly dangerous. It deals high damage with high launching power if you can hit with the outer edge of the attack. You're doubly incentivized to space it out to hit at max range since it's a bit safer when shielded.

Use dash attack to chase retreating enemies or to punish your foe's laggy smash attacks from past close range.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS: MARTH

MOVE	DAMAGE	NOTE
Side tilt	12	Launches away. Deals more damage with tip.
Up tilt	9	Launches directly above and slightly behind for potential follow-up. Deals more damage with tip.
Down tilt	10	Knocks back. Deals more damage with tip.

TILTS: LUCINA

MOVE	DAMAGE	NOTE
Side tilt	11	Launches away.
Up tilt	8.1	Launches directly above.
Down tilt	8.5	Knocks back.

SIDE TILT

Marth delivers a defensive midrange upward cut, slashing away enemies.

This ground attack is one of your staple universal attacks, suitable for a variety of situations. You can use side tilt to zone out both grounded and airborne enemies, punish laggy attacks, and to knock out high-percentage enemies.

Side tilt is relatively safe on shield at max range, and you can follow up shielded side tilt slashes with standing jab. For instance, pester your foes with side tilts to condition them into going for a predictable roll into you, then punish the roll with a quick neutral attack combo.

UP TILT

Marth swings his sword high above him, creating a no-fly zone and cutting down airborne foes within reach.

Up tilt is one of your fastest ground attacks. It features an amazing effective attack area, with incredible vertical reach. While it's designed to clear out the space above you, it's versatile enough to be used in certain defensive attack scenarios. Connecting with up tilt keeps your target above you for follow-up combo opportunities. Additionally, up tilt is superb for baiting out air dodges and double jumps, and beats out most opposing downward attacks. Essentially, if you can stay under an airborne foe with Marth, you're in a strong advantaged position.

Up tilt even has a rear hit effect in case you need to immediately hit an enemy behind you.

DOWN TILT

Marth crouches low to the ground and quickly thrusts at the enemy's feet. This low-profile attack is Marth's safest ground poke. He becomes difficult to hit because of his crouching animation, and when shielded, the attack is relatively unpunishable. It makes for a superb edge-guarding attack against hanging opponents, as you can quickly poke at the ledge from a distance, forcing out mistakes.

At around medium-damage values against certain fighters (roughly 60-80% on middleweights), you can start going for tech and combo setups as the sweet-spot down tilt launches. From there, you can either run in and set up a throw or apply more sword pressure. Against higher-damage enemies, your non-critical hits knock down and can force tech situations.

SMASHES: MARTH

MOVE	DAMAGE	NOTE
Side smash	18	Launches away. Deals more damage with tip.
Up smash	17	Launches directly above. Deals more damage with tip. Attack around feet deals 3 damage.
Down smash	12	Launches away. Deals more damage with tip.

SMASHES: LUCINA

MOVE	DAMAGE	NOTE
Side smash	15	Launches away.
Up smash	14.3	Attack around feet deals 3 damage.
Down smash	9.5	Launches away.

SIDE SMASH

Marth smashes his sword down with a powerful overhead swing in front of him. The tip of the blade has astounding launching power, but can be difficult to connect with. Side smash is an absurdly powerful punish attack—not only does it deal a ridiculous amount of sweet-spot damage, but it's also one of the fastest forward smashes in the game (along with Pit's and Samus's)! One of the many ways to punish enemies with this attack is if you can zone them off the ledge and force them into going for multiple ledge grabs, forfeiting their intangibility and giving you an essentially free side smash.

UP SMASH

Marth forcefully thrusts his sword straight into the air above him, causing a small upward force around his lower body that propels foes into the air. This high-risk, high-reward kill move has a unique lower hitbox around Marth's feet that, on hit, deals minor damage but throws enemies hit by it into Marth's extended sword.

DOWN SMASH

Marth sweeps the floor and clears out nearby foes with front and rear blade attacks. While it's unsafe and easily punishable, down smash has a relatively fast start-up time and can occasionally be used right after blocking for retaliation. But for the most part Marth's down smash should be left out of your neutral-game arsenal. Down tilt is simply much safer, faster, and more effective.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	4	Forward throw. Launches up and away, high knockback.
Back throw	4	Backward throw, high knockback.
Up throw	5	Launches directly above.
Down throw	4	Launches up foe for follow-up attack.

GRABS

Marth's grab is a conventional one with a quick start-up and solid range. It's about the same speed as his neutral attack, so they can be used in similar situations (they're both great options immediately after you block).

Marth's grab attack is a knee strike. His forward and back throws are conventional, used to force tech get-up situations (at certain damage percentages), and for knocking out high-damage foes into a blast zone.

Off of down throw, you can usually score a guaranteed combo with back air or up air (depending on how your victim shuffles). Additionally, you can bait out double jumps and air dodges, potentially opening up opportunities for heavy punish combos.

For the most part, Marth's grab game isn't his strong suit, and can be highly risky to go for unless you make good reads on defending opponents. You generally want to stay airborne with your wide arc attacks to chip away at enemy shields.

AERIAL ATTACKS

AERIALS: MARTH

MOVE	DAMAGE	NOTE
Neutral air attack	5, 9.5	First hit pops up. Second hit knocks away. Deals more damage with tip.
Forward air attack	11.5	Knocks back. Deals more damage with tip.
Back air attack	12.5	Launches away. Deals more damage with tip (very strict). Causes direction turn.
Up air attack	13	Launches up for potential follow-ups. Deals more damage with tip.
Down air attack	14	Middle tip causes meteor smash. Deals more damage with tip.

AERIALS: LUCINA

MOVE	DAMAGE	NOTE
Neutral air attack	4.3, 8.6	First hit pops up. Second hit knocks away.
Forward air attack	10.5	Knocks back.
Back air attack	11.9	Causes direction turn.
Up air attack	11.4	Launches up for potential follow-ups.
Down air attack	12.4	Middle tip causes meteor smash.

NEUTRAL AIR ATTACK

Marth performs two consecutive slices into the air in front of him. The first swing targets enemies directly in front, while the second swing can potentially take down foes behind him.

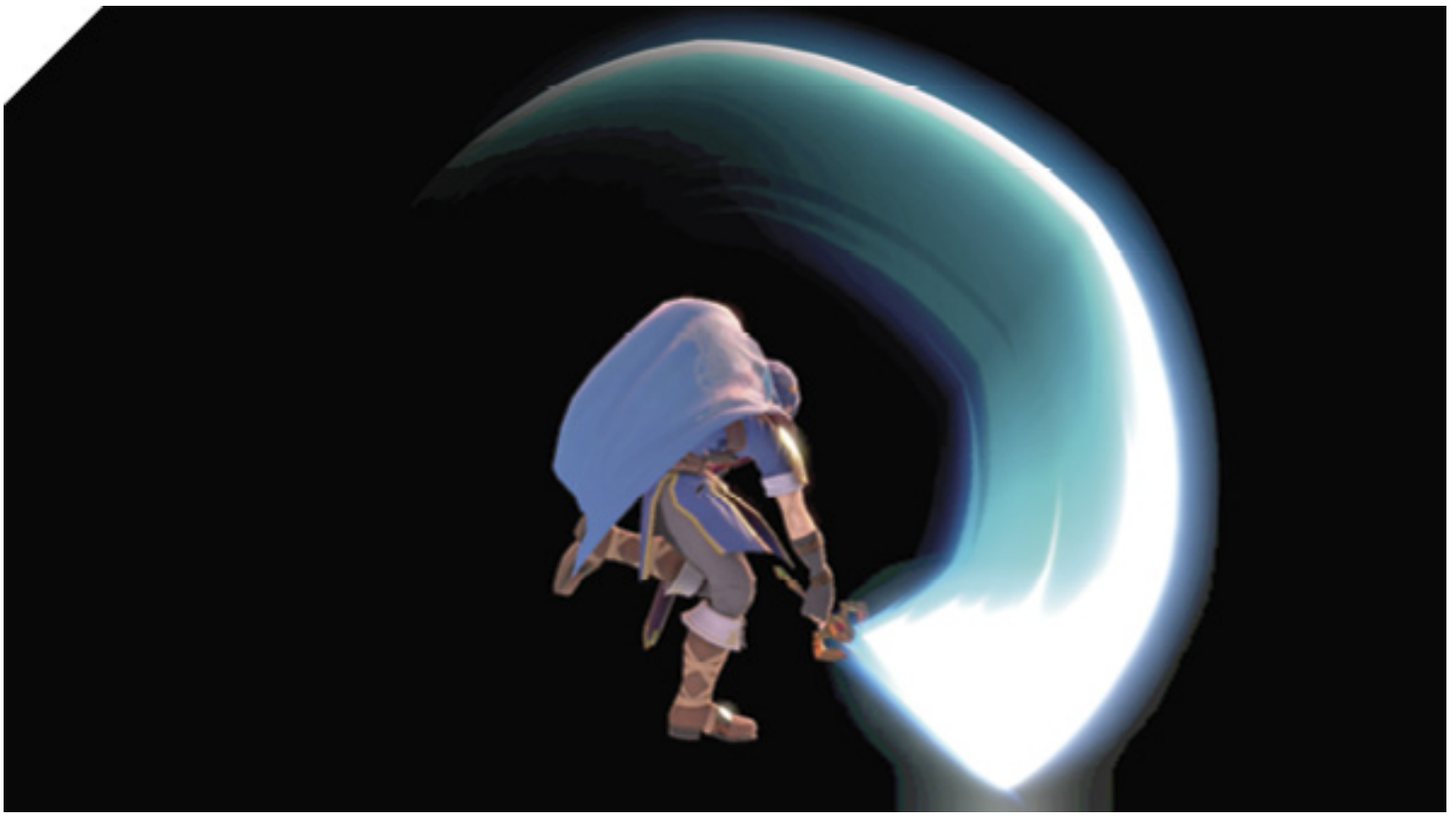
Neutral air attack is primarily a spacing tool. If you need to retain a safe distance while deterring aggressive opponents, use short hop and jump neutral air attack attacks for strong horizontal air control.

It also makes for an excellent defensive maneuver right after blocking. Cancel your shield with the short hop plus neutral air attack shortcut command (press Jump+Attack simultaneously while holding shield) for a get-off-me air maneuver that allows you to remain relatively mobile.

One of the most optimal neutral air attack sequences is: short hop, peak-of-jump neutral air attack, cancel into fast fall. If timed and executed properly, you should have the first neutral air attack swing come out near the apex of your jump, then the second swing of your neutral air attack come out right before your feet touch ground.

At higher-damage percentages, neutral air attack allows for incredibly strong combos, as the first strike causes a high hitstun pop-up effect. For instance, against a medium-sized fighter at 75%, you can combo low-altitude neutral air attack (one hit), into a forward smash attack. For most practical purposes, up tilt is your best option, as it launches foes and provides your standard air follow-ups and mix-ups.

FORWARD AIR ATTACK



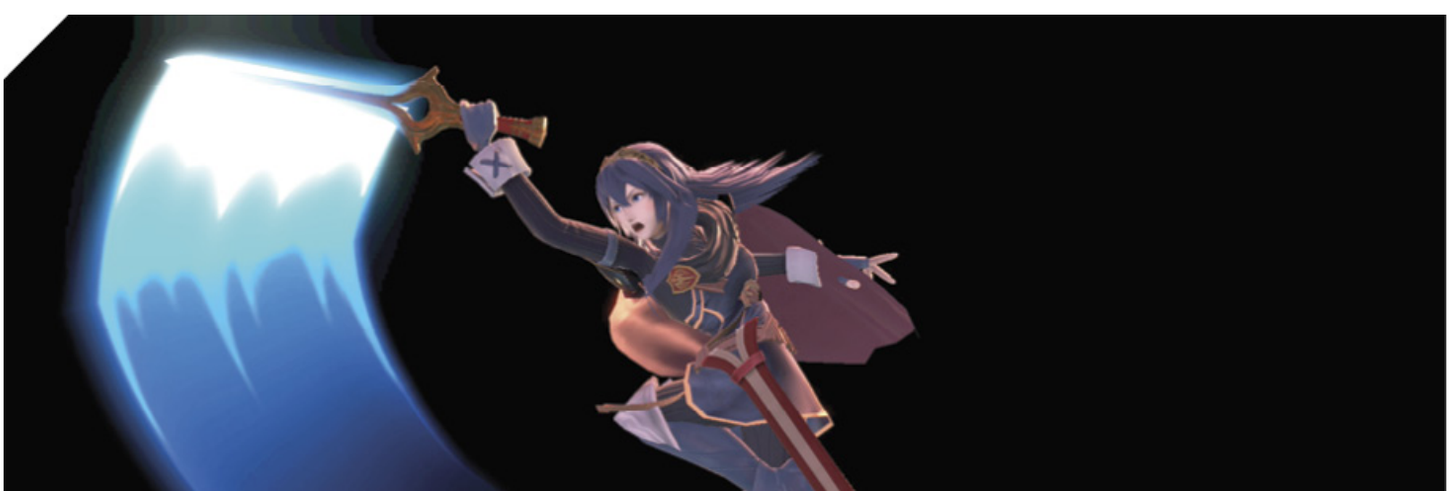
Marth delivers a downward slash starting from above him and ending the swing around knee level.

This air attack is a superb aggressive poke, particularly when executed during short hop or off of a short hop neutral air attack shortcut (forward+Jump+Attack). Use this attack to force your opponents into a defensive posture and to damage their shields.

Alternatively, you can go for jump into early forward air attack, then hold back on the stick to retreat while descending on the enemy with a neutral air attack or up air attack to potentially set up a juggle combo. You can also use double jump after the jump forward air to begin mixing things up once your opponent catches on to your jump forward air tactics.

Forward air attack is your main edge-guarding knockout attack, thanks to its wide-arc hitbox and relatively quick speed. It's also an amazing combo-starter in the neutral game because of its pop-up effect. If you can hit it late (or "deep" during a hop), you can juggle with almost any follow-up attack as long as you're fast enough.

BACK AIR ATTACK



Marth turns around midair for a quick upward slash. This is a unique move in that Marth can change his direction while attacking. After the beginning part of the move, he changes direction in midair.

The power and versatility of being able to switch the direction you're facing midair can't be overstated. Marth's back air attack gives him access to several on-demand options, particularly when it comes to edge-guarding. With his back facing the ledge, he can jump off a platform and swipe at a recovering opponent (and turn to face them), then follow up and swipe them again with forward air attack.

Since back air turns you around immediately, you can use it to modify your facing direction at any point. For example, you can jump one way, then right before your feet hit the ground, perform back air. Even if your attack animation never goes off, you'll be running on the ground in the opposite direction. This is useful in case you need to perform certain moves the opposite direction, but you committed to a jump facing another direction.

UP AIR ATTACK

While airborne, Marth performs a somersault while swiping with his sword above him in a wide-ranging arc. Up air attack is almost as versatile and powerful as front and neutral air attack, making Marth's air game absurdly strong. It's as good as it gets when it comes to conventional up air anti-air attacks. Plus, its pop-up effect is similar to forward air, giving you another way to combo into up tilt and other naturally quick launcher strike.

Once you get a juggle situation going under your airborne victim, stay under and try to bait out and punish air dodges while mixing up your up air and up tilt timings to keep them guessing. Like other anti-air up air attacks in Super Smash Bros. Ultimate, you can punish opponents who've pre-emptively spent their double jumps if you can position yourself beneath them.

DOWN AIR ATTACK

Marth delivers a 180-degree downward swipe, potentially spiking foes plummeting to their deaths. Marth's down air is, unsurprisingly, an excellent attack for descending upon enemies. Its arc almost ensures that you connect with an enemy beneath you, forcing them to respond with a high-priority anti-air or to eat a significant amount of shield damage.

Down air attack has a meteor smash spiking effect at a specific point and angle in its swing. If you can score a hit during the halfway point in the animation (as Marth's sword is pointing straight down), you can land a sweet-spot meteor smash that allows you to either knock down enemies into a pit, or cause them to bounce off a platform for a potential follow-up. At certain damage percentages, if you score a ground-bounce spike into a missed tech, you can potentially punish the enemy with a kill via up smash or forward air follow-up.

SPECIAL MOVES

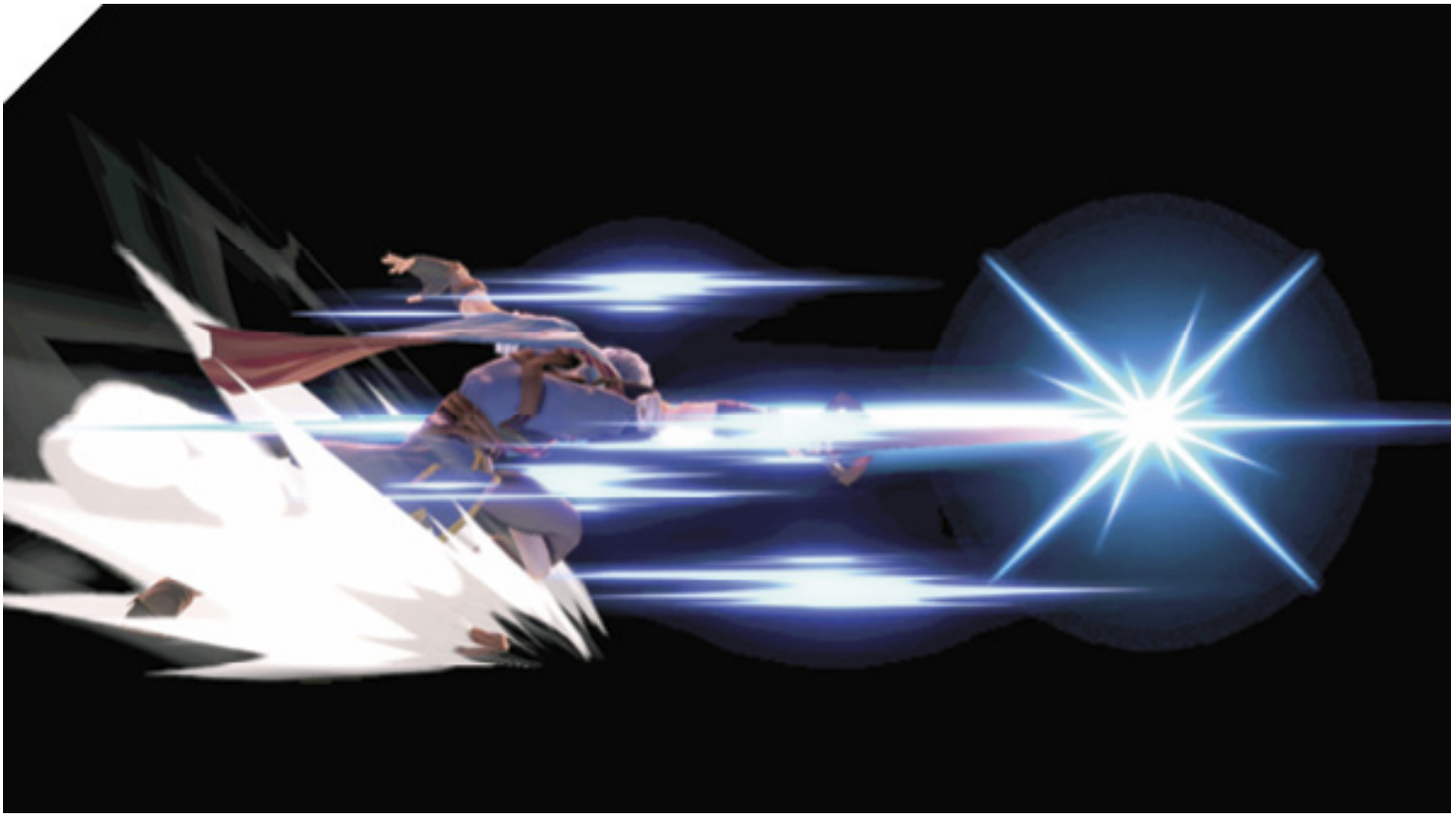
SPECIAL MOVES: MARTH

MOVE	DAMAGE	NOTE
Neutral special	10.3 (27.6 max charge)	Deals more damage with tip. Can be tilted up and down. Deals bonus shield damage. Uncharged critical hit deals 80% shield damage.
Side special	3, 3, 4, 6; Up special (second, third, fourth attack): 3, 4, 7; Down special (third, fourth attack): 4, 2x4, 5	Possible up special attacks from steps 2-4. Possible down special attacks from steps 3-4.
Up special	11 (early), 7 (later)	Brief intangibility before hit. Bonus damage on early hit.
Down special	26.4 (max)	Damage varies depending on attack Countered.

SPECIAL MOVES: LUCINA

MOVE	DAMAGE	NOTE
Neutral special	8.5	Deals bonus shield damage. Uncharged sweet-spot hit deals 80% shield damage.
Side special	2.8, 2.8, 3.3, 4.8; Up special (second, third, fourth attack): 2.8, 3.3, 5.7; Down special (third, fourth attack): 3.3, 2x4, 4.3	Possible up special attacks from steps 2-4. Possible down special attacks from steps 3-4.
Up special	11 (early), 7 (later)	Brief intangibility before active hit. Bonus damage on early hit.
Down special	26.4 (max)	Damage varies depending on attack Countered.

NEUTRAL SPECIAL: SHIELD BREAKER



Marth charges up his sword and unleashes a shield-penetrating thrust, breaking the enemy's guard. Shield Breaker, as its name implies, deals bonus shield damage, especially when connecting with its sweet spot, the tip of Marth's blade. Without charging the attack, connecting with Shield Breaker's sweet spot deals 80% of a fighter's shields, essentially leaving them with one more block before they're forced into shield-break dizzy, giving you freedom to go into full offense mode.

Shield Breaker also features subtle movement implications. For instance, performing charged Shield Breaker in midair after you're launched high off the side of a platform can give you just enough of a boost to help you recover back onto a ledge.

Additionally, you can aim the attack by holding a direction and then releasing. This deals more damage if you strike an enemy's head.

SIDE SPECIAL: DANCING BLADE

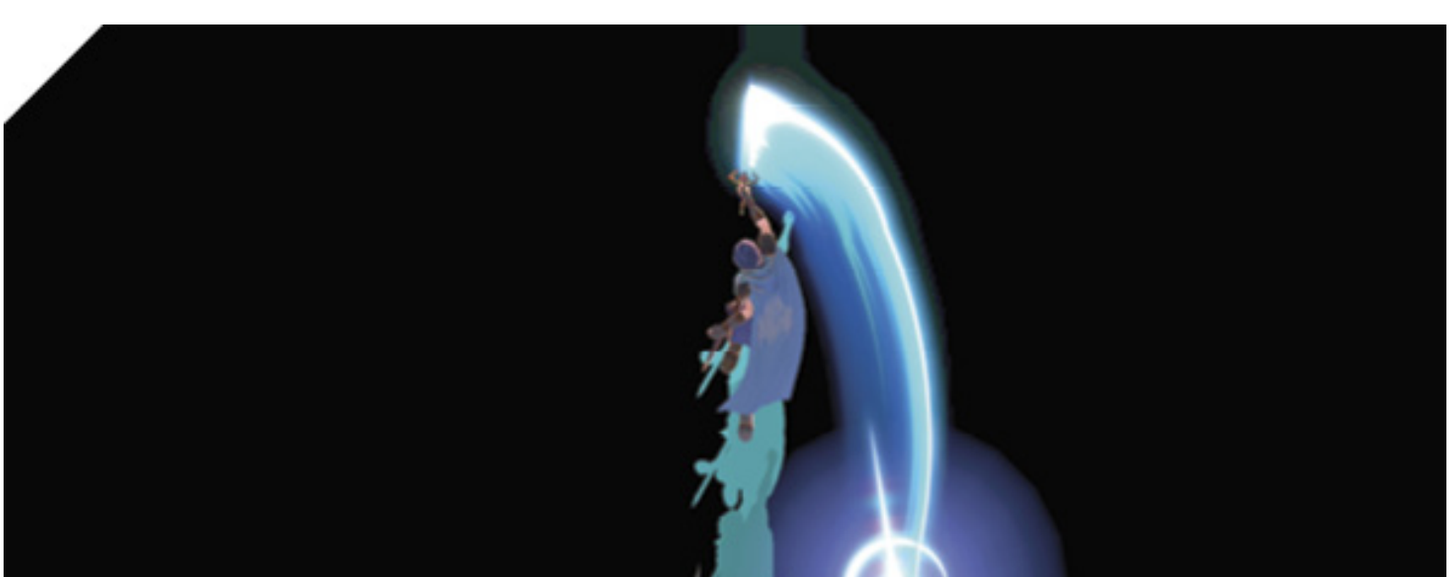
Marth performs a multitude of slashes, ending the sword dance with either a skyward launch attack or a lightning-fast flurry of thrusts. Hold toward the enemy on the fourth swing for a powerful high knockback attack. Hold up on the fourth swing for a good KO attack.

This special combo is where a majority of your damaging punishes come from. The up plus special series is generally used for setting up potential juggle combos, while the neutral (forward) series is for knocking out enemies offstage, and the down plus special series is for dealing the most damage or forcing a tech roll (followed by even more offense).

It's important to note that most of Dancing Blade's attacks are unsafe on shield and can be punished by most reprisal buffered jabs. The third attack can be made slightly safer by using down plus special instead of side or up special, as Marth retreats a bit during his swing.

Dancing Blade can be used midair to gain some altitude, and short hop into Dancing Blade can be an effective offensive maneuver in some situations (attacking an enemy above you on a platform, for example).

UP SPECIAL: DOLPHIN SLASH



Marth launches himself into the air with his sword extended, striking down his foes from the sky.

Dolphin Slash can be used as a quick and invincible buffered out-of-shield attack, even faster than shield-grabbing. Of course, it's extremely unsafe if whiffed, so don't be too predictable with your actions right after shielding attacks. Something to keep in mind is that the middle platform on Battlefield stages is just high enough for you to land on from a Dolphin Slash in the middle of the stage. This makes it much safer to use as long as you're aware of your positioning.

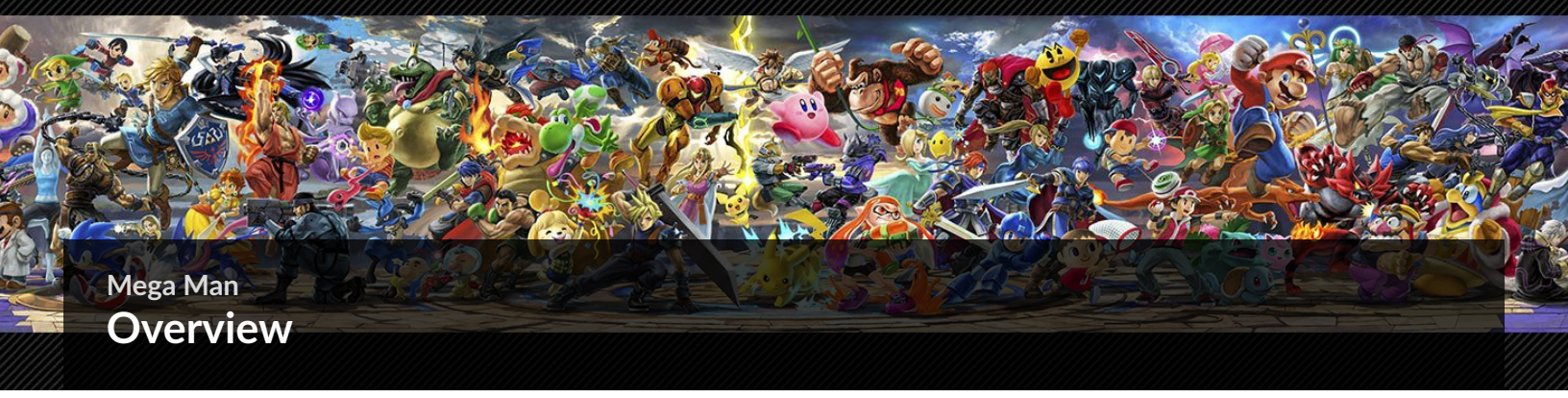
DOWN SPECIAL: COUNTER

Marth quickly transitions into a defensive posture, absorbing enemy attacks and responding in kind with a counterattack. This is a no-nonsense parry attack with few frills. As most of these types of special moves are high-risk, high-reward, it's generally best saved for free-for-all play modes when you're surrounded by foes.

Otherwise, it can be used as a ledge-recovery option to Counter an incoming attack from an enemy who's guarding an edge. For instance, if you're hanging off a ledge and you make a hard read on your opponent's incoming edge-guard attack, you can ledge-release (down input), then immediately double-jump into a Counter. However, this can be incredibly risky!

FINAL SMASH: CRITICAL HIT

Marth dashes forward to deal an incredibly powerful blow. If the attack connects, it has the potential to be a one-hit KO. Marth dashes forward a long distance, so there's a risk that you can self-destruct, but you can quickly press the button to stop in place.



Mega Man

Overview

Mega Man, true to character, is a projectile-centric fighter with an outstanding midrange zoning game. He has a remarkable toolkit, with several normal moves replaced with his Mega Buster pellet shots. His main strength is clear: Mega Buster shots (neutral attack, neutral air attack, and side tilt). Enemies in range of these shots are forced to reposition or weather the storm. Naturally, this can make playing a conventional style of neutral game difficult since he doesn't have a "real" jab or melee-based neutral airattack.

While Mega Man's attacks are primarily zoning tools, this doesn't necessarily mean he's a heavily defensive brawler. He's much more mix-up- and setup-heavy than it seems at first glance. Instead of focusing on successfully dealing damage with every single Mega Buster pellet, Mega Man players should think two steps ahead of the opponent and focus on how their opponents react, and use that information to determine their approach. A basic example is against shield-heavy opponents: while chipping at their shields is nice, you can take a much greater advantage by feigning a Mega Buster shot and instead dash in for a grab. The persistent threat of your projectiles can be a much more effective tool than the projectiles themselves.

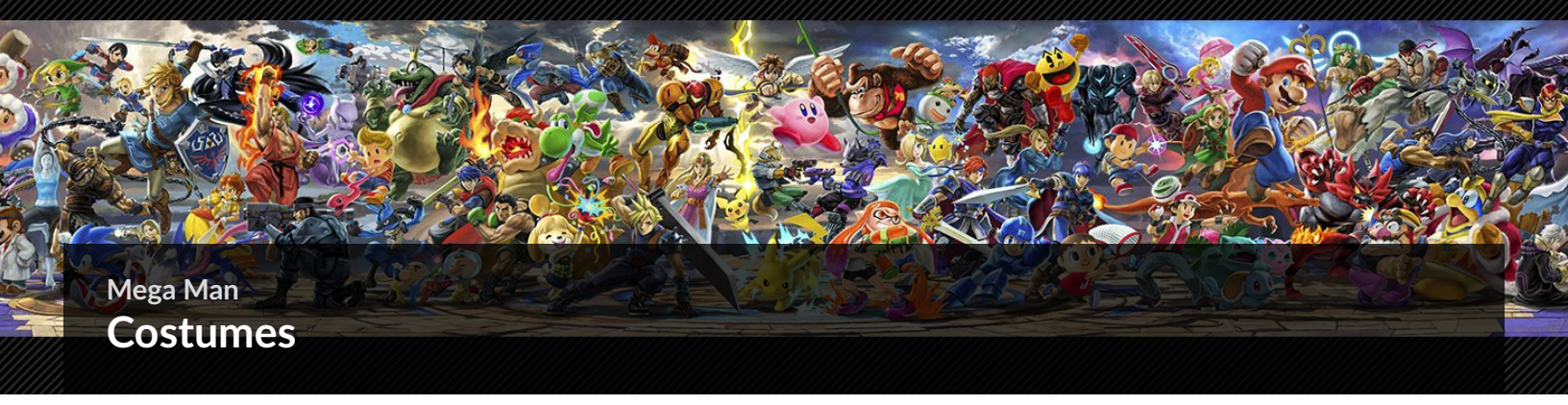
This goes for most of Mega Man's projectile attacks. His side special, Crash Bomber, forces the opponent into taking an action. They have to either avoid the bomb altogether or put their shield up, at which point you can go for a grab or chip at them more with your Metal Blade. All of Mega Man's projectile attacks add up to a strong advantage for him, as long as he's in control of the opponent's actions and can capitalize on them accordingly.

Mega Man has outstanding aerial mobility, so he can be hard to knock down when he's ledge-recovering. He can wall-jump and use Rush to immediately spring back up, and his air projectiles (like up air attack, Mega Buster shots, and Metal Blade) give edge-guarding enemies incoming projectiles to deal with as Mega Man jumps back onto the stage.

MEGA MAN VITALS

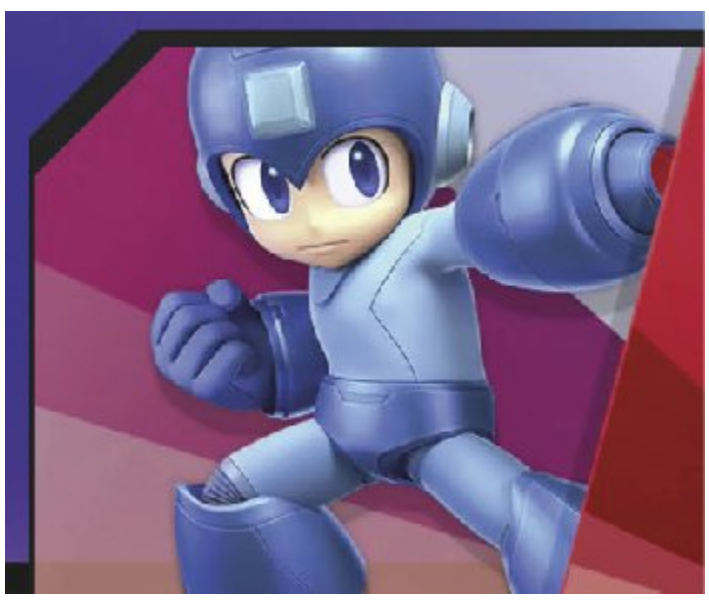
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	Yes
Wall cling:	No

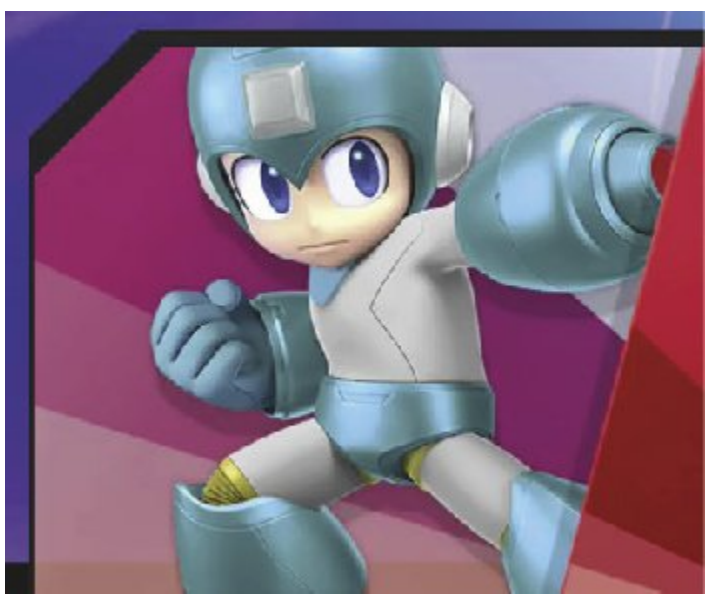
MOVEMENT RANKS	
Ground speed:	D (51)
Air speed:	B (19-24)
Falling speed:	B+ (10-15)
Weight:	B (24)

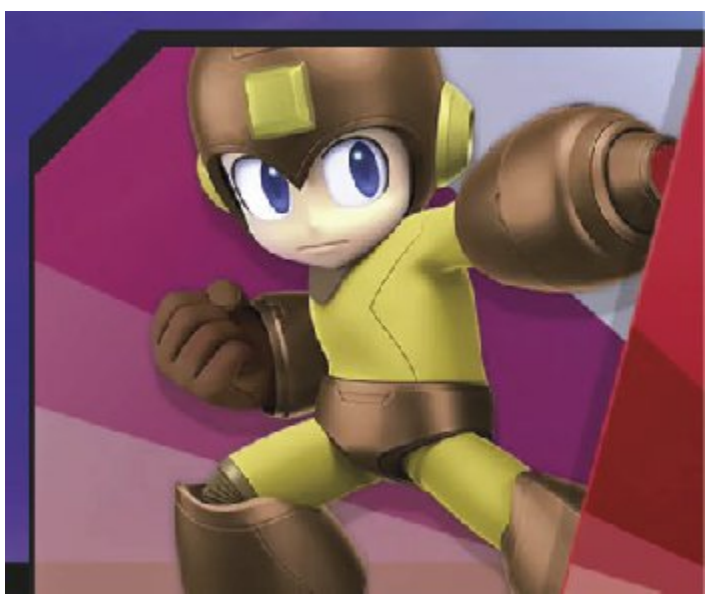


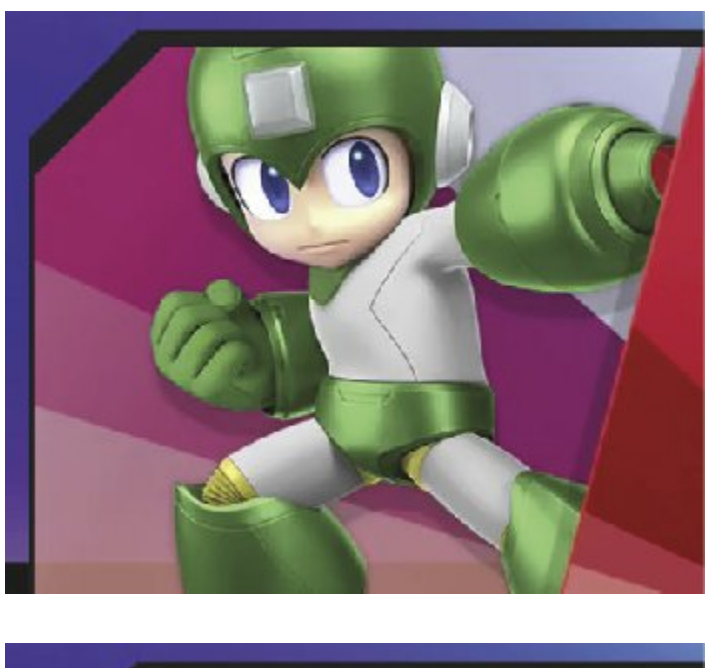
Mega Man

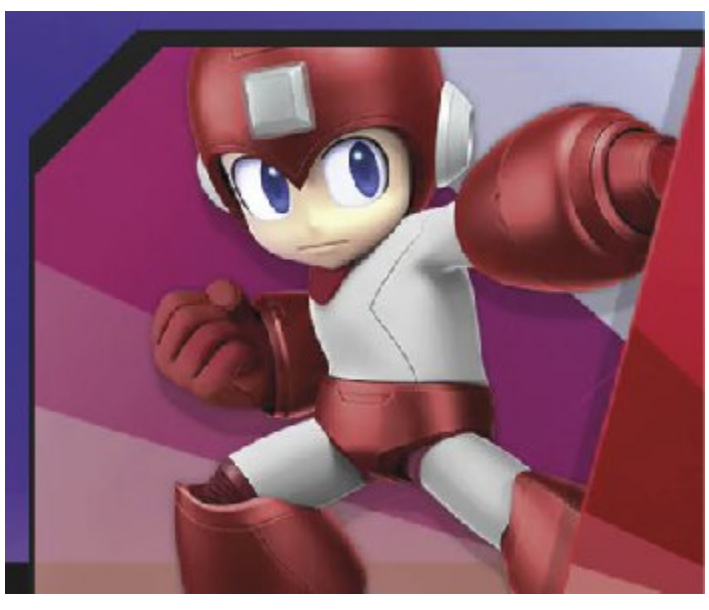
Costumes

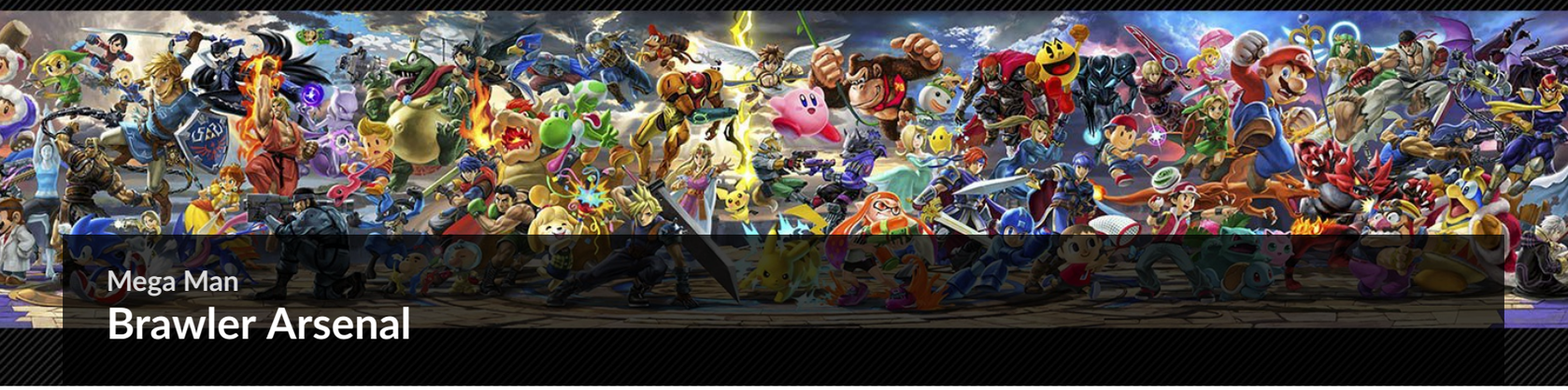












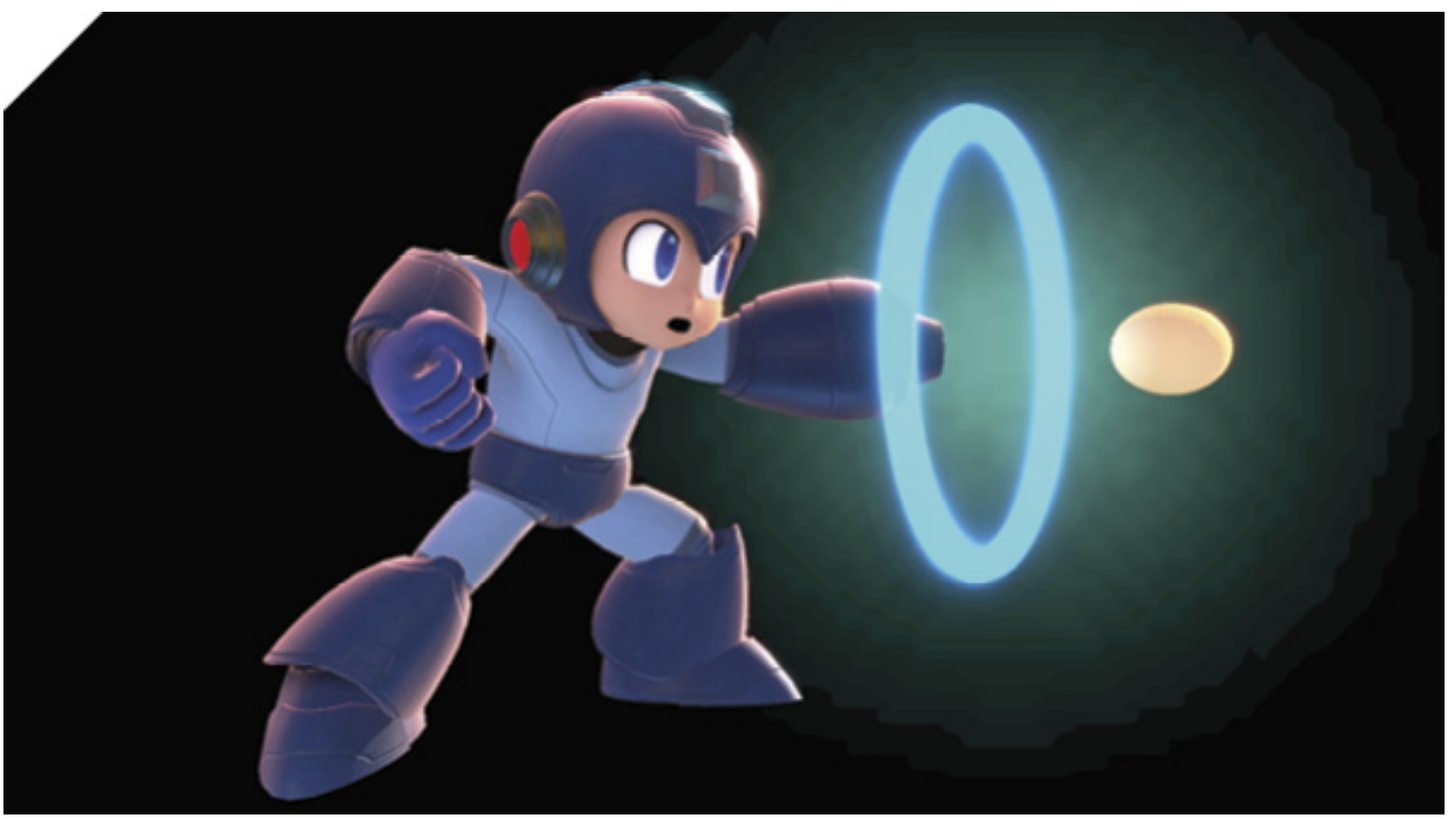
Mega Man
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	1 (melee), 2 (projectile)	Can be fired three times with inputs. Can be fired while airborne. Range decreases inflicted hitstun (up to 60% less).



Mega Man punches the enemy with his iconic Mega Buster, then fires it several times, dealing minor damage. While it's a remarkable zoning tool, Mega Buster shots inflict less hitstun the farther they travel, so while you may be hitting your foe with it from far away, they recover quickly. Both the Mega Buster melee punch and buster shot cause standing hitstun against grounded foes.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	1.2x7, 4	Knocks up and away.

Mega Man emulates Top Man and becomes a human tornado, delivering a multi-hit spin attack before transitioning into a final area-of-effect hit that knocks foes into the air. On hit, Mega Man's dash attack knocks away, so it doesn't lead into damage-racking combos well. It does allow you to set up a projectile game. Follow up with either a Metal Blade item-pull or Crash Bomber.

For the most part, you want to keep Mega Man's dash attack out of your neutral game. His projectiles are safer and cover the ground space well. However, you can go for a dashing attack mix-up if you condition the enemy into shielding often (for instance, if you've been dash-grabbing a lot).

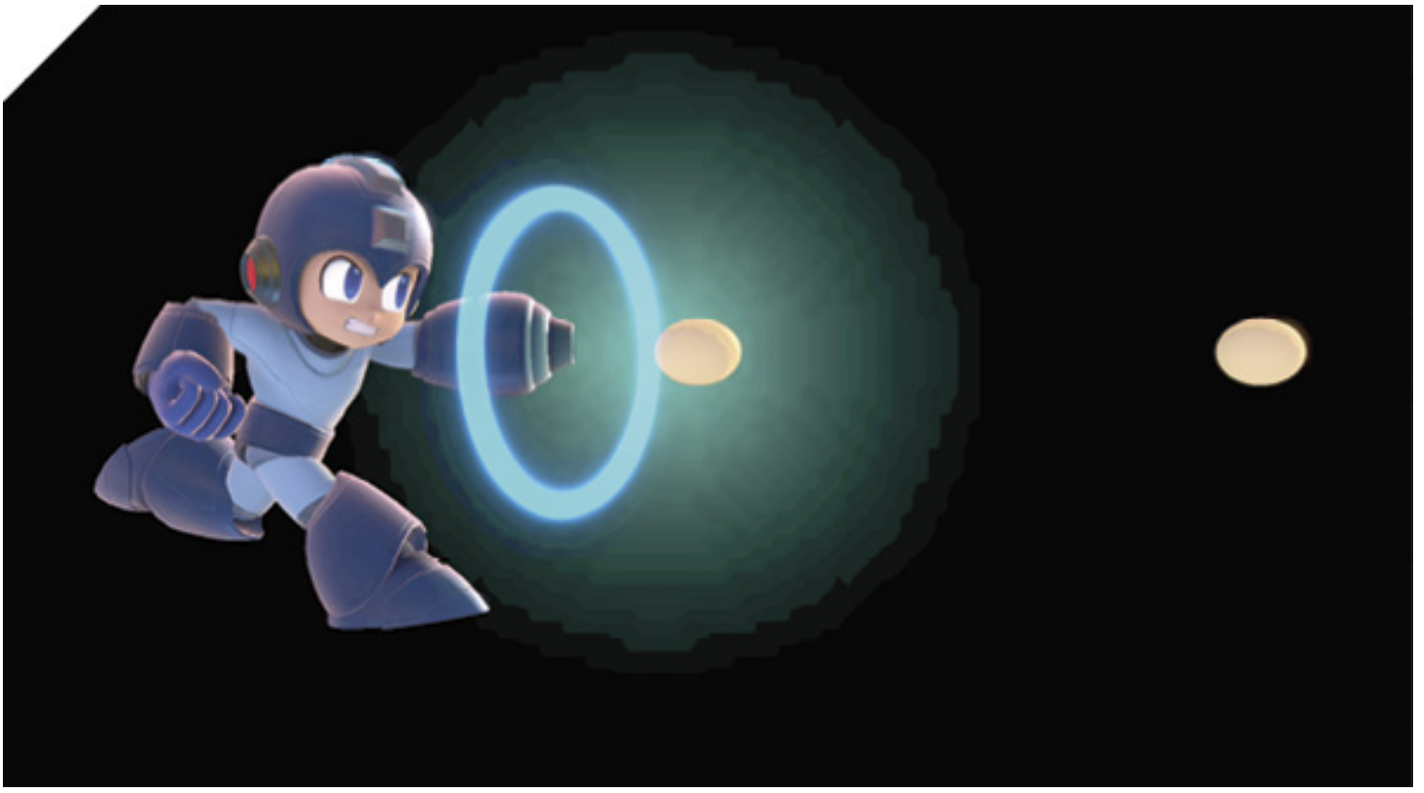
DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	2	Identical to neutral attack, except doesn't extend melee attack.
Up tilt	17	Launches up, high launch power. Deals max damage with early hit. Brief intangibility before hit.
Down tilt	8	Deals more damage early on, launching vertically.

SIDE TILT



Mega Man's side tilt is identical to his neutral attack Mega Buster shots, except he can walk forward and away while shooting, and doesn't extend a melee attack before he begins firing.

UP TILT

Mega Man performs his X2 Shoryuken attack, blasting a nearby foe into the air. Up tilt deals significantly more damage up close (just like Ryu's and Ken's Shoryuken attacks). While foes struck by up tilt are sent high into the air, it doesn't lead into any meaningful damage since Mega Man isn't free to act early enough to follow up. It makes for a strong finisher attack when the foe is close to the upper blast zone.

Up tilt is extremely unsafe on whiff and shield, so it should be used rarely as a poke, although it makes for a powerful anti-air if you can react to enemy aerial attacks with it, thanks to its intangibility window. If you can read an opponent's aggression, you can blow through their attack to finish them off at higher percentages.

DOWN TILT

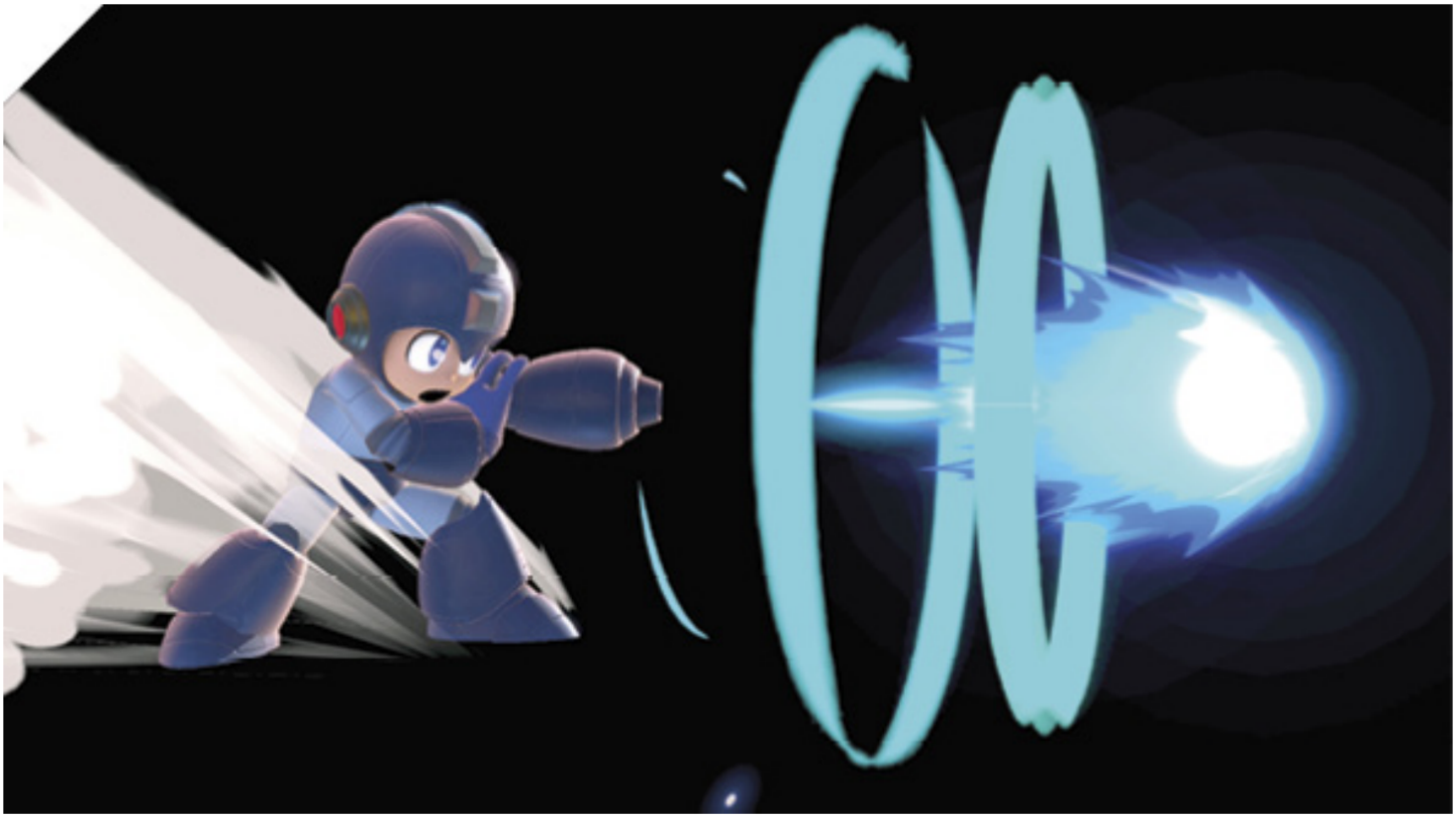
Mega Man propels forward, sliding on the ground with a kick attack. Enemies in his way are launched into the air. Down tilt's active window begins almost immediately. The closer you are to an enemy, the earlier the attack hits. Of course, the earlier the slide hits, the easier it is for your opponent to punish if it's shielded.

The initial portion of the slide deals more damage and causes a more vertical launch, while the lingering portion of the attack knocks away.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	11.5 to 13.8	Charging increases damage and range of charged Mega Buster.
Up smash	2, 1.5x5, 6	Launches directly above.
Down smash	17	Launches up and away at slight angle. Double-sided attack.

SIDE SMASH



Mega Man charges his Mega Buster for up to a full second, then unleashes it toward an enemy, blasting them away. This attack is based on his *MegaMan4* Charge Shot. Charging up Mega Man's Mega Buster leaves you incredibly exposed, so it's best left as an edge-guarding tool. You can use it to harass offstage foes as they try to jump to a ledge. Vary your timing to keep them guessing, potentially messing up their recovery moves and scoring a knockout.

UP SMASH

Embracing Spark Man's powers, Mega Man raises two lightning rods above him, surging with a powerful electrical current. Foes above Mega Man are shocked several times before they're launched directly into the air above. Mega Man's up smash can be used to KO higher-damage foes if you can sniff out and counter an enemy's aerial attack. It has a brief hit effect horizontally, but it's largely unsafe when shielded.

DOWN SMASH

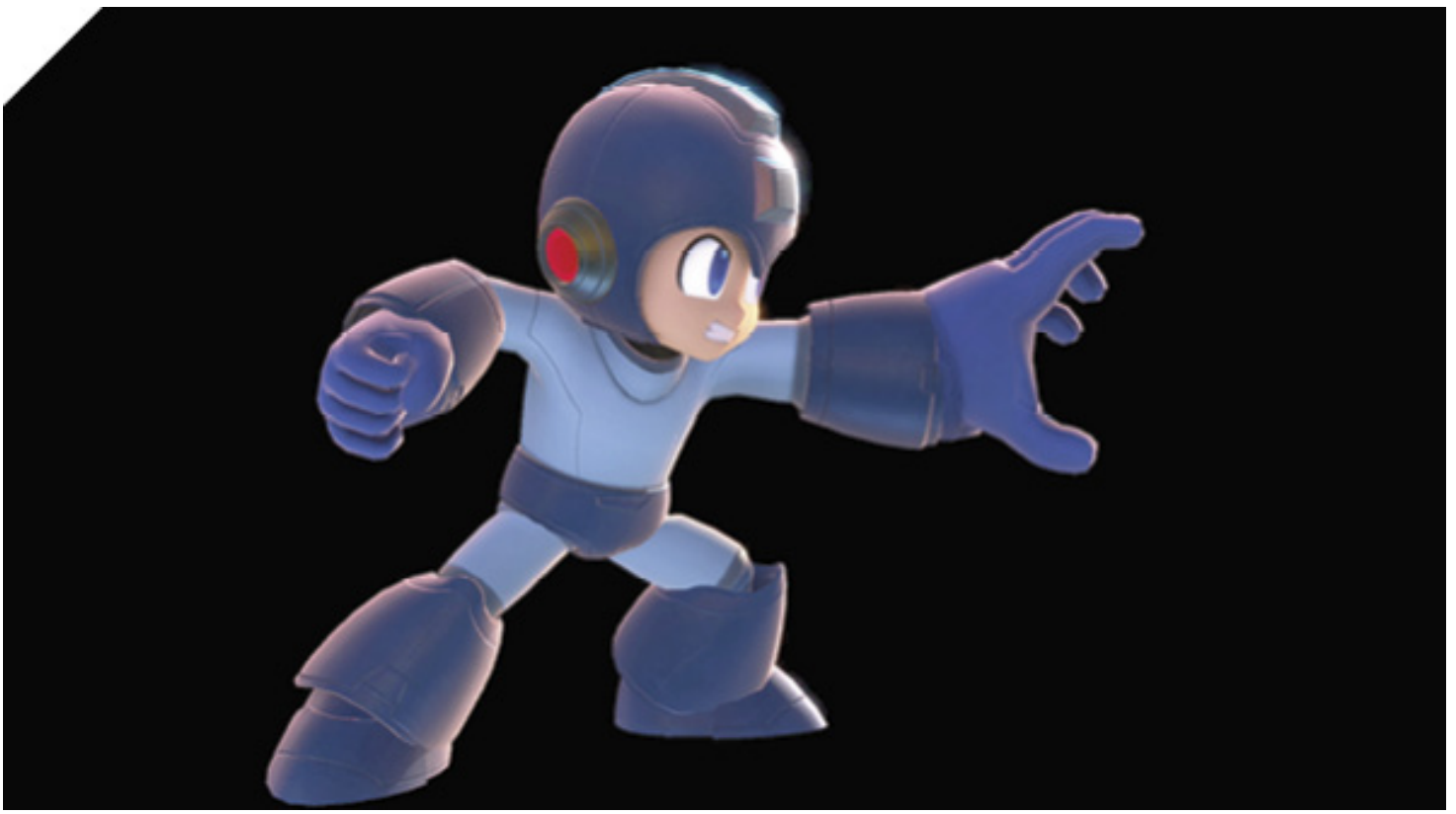
Mega Man becomes an effigy of Flame Man and thrusts two flamethrowers down at his sides, then unleashes two magnificent bursts of flames that set nearby enemies ablaze while they soar through the air. Flame Blast is an extremely risky attack to throw out haphazardly, but if you're successful in hitting with it, it rewards you with a huge payoff in damage and knockout potential. It covers both your sides, so it can be used to fend off multiple assailants. Of course, if it's shielded or if you whiff with it, you're left helpless and exposed for a long time.

The flames persist for a relatively long time, so it can be used to punish rolls, air dodges, and certain ledge recoveries.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	8	Forward throw.
Back throw	11	Backward throw, high knockback.
Up throw	7	Launches directly above.
Down throw	4.5	Launches up and away for potential follow-up attack.

GRABS



Mega Man uses Guts Man's Super Arm to grab a nearby foe. Mega Man's grab has outstanding range and speed, considering his projectile-heavy toolkit. Since his projectile game forces out shields often, you're given more grab opportunities.

His forward and back throws are used for throwing foes offstage or to finish them off at higher percentages near a blast zone. Up throw tosses them high into the air, setting up a potential up air or air-dodge-bait 50/50. Down throw leads into the most damage. Against low-percentage foes, you can score a simple two-hit combo of down throw into buffered forward short hop forward air attack, setting the opponent on fire and putting them in a disadvantage juggle state.

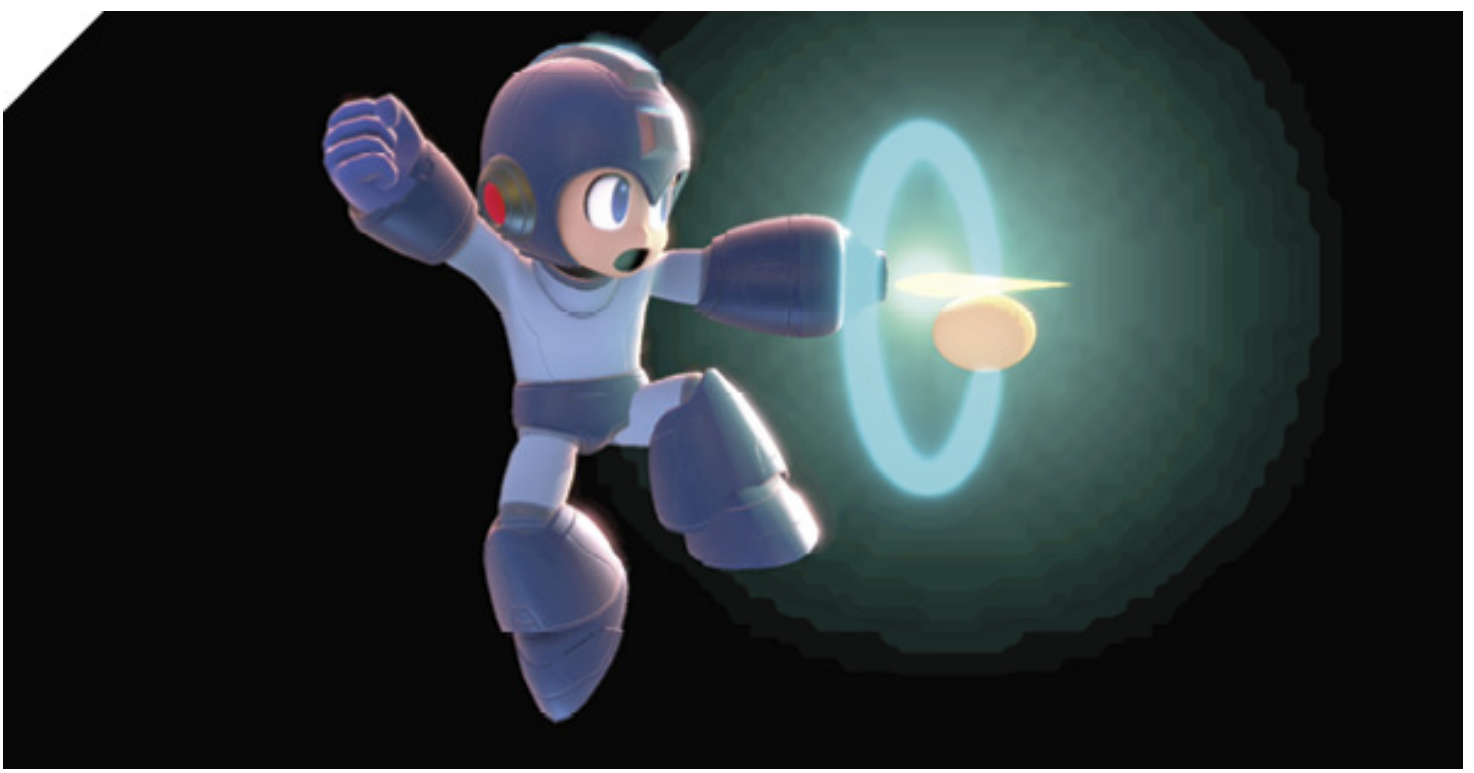
Mega Man's run speed is on the slow end of the spectrum, so his offensive grab game isn't particularly impressive. But grabbing is one of his only solid out-of-shield options (with up tilt and down tilt being the only viable alternatives).

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	2 (melee), 2 (projectile)	Mega Buster melee launches away. Can fire three projectiles.
Forward air attack	8.5	Launches up and away. Deals more damage early, with tip of Flame Sword.
Back air attack	3, 4, 5	First two hits drag. Third hit launches away.
Up air attack	3x3, 2, 2, 1x5, 2	Projectile drags enemy up.
Down air attack	14	Large hitbox initially. Meteor smashes after initial active frames.

NEUTRAL AIR ATTACK



In midair, Mega Man whips out his Mega Buster and punches a nearby foe, then starts firing buster shots, up to three times. Neutral air attack is your most important attack. While every form of the Mega Buster pellet shot is crucial, you use the neutral air attack version the most. It gives you freedom in mobility and allows you to throw out several harassment projectiles. Jockeying for ground-stage control and positioning usually means short- and jumping around while firing pellets at the opponent.

You can fire two pellets during a short hop and one after landing: one while rising and one at the apex of the hop, and then one more after you land. This creates a large horizontal zone your opponent has to respect. You can opt to go for two short hop shots instead, and if your opponent is expecting the third landing shot, you can go in for a dashing grab as they're shielding.

Neutral air attack doesn't have any landing lag, regardless of when you land during your buster shots.

FORWARD AIR ATTACK

Mega Man equips Sword Man's Flame Sword and swipes it forward while he approaches his foe in the air. Forward air is one of few of Mega Man's melee attacks. It has two distinct hit effects. If you hit with the tail end of its active hit window, it deals much less damage and applies no knockback against grounded foes. If you hit with the early active window as Mega Man swings, it sets enemies on fire and blasts them up and away.

Against enemies at very low percentages (0 to 10%), you can combo a deep forward air into a dashing attack or a dash-in up tilt.

BACK AIR ATTACK

Mega Man uses Slash Man's claws to unleash a flurry of slashes behind him that knocks enemies away. Back air attack is your fastest aerial move and is best used as an edge-guarding tool and as a quick air-to-air defensive attack. It suffers from high landing lag, so if you use it as an air-to-ground attack, you can be easily punished if the opponent shields it. Back air should be used sparingly. If you use it, complete the total animation airborne to keep yourself safe. For example, go for jump into rising back air to quickly and safely meet opponents in the air.

UP AIR ATTACK

Mega Man launches Wind Man's Air Shooter attack above him. The cyclone travels into the sky, damaging and dragging foes high into the air.

Up air attack allows Mega Man to control a large portion of linear vertical space. If you gain ground control and can put your opponent into a juggle disadvantage state (after an up throw, for instance), you can make it difficult for them to return to the ground by throwing out an up air into their descent path, forcing them to air-dodge or maneuver away (which you should always be prepared for with another follow-up).

Air Shooter can rack up a massive amount of damage. If all of its hits connect, it deals almost 21%! Against taller fighters, you can use it as an air-to-ground attack if you time it so Mega Man releases it low to the ground. It can be surprisingly difficult to shield-grab, especially if it's spaced.

DOWN AIR ATTACK

While soaring through the air, Mega Man transforms his Mega Buster into Hard Man's Hard Knuckle, then fires the Hard Knuckle directly below him. Hard Knuckle deals slightly more damage upon launching, but causes a spiking meteor smash effect after it's a bit farther away from Mega Man's body.

Hard Knuckle is decent on its own, thanks to its range and verticality from the air, allowing you to go for relatively safe meteor smash dunks against offstage foes. It's also strong as a fishing attack when paired with item-pulled Metal Blade. If you're carrying a Metal Blade, you can jump above an enemy, throw the Metal Blade down on them, follow it with a double jump, then fire a Hard Knuckle.

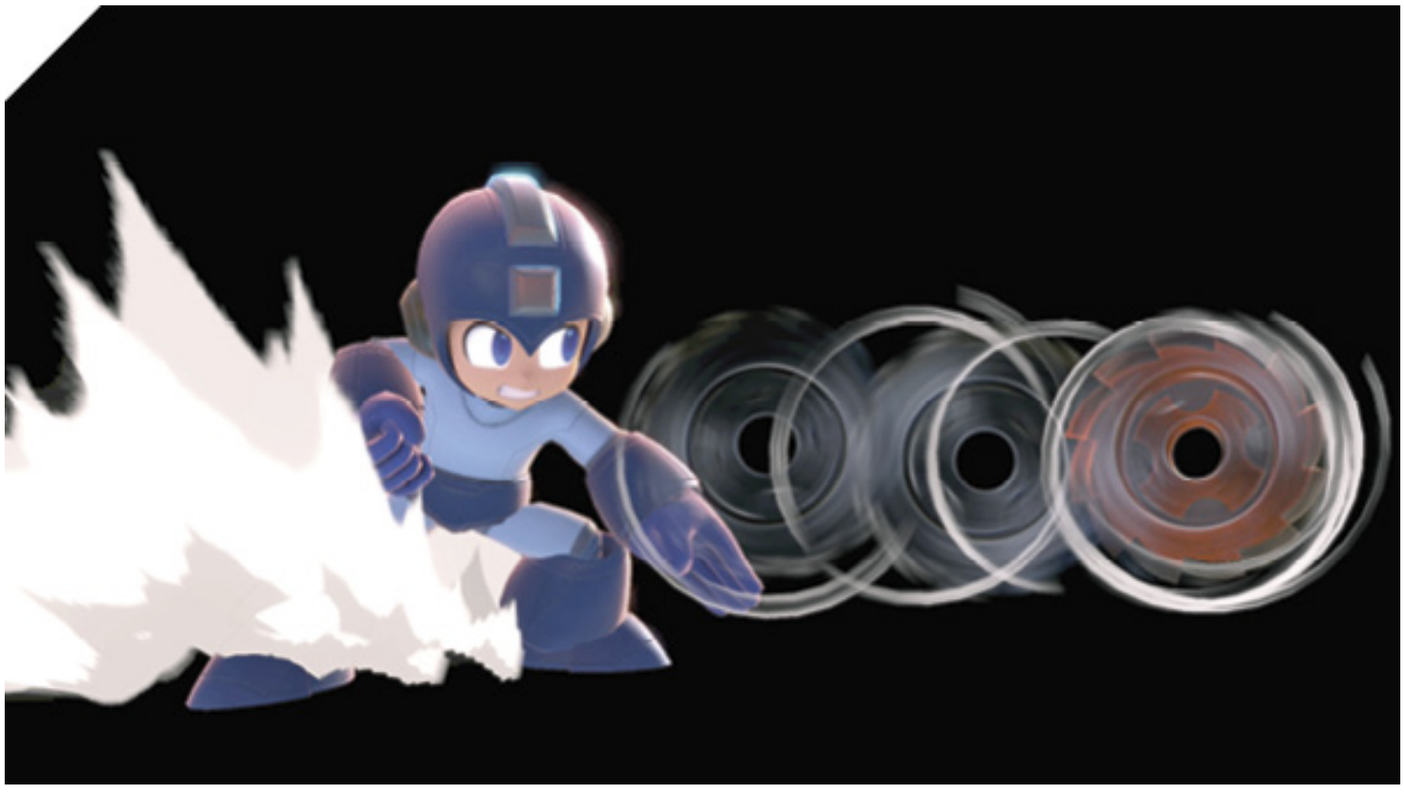
Just make sure you get the enemy to at least shield this attack, since it leaves you quite vulnerable if you whiff it.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	5	Passes through foes, potentially hitting multiple enemies.
Side special	1x4, 4	Detonates after two seconds, launching foe up for potential follow-up. Can damage Mega Man.
Up special	—	Deploys Rush. Can spring off Rush once.
Down special	1.5xN(3 to 8), 3.8	Hold Special to extend duration, maximum of nine hits.

NEUTRAL SPECIAL: METAL BLADE



Mega Man throws Metal Man's spinning saw in one of eight directions, cutting through and potentially damaging multiple enemies.

While Mega Man is pulling out the Metal Blade, you can input any of eight cardinal and intercardinal directions to change the projectile's launch direction, making it an incredibly versatile attack. If the blade connects with stage ground or a wall, it becomes a generated interactable item, giving you (or the enemy) the opportunity to pick it up to throw again. Metal Blade deals less damage when thrown as an item. Metal Blades thrown as items can often be followed up with a dashing grab attempt, thanks to the frame advantage gained.

It's important to note that you can only have one Metal Blade on-screen at any given time. If you plant it as an item, you can't pull out another one, and if you try to pull out a Metal Blade while one is in midflight, you perform a useless whiff animation instead, so timing is key.

While it's not an explicit mobility tool, Metal Blade is one of your main recovery attacks due to its versatility in throw direction. If you're launched off a ledge, always try to throw a Metal Blade at the edge-guarding foe, giving you some cover as you recover.

An efficient way to pick up the Metal Blade (while grounded) is by planting the blade, then buffering into short hop plus neutral air attack. Mega Man fires his buster while rising into the air, simultaneously picking up the blade, so you can deliver a sequence like: Metal Blade directly down into the ground, short hop buster shot (blade pickup) into an additional two buster shots, then throw the Metal Blade with your next Attack input, then dash in and mount an offense (like a grab).

SIDE SPECIAL: CRASH BOMBER

Mega Man shoots out Crash Man's Crash Bomber, planting a timed explosive device that detonates after two seconds, knocking up nearby foes (and potentially Mega Man himself) with its explosive blast. Crash Bomber's bomb can stick to walls and floors. It can also be passed from fighter to fighter. If you plant a bomb on a nearby foe, they can plant it back on you if they're quick enough.

The bomb's detonation can be shielded, so if a panicked enemy runs into you to transfer the bomb, your best course of action is to put up your shield immediately. If you manage to plant a Crash Bomber from a distance, one of the strongest options you have is to follow up with a grab after your opponent shields the blast effect, since you'll have tons of advantage.

UP SPECIAL: RUSH COIL

Mega Man deploys and springs off of his robot dog, Rush. As Mega Man is propelled into the air, Rush remains active for two seconds. If Mega Man lands on Rush, he's relaunched into the air. Mega Man's up special makes him evasive in the air and difficult to chase. If you land on Rush, you can even deploy him again, as you're able to perform your special moves after springing back up. Hilariously, other players can jump on Rush to go after you, so keep that in mind and prepare to defend yourself with neutral air attack or forward air attack while you're airborne with the spring-jumping foe.

DOWN SPECIAL: LEAF SHIELD

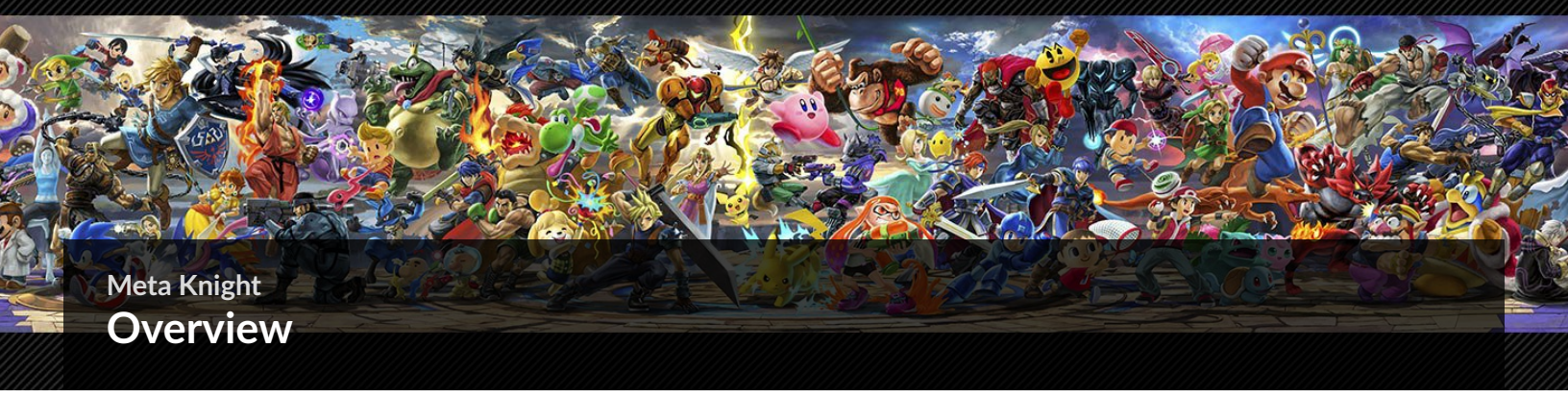
Mega Man activates Wood Man's Leaf Shield: four rotating leaf projectiles that deal damage to nearby enemies. Mega Man then throws the quartet of leaves forward, knocking up enemies in its path.

Leaf Shield is an exceptional ground-control attack, particularly against foes without their own projectiles. Against close-range “pixie”-type fighters, Leaf Shield allows you to approach safely so that you can mount your offense and damage-racking setups. If you hit with Leaf Shield, it has high damage potential because of its extendibility. On hit (after Leaf Shield throw), you can go in for a mix-up by throwing the landing foe, or you can continue throwing Crash Bomber or Metal Blades at them.

Leaf Shield is a remarkable edge-guarding tool as well. If you activate Leaf Shield and stand by the ledge while your opponent is recovering, you can punish all get-up options. If the opponent ledge-jumps, you can follow them with a jumping Leaf Shield (as long as you’re holding Special to keep the Leaf Shield out). If they roll, you can simply follow, causing the Leaf Shield to hit them out of their roll.

FINAL SMASH: MEGA LEGENDS

For Mega Man’s Final Smash, the Black Hole Bomb is fired forward and draws in opponents. Anyone pulled in faces several generations of Mega Man, as well as Proto Man and Bass, who all fire their Busters in unison.



Meta Knight

Overview

Meta Knight is a small sword-wielding fighter with remarkable aerial mobility. Like Kirby, Meta Knight has multiple double jumps. Thanks to his bat-like wings, Meta Knight is able to propel himself higher up to five times while airborne. While each air jump boosts his altitude by a small amount, simply having the ability to alter air trajectory five times affords Meta Knight incredible flexibility in his air-recovery and air-to-airgames.

Much of Meta Knight's game plan centers around his ability to seamlessly flow between a ground game and an aerial one thanks to his low short hop, midair jumps, and quick fast fall. Meta Knight's main damage sources are down tilt and dash attack. Meta Knight's down tilt can cause a trip effect occasionally, potentially leading into a dash attack, while dash attacks can lead into up air attack into double jump up aircombos.

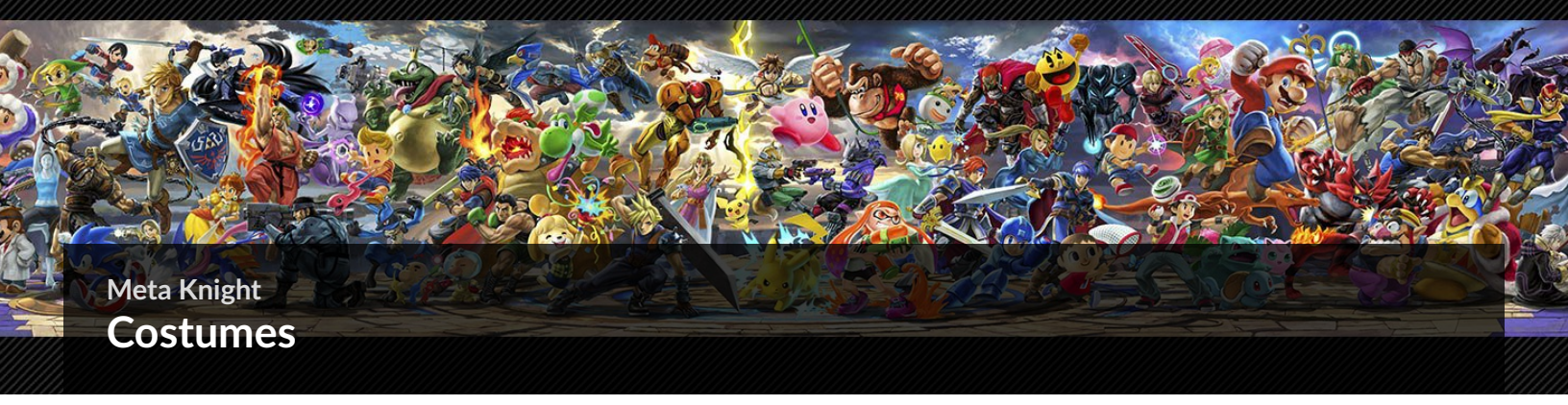
One of Meta Knight's strongest assets is his edge-guarding game, with persistent hitboxes on his neutral air attack and early knockout potential on his back air attack (particularly as an offstage attack). Both his up and down air attacks are incredibly fast with low lag, further enhancing his offstage aircontrol.

Meta Knight can be difficult to master. While his game plan is straightforward, many of his optimal combos can be difficult to perform for novices, but they heavily reward practice and experience.

META KNIGHT VITALS

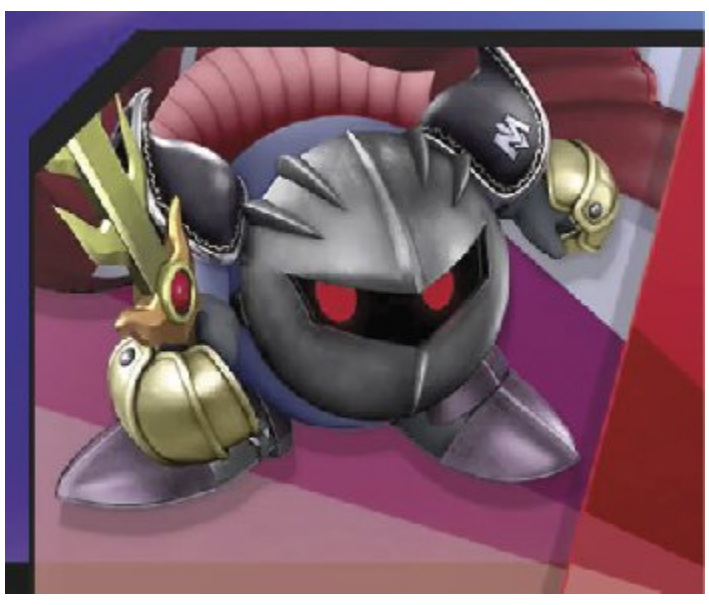
MOVEMENT OPTIONS	
Midair jumps:	5
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

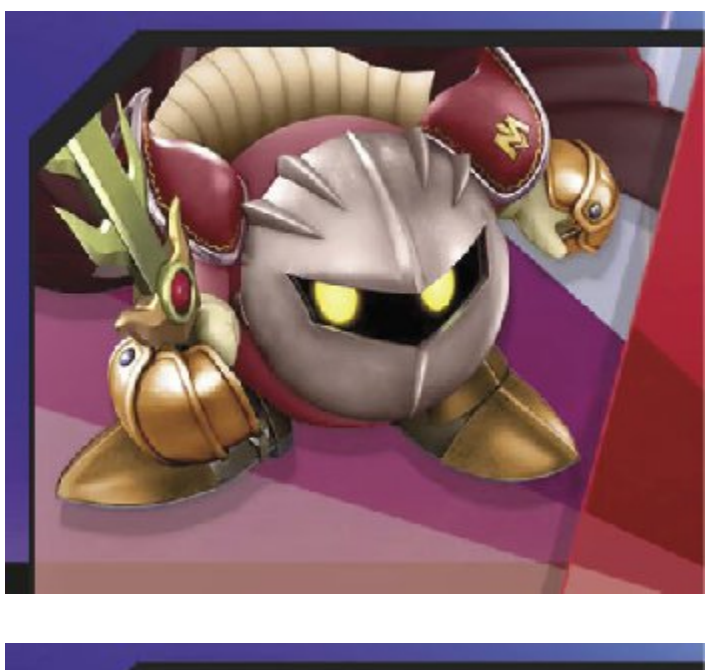
MOVEMENT RANKS	
Ground speed:	B (15)
Air speed:	C (44)
Falling speed:	B- (27)
Weight:	D- (65-66)

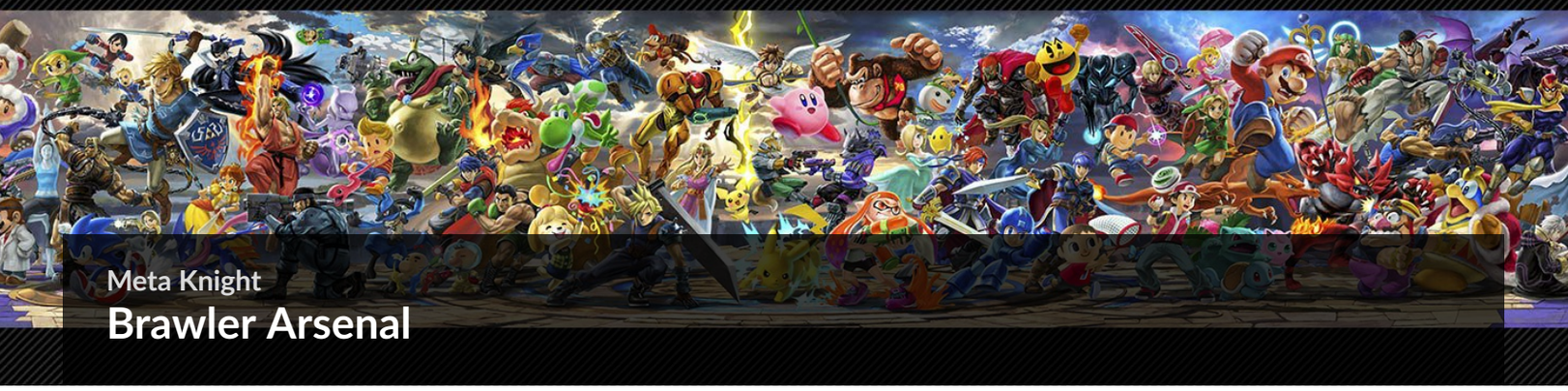


Meta Knight

Costumes







Meta Knight
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack	0.8xN, 2	Launches away. Hold Attack to repeat.

Meta Knight unleashes a flurry of sword strikes before finishing with a powerful blow that knocks his victim away.

While this is your neutral attack, it doesn't function as a conventional jab and shouldn't be used as one since it starts up significantly slower than most lightweight fighter jabs.

It deals reliable damage on hit and can be used to punish rolls and air dodges, thanks to its persistent hit effect.

For the most part, it's advised you stick to using down tilt, grab, and his air attacks in the neutral game.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	7	Launches up and away at a slight angle if hit with sweet spot. Inner hitbox deals more damage.

While dashing, Meta Knight delivers a leaping side kick, knocking up his target into the air above him. This is one of your core attacks, and much of your damage originates from connecting with dash attacks, either from tripping the enemy with down tilt or catching retreating foes.

At around 30%, you can usually follow up a successful dash attack with buffered jump up air, and potentially a second follow-up up air afterward.

It's important to note that the tip of Meta Knight's dash attack launches the enemy directly above him, while hitting with the inner hitbox launches them up and away. Both provide an opportunity for follow-up damage.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack (faceup)	7	Intangible.
Wake-up attack (facedown)	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt 1	2	Causes very slight knock-up.
Side tilt 2	2	Causes very slight knock-up.
Side tilt 3	4	Launches away, high knockback.
Up tilt	7	Launches directly above. Deals more damage with tip of sword.
Down tilt	5	Can cause standing hitstun.

SIDE TILT

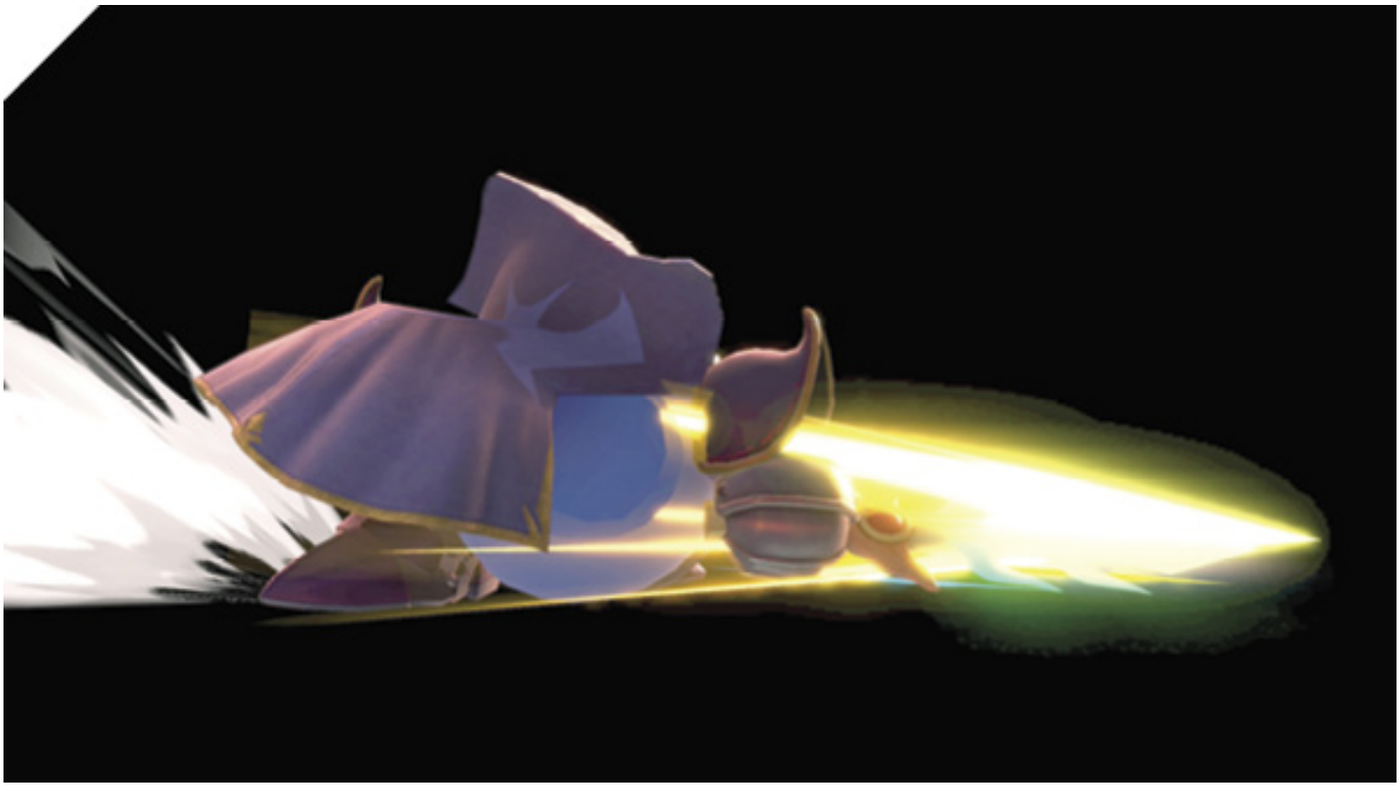
Meta Knight performs a swift three-hit combo sequence, beginning with two quick short-range slashes and ending with an upward slash that sends foes directly away from him. Meta Knight's side tilt combo is unique in that it behaves like a conventional neutral attack sequence (i.e., as a jab combo). It deals reliable damage and is relatively safe on shield. Its main weakness is in its third attack, as there's significant end lag, leaving you open for reprisal.

At higher percentages (around 115%), the second hit of this auto combo whiffs against most fighters, as they're popped up too high, so keep track of your foe's damage count before committing to using this sequence.

UP TILT

Meta Knight performs a small twirling hop into the air as he drills his sword into enemies above him, launching them skyward. Up tilt is a ground-to-air anti-air with a specific and narrow hitbox aimed directly above him. It has niche uses as a poke, mainly to harass foes on platforms above you, or as a point-blank, out-of-shield retaliation punish attack that sets up your up air loop combos. It can leave you vulnerable on the ground if you whiff with it.

DOWN TILT



Meta Knight crouches low and jabs out his blade at the opponent's legs.

Down tilt is a staple in your arsenal. It's incredibly safe and fast, potentially sets up combo opportunities, and at higher percentages (around 115%), it can knock down foes, putting them in a tech situation. An effective follow-up tactic against high-percentage enemies is to knock down with down tilt, buffered immediately into your down special attack (teleport forward). This can earn you a kill if your opponent doesn't tech get-up.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	16	Launches away, high knockback.
Up smash	4, 3, 5	Launches directly above, high knock-up.
Down smash	Front: 10, Rear: 13	Launches away. Clear-out attack.

SIDE SMASH

Meta Knight winds up for a brief period before unleashing an ultra-hefty front slash that blasts enemies diagonally upward. While this is your slowest-starting attack, it's safe when shielded (you're at an advantage), and deals a considerable amount of shield damage. In some cases, you can bait out-of-shield retaliation attempts with your side smash and immediately "frame-trap" (baiting and pre-empting at once) your opponent with a punishing follow-up attack like down tilt.

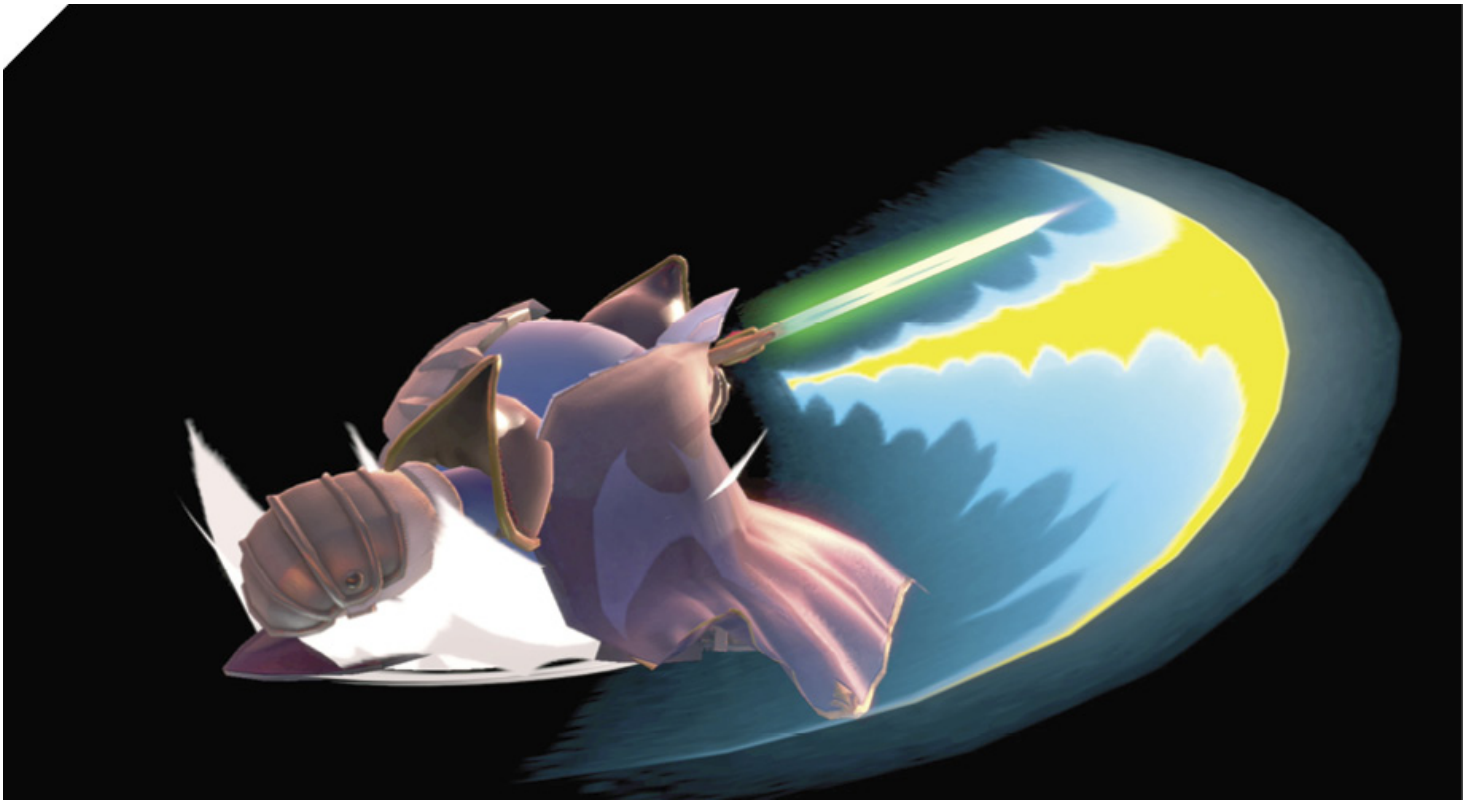
You don't necessarily want to throw this out haphazardly, but with some planning and predictive reactions against aggressive opponents, you can potentially score a knockout at around 85-90% if your foes are careless.

UP SMASH

Meta Knight swings his sword up above him three times in rapid succession. The first two swings lock his foes in place, while the third and final strike launches them into the air directly above him. Up smash has great knockout potential, but leaves you extremely vulnerable if whiffed, so you should mainly reserve this attack as an anti-air (against descending foes who've used up their double jump, for example).

It can also be used to harass foes standing on platforms above you or as a follow-up to a pop-up attack, such as point-blank up tilt.

DOWN SMASH



Meta Knight performs an incredibly fast spinning sword slash at an upward angle in front of him, then transitions by swinging around and slashing behind. Meta Knight's down smash is one of the fastest smash attacks in the game, and is particularly effective as an out-of-shield attack or as a quick checking attack against aggressive opponents. It has some end lag that may leave you exposed to attacks, but it's a decent option for punishing ledge rolls and other moves that leave the opponent behind you, thanks to down smash's rear hitbox.

GRABS		
MOVE	**DAMAGE**	**NOTE**
Grab attack	1	—
Front throw	9	Forward throw, launches up and away.
Back throw	10	Backward throw.
Up throw	10	Launches up and away at a slight angle. Meta Knight bounces back and away slightly.
Down throw	7.5	Launches up and away for potential follow-up combo.

GRABS

Meta Knight's grab severely lacks in range, but generally leads into a considerable amount of damage. Meta Knight's grapple attack impales his grappled foe with his spiky wing thumbs. He uses front throw to pick up his grappled enemy, then drives a mighty roundhouse kick into them, popping them up into the air. For back throw, he hurls his foe down behind him and plunges his sword into them, knocking them away. For up throw, Meta Knight flies into the sky and off the stage, dragging his victim with him, before plummeting back into the ground and slamming the enemy with incredible force. His down throw uses his opponent as a trampoline; he stomps on their back several times before ending the sequence with a much heavier double-legged stomp that bounces the enemy up and away.

Down throw leads into the most potential damage. At lower percentages (around 30% to 40%), you can perform a combo with down throw into short hop forward air attack, adjusting your hop and forward air for higher percentages. Alternatively, you can down throw into his famous up air loop combo, which consists of a down throw, followed by a dash-in short hop up air, into double jump up air (repeatable up to five times if you're practiced enough), then finishes with up special for an ultra-powerful combo.

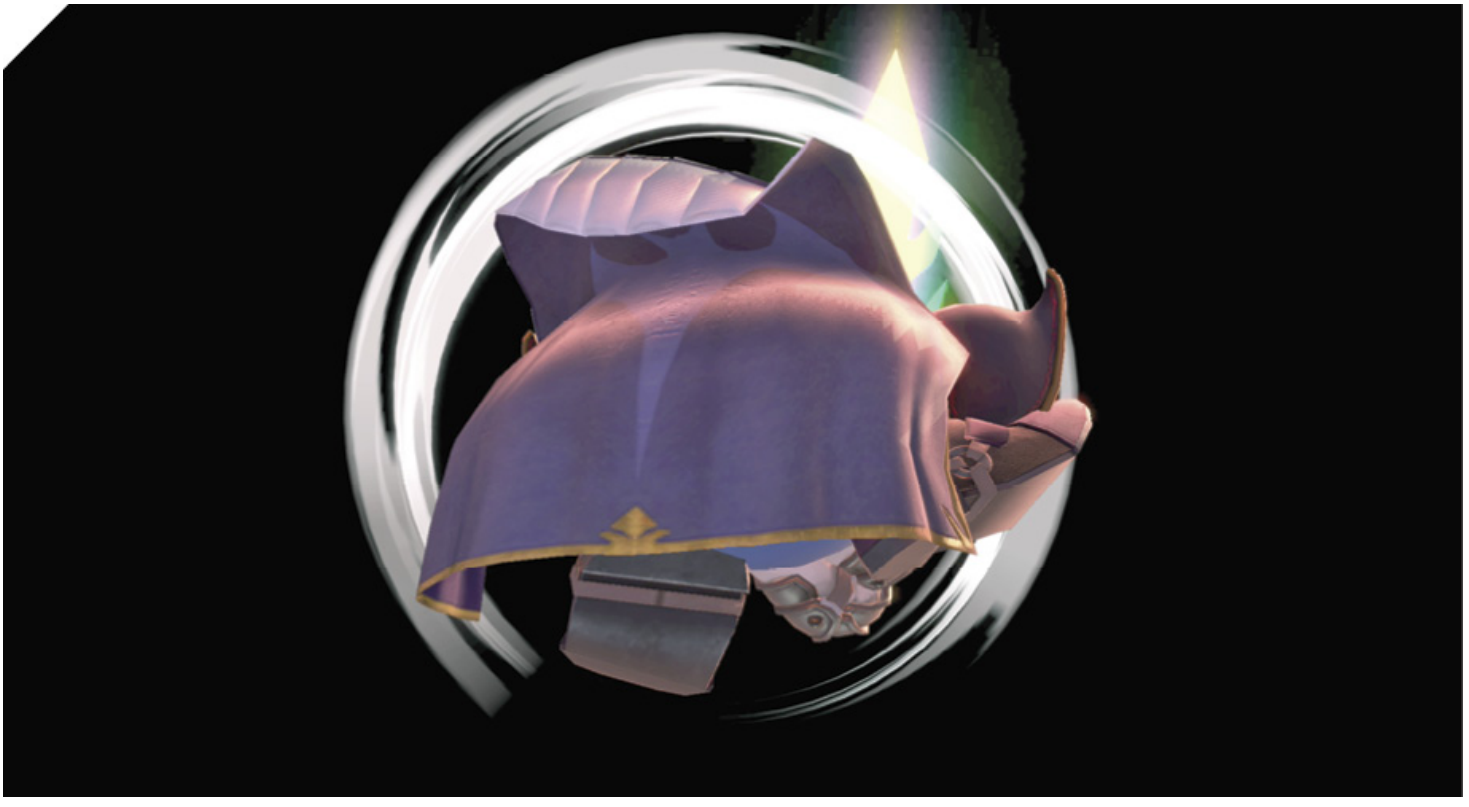
Against opponents who shuffle and air-dodge your combo, you can attempt a follow-up punish by fast-falling with neutral air attack to hit their air dodge recovery.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	10	Knocks back. Deals more damage at start.
Forward air attack	1.5, 1.5, 3	First hit knocks up slightly. Second hit can drag down. Third hit launches away.
Back air attack	1.5, 1.5, 4	First hit knocks up. Second hit drags down. Third hit launches away.
Up air attack	4	Knocks up slightly.
Down air attack	6	Knocks back slightly.

NEUTRAL AIR ATTACK



Meta Knight takes a page from Samus's book and performs a less-spectacular version of her Screw Attack, spinning in the air and striking foes with his sword extended. Neutral air attack is a strong attack when used from a jump. Jump into fast fall cancel allows you to stick out a persistent spinning attack as you descend on enemies.

It's also fairly effective for edge-guarding purposes, but doesn't knock out as easily the longer the attack is active (i.e., it deals more damage and has more knockback at the beginning).

A notable upside to this move is that it has low ending lag, so you're relatively safe using it as a short-hopping poke.

With its lengthy active window, you can easily punish baited air dodges with this attack.

FORWARD AIR ATTACK

In midair, Meta Knight delivers three consecutive slashes in front of him. The first two slashes lock his foe in place, while the final slash sends them flying away. Forward air attack is one of your slower aerial attacks, but it's an excellent air-poking and spacing tool if positioned and timed correctly. For instance, short hop, pull-back, forward air is a strong "walling" sequence to deter enemies from rushing at you. This sequence is made easier when using the C-stick to perform the forward air while you pull back your air trajectory with the control stick. It has considerable landing lag when landing straight from the third attack, so consider your positioning to prevent being shield-grabbed.

BACK AIR ATTACK

While airborne, Meta Knight performs a three-hit spinning back-slash combo directly behind him. Back air attack is one of your main air-to-air knockout moves, used for offstage edge-guarding setups, such as from a ledge trump (knocking off a ledge-hanging opponent with your own ledge grab).

UP AIR ATTACK

Meta Knight quickly swipes the area above him with his sword, causing a slight pop-up hit on foes. Naturally, this is your primary juggling attack. Its active window is incredibly short, so it asks a certain degree of accuracy and timing to use effectively. Its start-up and end lag are quite low, giving you much more aerial flexibility with a bit more control.

Once you've got the opponent knocked into the air, you can effectively combo (or "trap") them with repeated up airs, forcing them into an air recovery, double jump, or air dodge. With your ability to double-jump up to five times, you can cause serious damage to, or at least frustrate, your enemies. Mix between your up air and neutral air attack to keep your descending foes on their toes.

DOWN AIR ATTACK

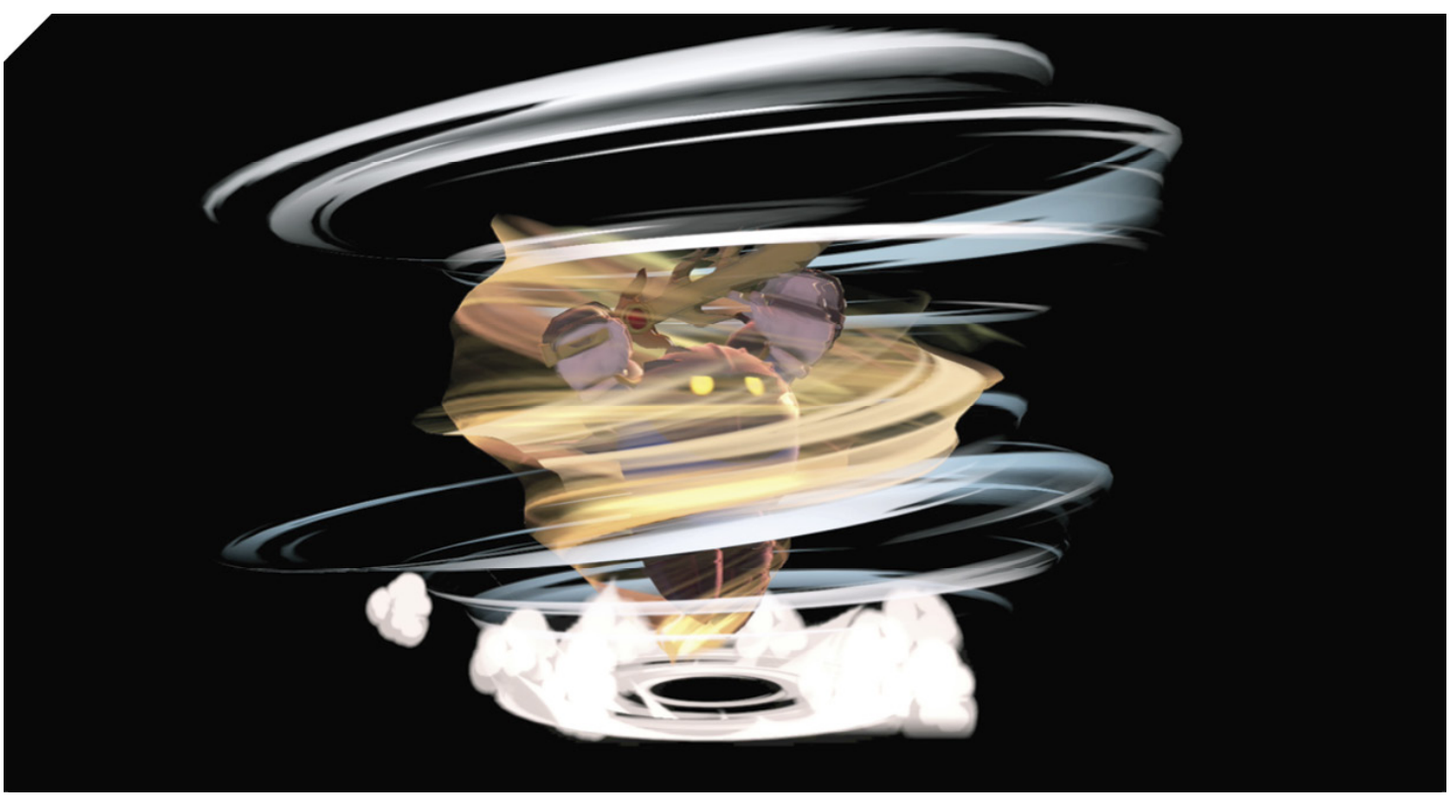
Meta Knight delivers a fast slashing attack in a horizontal arc below him. Like up air attack, down air attack has very little end lag and is active only briefly. Nevertheless, it's a great attack when paired with your ability to quintuple-jump. If you can put your opponent into a defensive shielding posture, you can go for short hop down air into buffered double jump down air to apply a strong air-to-ground pressure game. There's noticeable landing lag, so use your batwing jumps to reposition yourself away from landing next to your opponent if possible.

SPECIAL MOVES

SPECIAL MOVES

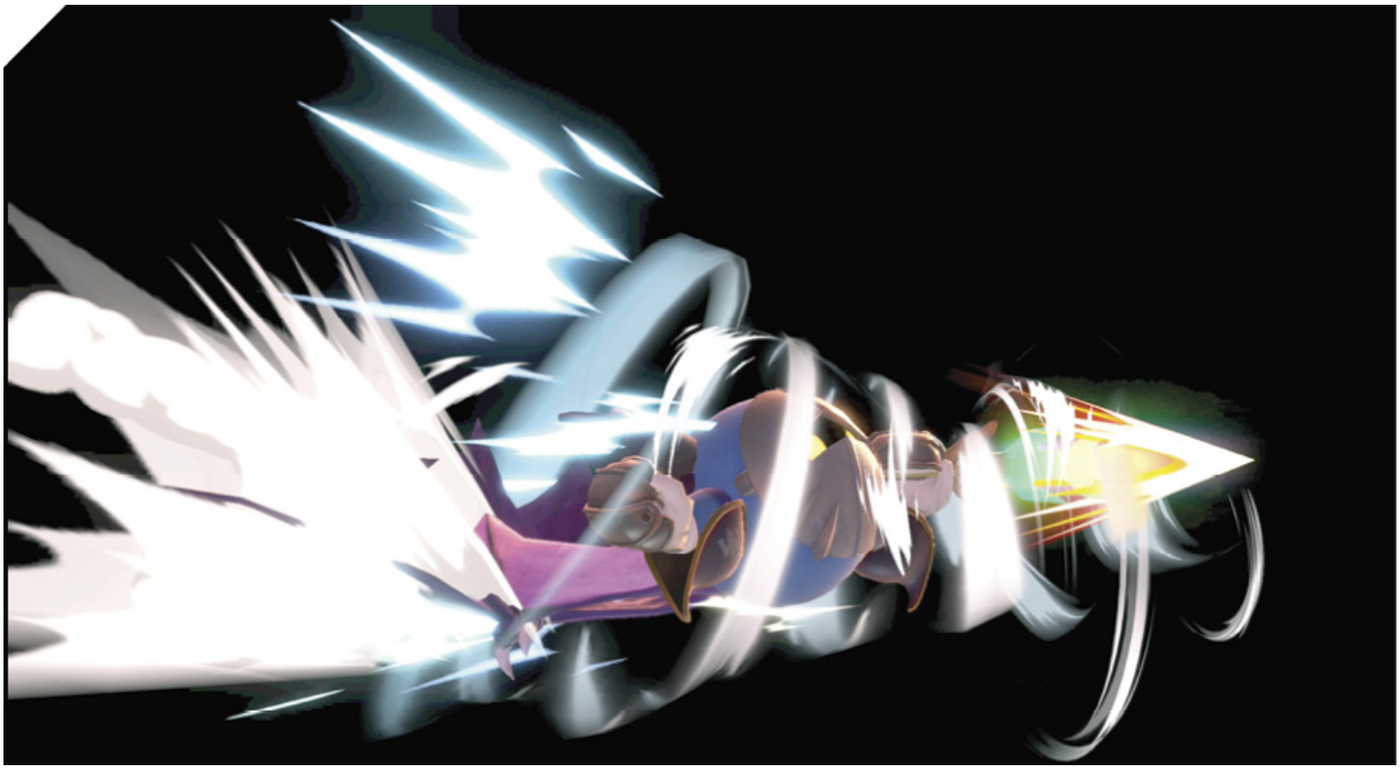
MOVE	DAMAGE	NOTE
Neutral special	12	Repeated Special button inputs boost Meta Knight higher into the air. Early hit deals more damage.
Side special	1.1x11, 3	Up and down control inputs alter trajectory.
Up special	9, 6	Can alter trajectory and height (slightly).
Down special	16	Hold Special to execute an attack after reappearing.

NEUTRAL SPECIAL: MACH TORNADO



Meta Knight becomes a whirling tornado that launches enemies into the air as he collides with them. Mach Tornado is mainly used as a recovery tool and is rarely effective as an offensive one because it leaves you in a helpless falling state, followed by massive landing lag. However, in niche situations, you can use Mach Tornado to punish high-altitude air dodges as your opponent attempts to get through your juggling advantage state. Follow your airborne opponent, and if you read an air dodge, activate Mach Tornado and mash on the Special button to nail them as they come out of their dodge.

SIDE SPECIAL: DRILL RUSH



Meta Knight propels himself forward through the air like a torpedo, drilling into foes with a multi-strike attack before bouncing off them. Meta Knight's side special is another recovery option in his arsenal, doubling as a horizontal air attack. While in flight, you can heavily influence your trajectory by inputting up or down on the control stick.

Like Mach Tornado, Drill Rush can leave you extremely vulnerable. It has a considerably lengthy start time, and if you end the drill in the air, it leaves you in a helpless falling state. If you drill and hit the ground at certain angles, it bounces you off the stage, adding even more end lag. Learning how to manipulate your drill trajectory so that you land on the stage without bouncing is crucial in order to mitigate your end-lag vulnerability.

UP SPECIAL: SHUTTLE LOOP

Meta Knight launches into the air with a rising sword strike, performs a loop in the air, then completes the two-hit combo with another upward sword stab. Shuttle Loop is another one of Meta Knight's recovery options that doubles as an attack. Shuttle Loop is used in many of Meta Knight's juggle combos, primarily as a finishing attack after an up air attack.

Like his other recovery options, it leaves you in a helpless falling state, so use it carefully—as a deliberate combo finisher, or from beneath a ledge where you can immediately grab on to the platform in the middle of your ascent.

DOWN SPECIAL: DIMENSIONAL CAPE

Meta Knight vanishes and then reappears a short distance away, potentially following up with a massive area-of-effect sword attack.

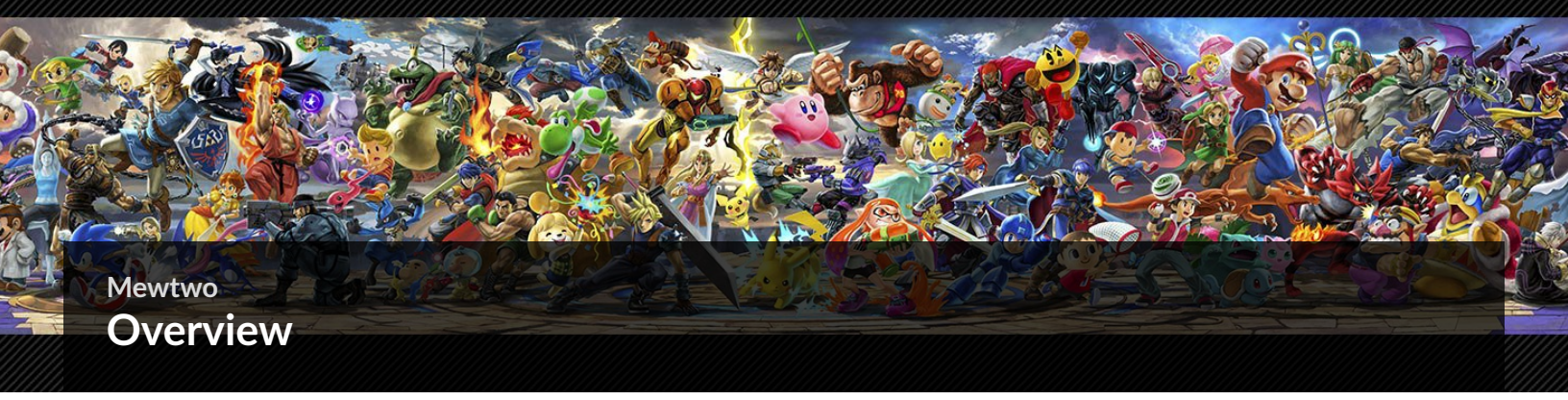
Dimensional Cape is another recovery move that teleports you a set distance (or in place without a control stick input) after a brief disappearing intangibility period. If the Special button is held down or pressed again, Meta Knight comes out of his teleport with a huge sword swing, dealing a high amount of damage.

Dimensional Cape has practical uses in punishing laggy moves and as an edge-guarding tool if timed properly. For instance, you can teleport away from a ledge as your opponent ledge-rolls back onto the platform, and as they're recovering from their roll, you reappear and smash them with the follow-up sword attack.

After inputting down special, you can aim Meta Knight's teleport direction with the control stick. Not only can you control which direction he launches in, but you can manipulate his trajectory as he's moving. Even though you can't see him, controlling trajectory while he's invisible has certain momentum implications. For instance, if you down special while grounded, then immediately hold up-forward, then move the control stick up and then down, you can see Meta Knight reappear from the air, propelled to the ground as if he warped up and then down in an arc. While minor, this kind of granular shift can be important if you need to perform a specific movement in response to your opponent's actions.

FINAL SMASH: DARKNESS ILLUSION

Meta Knight throws his blade upward and fires an electric projectile. If he hits an opponent, he tosses them up in the air before multiplying himself to attack and launch them. If the electric projectile doesn't hit anyone, the move doesn't activate.



Mewtwo

Overview

Mewtwo is a quintessential glass cannon, with one of the best chargeable projectiles in the game with its neutral special, and incredible aerial mobility with up special and a wall jump. To top off its comprehensive kit, Mewtwo has powerful high-damage combos. It also has one of the best air dodges in the game, in which it's intangible almost immediately as it Teleports around its enemy's attacks. While its Teleports are punishable, they require the opponent to predict where Mewtwo will be in order topunish.

Mewtwo's remarkable power is balanced by weaknesses in its defense and vulnerability. In addition to being a relatively large target, Mewtwo is a light and floaty fighter with a slow double jump and slow fall speed, so it's highly susceptible to certain setups and mix-ups. As most fighters can use their double jump for a quick vertical boost to bait out anti-air attacks, Mewtwo's double jump often puts it in a worse predicament as it's slow and gives the opponent the advantage. However, there are subtle mechanical input tricks you can use to enhance your mobility. For instance, you can use specials to cancel your double jump early to drop to the ground quickly (e.g., backward jump into immediate low-altitude double jump, then immediately cancel into neutral special—this allows you to back up while still facing your foe and charging your Shadow Ball). Additionally, special-cancels at the peak of your apex allow you to use your momentum to slightly increase your jump height. This is useful for escaping your aggressor's air-to-air juggleattempts.

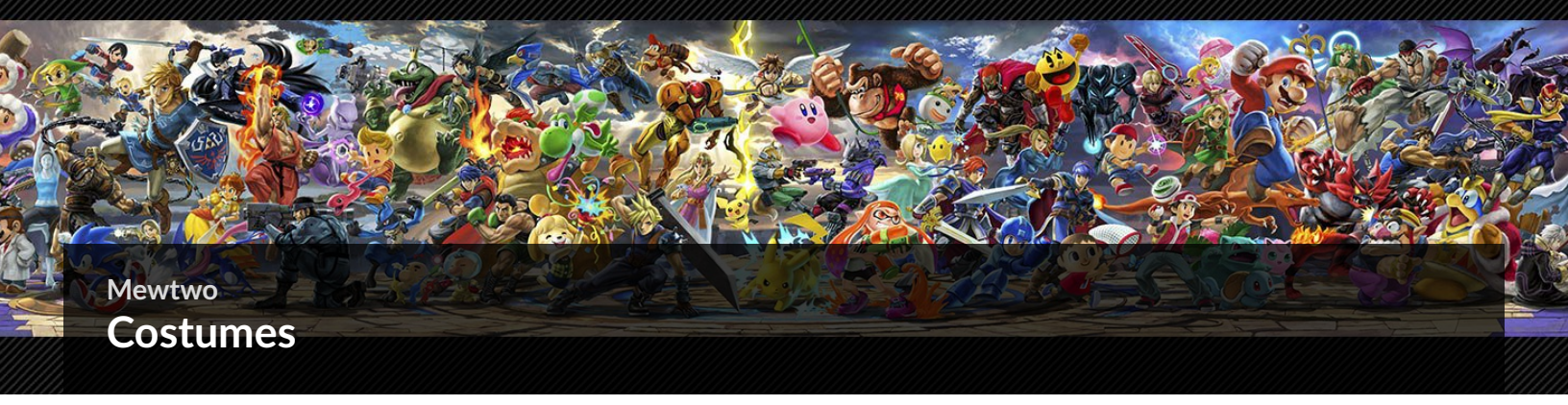
Mewtwo's wake-up and roll options are also lackluster, with its roll and get-up attacks being quite laggy, but thanks to its vast variety of aerial options, Mewtwo has a strong kit for recovering onto a ledge. It can mix up its recovery to keep the opponent guessing between its various techniques involving ledge jumps, ledge releases, double jumps, Teleporting air dodges, and its up specialTeleport.

Mewtwo is a skill-intensive fighter to play and master, particularly when it comes to execution and survivability.

MEWTWO VITALS

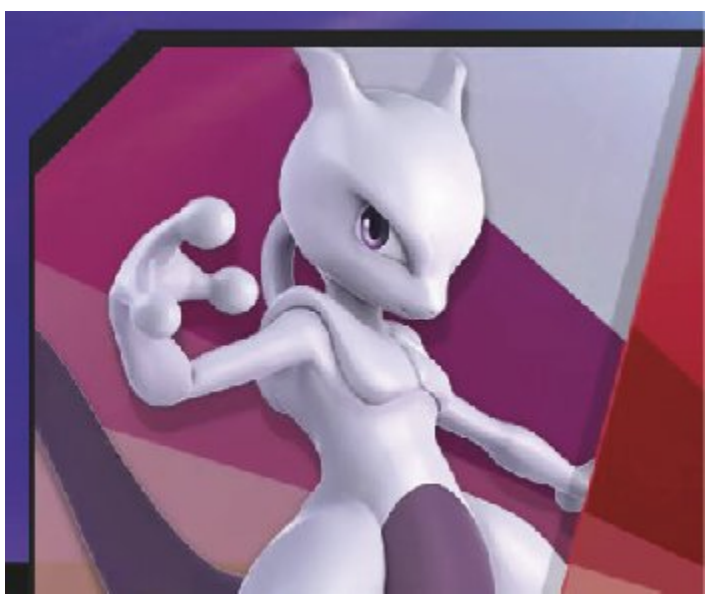
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	Yes
Wall cling:	No

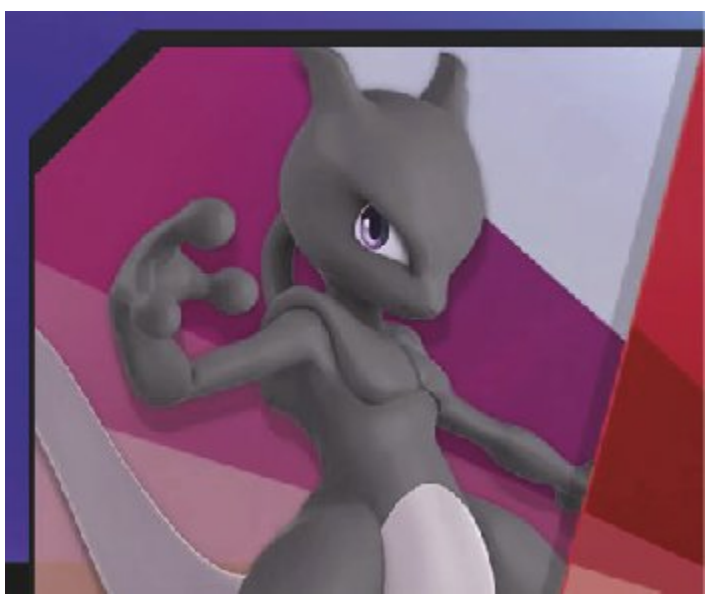
MOVEMENT RANKS	
Ground speed:	B+ (8)
Air speed:	A (3)
Falling speed:	C (44-47)
Weight:	F (71-72)

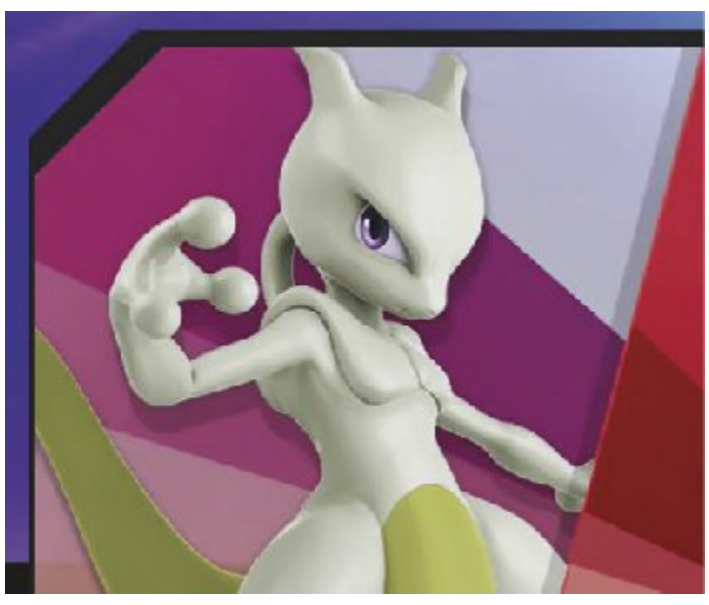


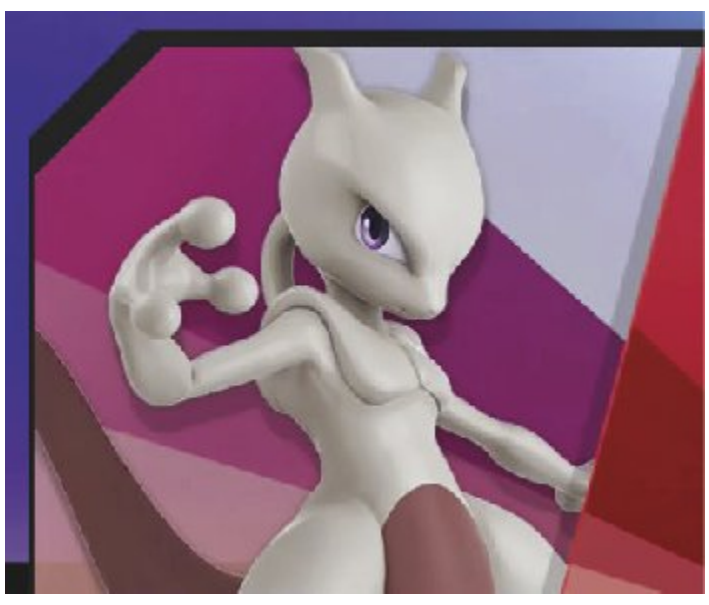
Mewtwo

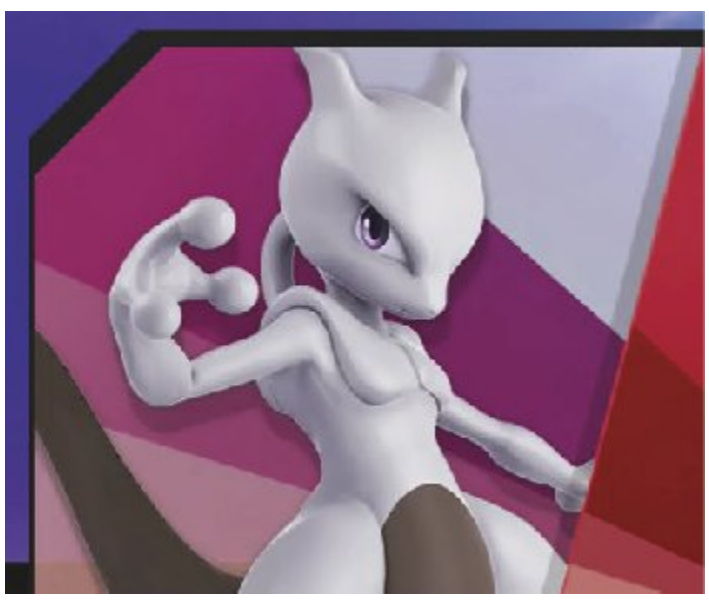
Costumes

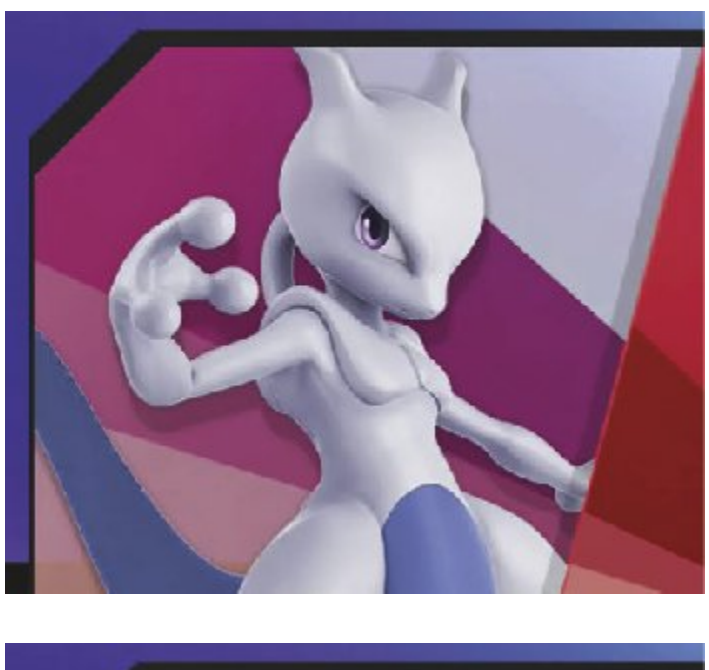


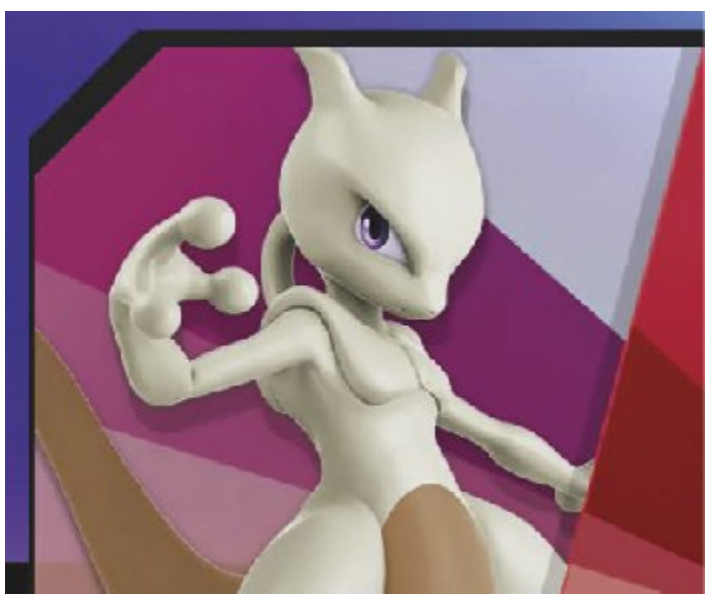


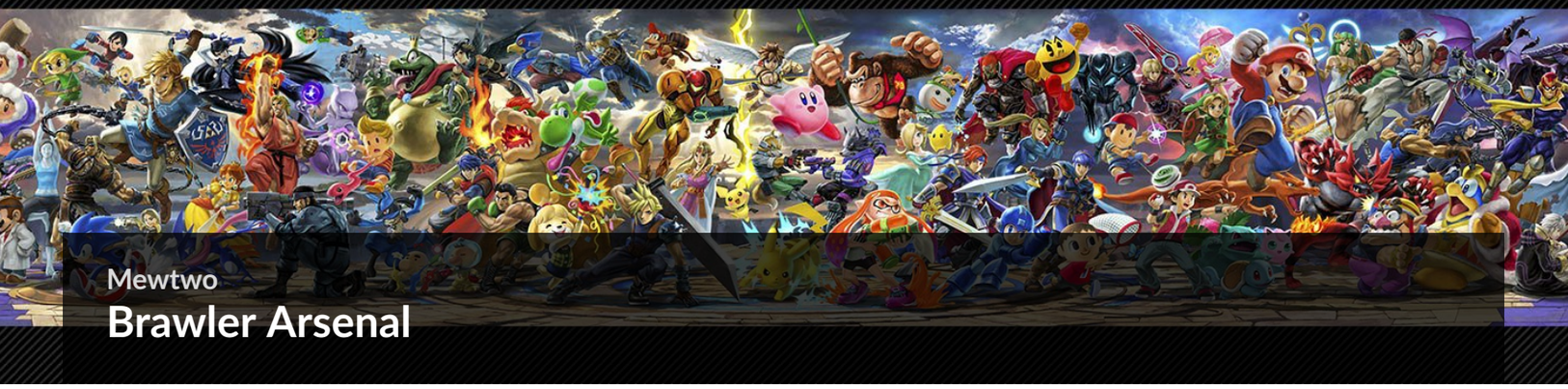












Mewtwo
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	3	—
Neutral attack 2	0.8xN, 2.5	Hold input to repeat rapid attacks.

Mewtwo extends its palm and sends out a pulsatile attack, then follows it up with an emission of several energy strikes before finishing the combo with an upward moon-shaped claw slash, knocking enemies away.

Neutral attack is one of your possible out-of-shield options for punishing aggressive enemies. However, it's on the slower side, with a lackluster start speed and relatively mediocre range. Like most rapid-attack jabs, you can use it to guard ledges against ledge-hanging foes.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	12	Deals more damage at tip of energy blast.

While dashing, Mewtwo uses its flight momentum to extend a mass of dark energy before itself, launching foes up and away. When shielded, it's punishable by most neutral and tilt attacks. Mewtwo's dash attack is best used for chasing down foes and whiff-punishing your opponent's missed grabs and high-lag maneuvers.

On hit, it launches foes up and away, so it doesn't set up juggle combos well.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack (faceup)	7	Intangible.
Wake-up attack (facedown)	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	10	Launches away, high knockback. Deals more damage with inner hitbox. Can be angled up or down.
Up tilt	6	Launches up and behind at a slight angle for potential follow-up. Deals more damage with inner hitbox.
Down tilt	5	Deals more damage with inner hitbox for follow-up. Outer tail launches away.

SIDE TILT

With a hip pivot, Mewtwo lashes out with its tail, swinging at foes and knocking them away.

This attack can be angled up or down slightly with the control stick. Unlike most side tilt attacks in the game, Mewtwo's isn't a particularly attractive option in the neutral game or in combos. It has better tools in its down tilt and air attacks, meaning you generally won't need to use side tilt.

UP TILT

Mewtwo delivers a telekinetic somersault attack with its tail over a large area, arcing from the front and over its body and ending behind it.

Up tilt is your typical anti-air, but with extra combo potential. The initial hitbox has a particular knock-up effect that allows you to combo into another up air (against low-damage foes), which you can then combo into up air attack.

DOWN TILT

Mewtwo crouches in a low-profile stance and sweeps the enemy off their feet with its tail.

Mewtwo's low-profile tail swipe is your primary aggression-stopping tool, deterring approaching enemies and knocking them up into combos, followed by more Shadow Ball charging and zoning. This attack is so fast that you can almost mash it repeatedly to prevent your attacker from even getting in (although most good players won't fall for this if it's all you're doing).

While edge-guarding, if you space yourself at max down tilt distance, you can threaten the enemy with down tilt and then react and punish certain ledge-grabbing options. Your attack lag is so low that you're generally free to act even after whiffing down tilt. Down tilt into grab, down tilt into another down tilt, down tilt into neutral air attack are all possible options your opponent has to think about when recovering.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	20	Launches away, high knockback. Deals more damage with energy projectile-burst hitbox. Can be angled up or down.
Up smash	2x3, 10.1	First three hits pop up foes into final hit, which launches them up and away at a slight angle. High launching power.
Down smash	16	Launches up and away. Large hitbox extending slightly below stage.

SIDE SMASH

As if mimicking Ryu, Mewtwo clasps its hands at its side, then thrusts them forward and unleashes a powerful energy blast.

While this move looks awesome, it's incredibly difficult to use as a poke. You'll only want to use this when you can make a good read on your opponent's ledge-grabbing habits, and rarely anything else. It leaves you way too vulnerable for you to just throw it out, especially since your air attacks are so much better and safer.

UP SMASH

Mewtwo quickly thrusts its arm into the air, conjuring a swirl of dark energy that devastates and pounds on its victim for several hits before knocking them away.

This is a particularly unsafe attack reserved for high-damage combos or as a defensive counterattack. Grab is usually a better option, if your opponent is within range.

DOWN SMASH

Mewtwo conjures a massive radial blast directed at the ground in front of it, sending nearby foes flying away.

Down smash starts slower than forward smash, but is much safer with less end lag, especially at max range. You can use it to punish recovering opponents trying to grab a ledge thanks to its large hitbox, if you can time it accurately (the window to hit someone as they grab the ledge is extremely small).

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	13	Fires several Shadow Balls that can pass through and hit multiple enemies. Launches up and away.
Back throw	10	Backward throw.
Up throw	12	Launches directly above.
Down throw	9	Knocks up and away.

GRABS

Mewtwo uses its telekinesis to subdue its enemy. Mewtwo's grab attack is a telekinetic squeeze that starts somewhat slow and offers moderate reach. Its forward throw is a high-damage, multi-hit attack, with Mewtwo levitating the enemy and hurling several Shadow Balls at them, which can potentially hit other foes. Mewtwo's back throw is a simple disregardful toss that deals high damage, potentially knocking out high-damage foes. For its down throw, Mewtwo slams and pins its victim into the ground, then whips its tail down, launching the enemy up into the air for a potential air mix-up follow-up.

Mewtwo's up throw is one of its best options for knocking out enemies at high percentages, especially if you've conditioned your opponent into shielding your oppressive Shadow Ball and down tilt pressure. However, it's not as effective for racking up damage since the knock-up and launcher-type throws don't provide enough tumbling hitstun in most cases.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	1.6x5, 4	First five hits can drag foes, with the final hit knocking them up and away, depending on their relative position.
Forward air attack	13	Knocks up and away.
Back air attack	13	Knocks back, low knockback power.
Up air attack	11	Knocks up and away at a slight angle, allowing for potential follow-up attack. Deals more damage with inner hitbox.
Down air attack	15	Meteor smash effect at tip of palm (center of hitbox).

NEUTRAL AIR ATTACK

Mewtwo's body surges and emits a pulsating electrical current, shocking nearby enemy several times before launching them away with a final shock blast.

There are three ways to use neutral air attack optimally: short hop neutral air attack, short hop neutral air attack into fast fall, and jump neutral air attack. Controlling your trajectory during a move (or "drifting") is particularly important in using neutral air attack effectively, since where your fighter is in relation to your opponent determines how they're knocked away (thus determining whether you can follow up).

Short hop neutral air attack (shortcut: dash, Jump+Attack, with optional fast fall on hit) can combo into up air and other attacks with good spacing and drift control. You want to drift your neutral air attack so that the opponent is in front of you, but still close to your body, allowing you to up air or immediate forward air attack as soon as your neutral air attack end lag is over. Neutral air attack's multi-hit dragging property makes it a great offstage edge-guarding tool if you can connect with it. You can carry opponents over the ledge and knock them down to their deaths. Neutral air attack is a core and crucial part of your arsenal.

FORWARD AIR ATTACK

Mewtwo hops into the air and swiftly delivers a dark-energy-enhanced slap in front of it, blasting foes away.

This is one of your staple attacks during the neutral game, dealing impressive damage and shield damage. When you're on offense, go for deep (low-altitude) forward air attacks to keep yourself safe and at an advantage. For a short hop forward air sequence into retreat sequence, use the C-stick to immediately input forward air while you jump forward (then hold back) with the control stick. For an aggressive triangle-jump-type sequence, short-hop above an enemy, then as early as possible fast-fall, then immediately input forward air attack with the C-stick. This low jump fast-fall forward air is incredibly strong, allowing you to follow up with most attacks on hit.

For an effective jump attack sequence, input forward jump, immediately hit forward air attack on the way up, then input another forward air as soon as the end lag of your first forward air ends, giving you another forward air attack close to the ground. You can mix this up once you've shown your opponent this sequence, and instead of going for the descending forward air, fast-fall and grab them. Connecting with a deep forward air combos into several follow-up attacks, including neutral attack auto-combo, up air (into another up air), up smash, dash attack, and even more forward airs! Like most forward air attacks, Mewtwo's forward air swipe is its best edge-guarding tool.

BACK AIR ATTACK

Mewtwo looks over its shoulder and then whips its tail behind it and into an upward arc, slapping away foes.

Back air attack is much slower than forward air attack, and isn't nearly as safe, but its hit area is larger and opens up juggle opportunities (you can combo into another back air if you hit with it late into its active window). It's primarily used as an edge-guarding tool, thanks to its wider arc and decent knockout potential.

UP AIR ATTACK

While airborne, Mewtwo performs a backflip somersault with its tail extended, knocking up foes and leaving them vulnerable to a potential follow-up assault.

As with most up air attacks, Mewtwo's up air is used to extend and keep enemies stuck in the air and guessing. Knock away descending opponents with up air and then charge your Shadow Ball to keep up zoning pressure. Against grounded foes, you can do: short hop, fast-fall, cross-up up air as a combo-starter, followed by another up air or forward air, then into your juggle game.

DOWN AIR ATTACK

From the sky, Mewtwo fires a bolt of dark energy directly below, causing a meteor smash effect on foes hit by its force.

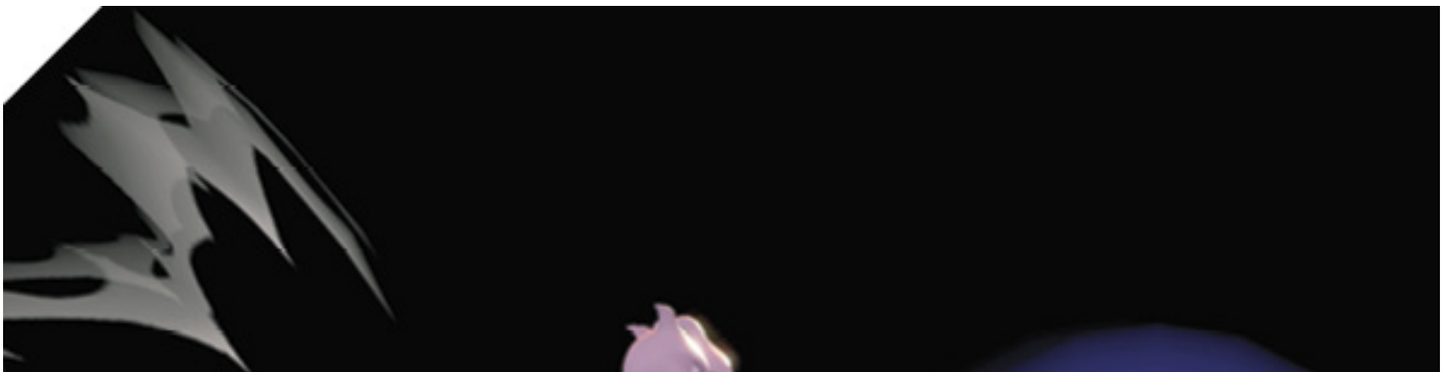
Mewtwo's down air attack can be used as a combo-starter, but it's punishable and less safe than its other air attacks. It's best used as a meteor smashing attack to knock down foes over ledges.

SPECIAL MOVES

SPECIAL MOVES

MOVE	DAMAGE	NOTE
Neutral special	2.5 (25 max charge)	Charging increases projectile size, damage, and range.
Side special	9, reflected projectile: 1.4x damage	Unshieldable attack (grab). Reflects energy-based projectiles, dealing 1.4x damage of original projectile.
Up special (ground)	—	Brief intangibility. Can be directed in any angle after initial up special input.
Down special	1	Brief intangibility. Projectile is ignored by fighters not facing Mewtwo. Stun duration determined by enemy damage percentage.

NEUTRAL SPECIAL: SHADOW BALL



Mewtwo cups its hands and begins summoning a mass of dark energy. Upon release, the projectile speeds along the ground, dealing damage to the first foe it hits.

Shadow Ball is one of the best projectiles in the game. As with most charge-up mechanics, a good portion of your game plan as Mewtwo should revolve around earning space and breathing room in order to squeeze in any bit of charge-up time you can. Combos and knockbacks should almost always be followed by Mewtwo mustering up its dark energy, which you can store by shielding, jumping, or rolling out of. Because Shadow Ball deals so much shield damage (around 70% of max shields), the threat of Shadow Ball is omnipresent. If your opponent doesn't deal with you and your charge, you'll eventually be able to shield-break them, from which you can land a free combo.

Aerial Shadow Ball charge can be canceled by double jump, air dodge, or by releasing it. As an edge-guarding attack, you can throw out quick-released Shadow Balls, baiting out an air dodge, which you can then punish (with a grab, for instance). It's also incredibly strong as an anti-ledge-grab attack. With proper spacing (around your roll distance) against a ledge-grabbing opponent, charge up your Shadow Ball and release it to hit them off the ledge as their invulnerability ends.

SIDE SPECIAL: CONFUSION

Mewtwo uses its psychic powers to suspend its victim helplessly, for a brief duration. This psychic energy field can reflect enemy projectiles.

Confusion doubles as a command throw (an unshieldable grab) and a projectile reflector. Additionally, using Confusion in the air gives you some extra mobility, as the first air Confusion boosts you up a tiny bit.

Successfully grabbing with Confusion suspends the enemy into the air for a brief duration, but you can't combo from it. The opponent can always act once they're free, so expect them to double-jump or air-dodge, and be ready for it with a follow-up option. One of the subtler and more interesting ways to use Confusion is as an anti-shield ledge climb. If you're hanging on a ledge and an edge-guarding opponent is trying to bait out one of your attacks while they're standing by the ledge, you can ledge-release into immediate Confusion to command-grab the shielding enemy, then double-jump to get back on the ledge and mount an offense.

UP SPECIAL: TELEPORT

Mewtwo instantly warps to another location. You can Teleport up-left, up, up-right, left, right, down-left, and down-right.

Teleport is a straightforward recovery tool. You can warp a set distance relative to where you are in one of several directions. Not only does this give Mewtwo an incredibly versatile evasive maneuver, but it's also difficult to punish for less-experienced opponents since doing so requires some guesswork. As with most recovery specials, you're left vulnerable once you use your double jump and Teleport, so be careful not to be too predictable near ledges or while trying to touch the ground after being launched. Teleporting directly to a ledge is relatively safe since you're intangible up until the point you grab on to the ledge. However, sharp opponents can punish you just as you grip the edge.

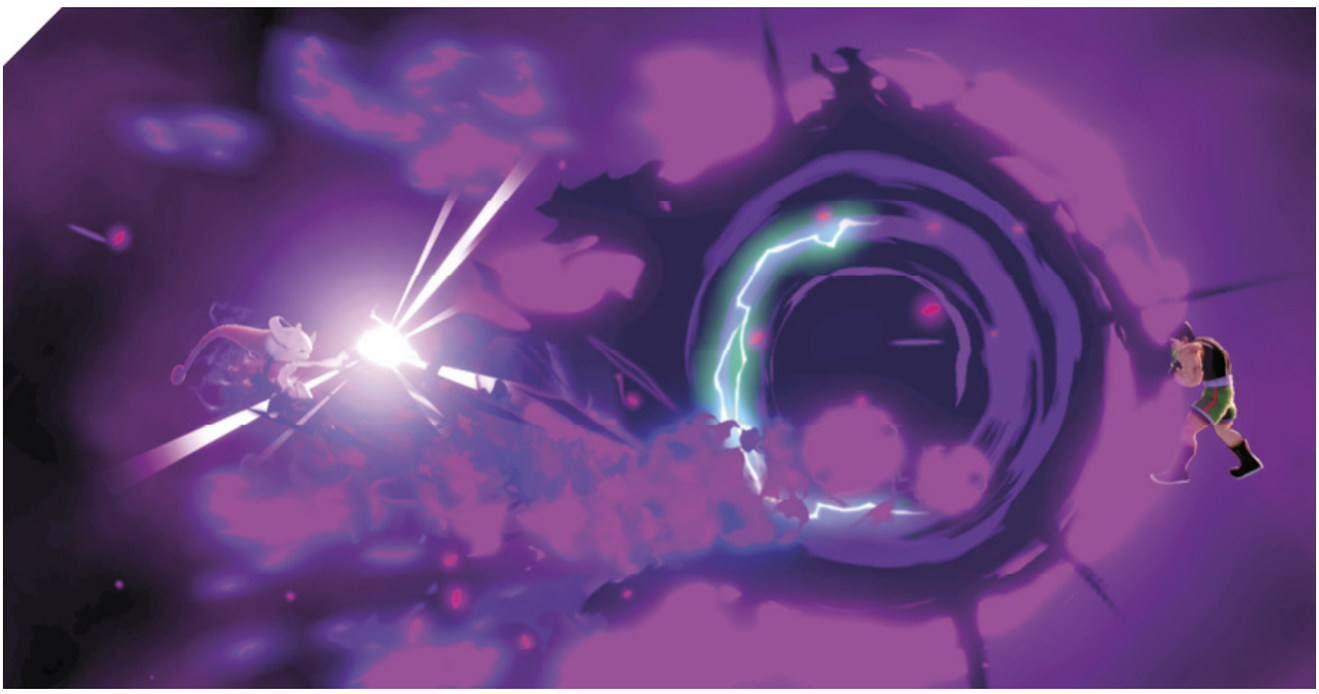
DOWN SPECIAL: DISABLE

Mewtwo attempts to make eye contact with its target with a Medusa-like gaze attack. If successful, its victim becomes dazed and unable to act.

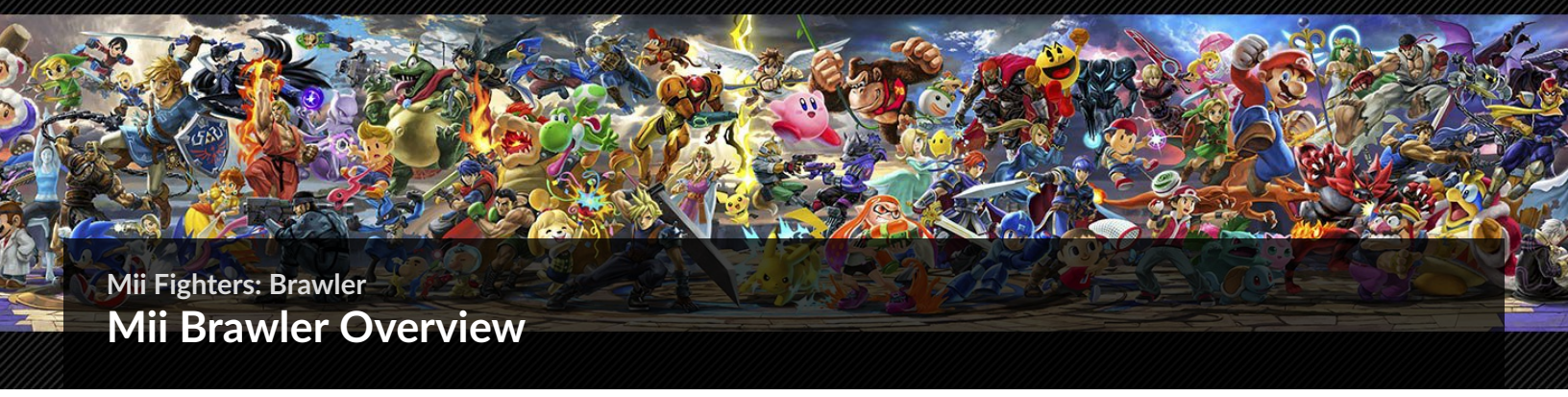
Disable is a unique attack with heavy drawbacks, but offers an incredible payoff on hit. It's limited in range and only connects if the opponent is facing you, and it can be shielded. If the opponent is facing away from you, the projectile is completely ignored. Furthermore, it doesn't stun airborne enemies. On hit, Disable temporarily stuns the target, with its stun duration directly correlated with the target's damage count. At 50%, stun lasts for around three seconds; at 100%, ~4.5 seconds; and at 200%, around seven seconds.

Of course, this attack isn't effective fishing for random hits by any stretch of the imagination. However, there's one practical use for it, and that's to punish ledge rolls and ledge climbs, thanks to its relatively high amount of active frames. Otherwise, this attack should be left out of your neutral game arsenal.

FINAL SMASH: PSYSTRIKE



Mewtwo's Final Smash begins with a Mewtwo Mega Evolving into Mega Mewtwo Y. It then fires a projectile that freezes and launches every foe it hits. This move travels through landscapes and opponents, making it easy to hit multiple foes.



Mii Fighters: Brawler

Mii Brawler Overview

Of the Mii Fighters, Mii Brawler has the best speed and close-range attacks. Ground and air neutral attack and grab speed, along with scary, fast special moves—like Suplex, Thrust Uppercut, Head-On Assault, and Counter Throw—make Mii Fighter the best for simply rushing in after foes. The ability to wall-jump bolsters Mii Brawler's dominant movement. The only projectile option is the Shot Put special, but it offers high knockback and great edge-guarding power. Feint Jump offers novel movement and extra attack and recovery options. Apart from that, building a Mii Brawler is about choosing the aggressive close-range moves you like the best.

MII BRAWLER VITALS

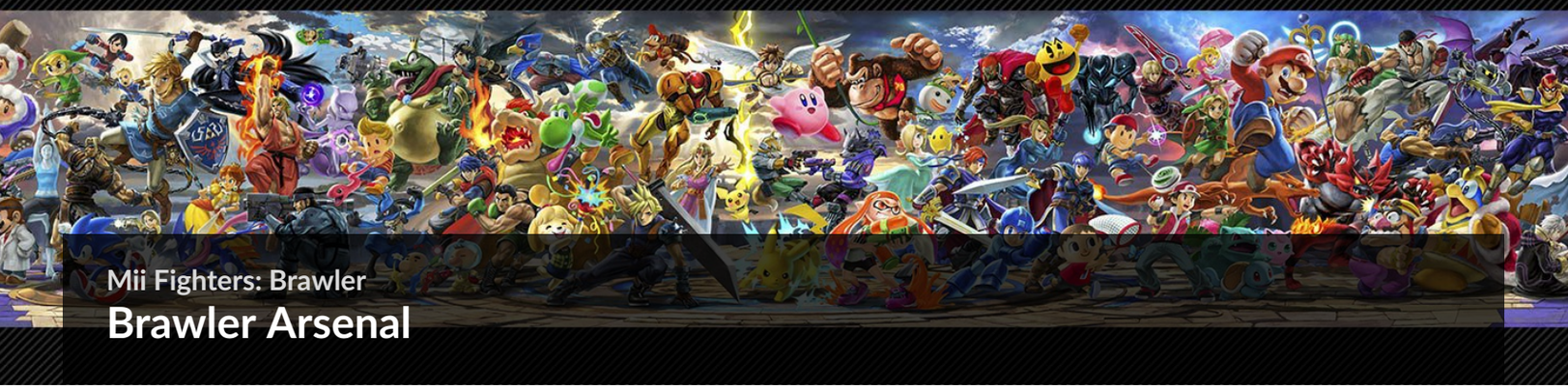
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	Yes
Wall cling:	No

MOVEMENT RANKS	
Ground speed:	D- (68)
Air speed:	B (25)
Falling speed:	A (4)
Weight:	C (40-43)

BUILD A FIGHTER

Mii Fighters return, both more standardized to make them fair game in matches, and more customizable to make gathering outfits more fun. You'll find Mii Fighter customization under Games & More from the Main Menu. Here you can build many different Mii Fighters, based either on plain sample Miis, or using Miis you've created on your Switch console. Importing a custom Mii applies its likeness to a fighter, but Mii Fighters are no longer scaled in size with custom-made Miis. This keeps the Mii Fighters better balanced with the general cast.

When building a Mii Fighter, you can select their nickname, outfit and headgear, favorite color, and even the tone and pitch of their voice. You'll also need to select their special move loadout. For each special slot (neutral, side, up, down), each Mii Fighter type has three specials to choose from. The breakdown of available specials in this chapter will help you construct your ideal custom fighters.



Mii Fighters: Brawler

Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	1.8	—
Neutral attack 2	1	—
Neutral attack 3	0.5x10+, 2	Hold input for continuous attacks.

The Brawler is a martial arts specialist, so you can expect a good neutral attack combo. The first hit is lightning fast, and the rest happens automatically if you repeatedly press the Attack button. The third neutral attack in a combo unleashes a rapid-fire blur of punches, which you can prolong by holding down an Attack input. The enemy eventually drops out of the combo if you let this go more than twice as long as the normal amount of hits. The third attack finishes with a launching kick if the enemy doesn't fall out of the punch flurry.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	11	Less damage later in attack.

The Brawler takes a short leap forward and performs a jump kick just off the ground. The kick comes out quickly and does good damage, though a little less if you hit late in the attack's active period.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	8.5	Can be angled up or down slightly. Upward variant does most damage.
Up tilt	6	Launches foes into potential juggle position.
Down tilt	8	—

SIDE TILT

This typical side kick can be aimed slightly up or down. The upward-aimed side tilt does the most damage, followed by the downward-aimed side tilt; the standard side tilt kick does the least of the three.

UP TILT

Mii Brawler fires with a close-range uppercut, capable of warding off airborne foes and popping victims into a juggle position. The hitbox in front at the start is good, so there's no need to worry about whiffing against point-blank enemies like with some up tilts.

DOWN TILT

Mii Brawler's down tilt is a sweep with great range that pops up foes into juggle position even at 0% damage. Follow up with upward-aimed side tilt, or an up special juggle.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	18-25.2	Can be angled slightly up or down.
Up smash	14-19.6	—
Down smash	13-18.2	—

SIDE SMASH

Mii Brawler attacks with a straight-armed punch. Hold up or down before the attack to angle it up or down slightly.

UP SMASH

A quick wheel kick upward hits first in front before rotating to cover upward and then backward angles. Wider coverage than up tilt when aiming for jumpers, short hoppers, and foes standing on ramps and low platforms.

DOWN SMASH

Mii Brawler punches in front and kicks out behind, striking both front and back. This clear-out move is about as quick to hit as Soaring Axe Kick and Head-On Assault, not in Thrust Uppercut territory but serviceable.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	9	Forward throw.
Back throw	4, 5	Backward throw.
Up throw	11	Throws foe into potential juggle position.
Down throw	2, 4	Bounces foe off ground into potential juggle position.

GRABS

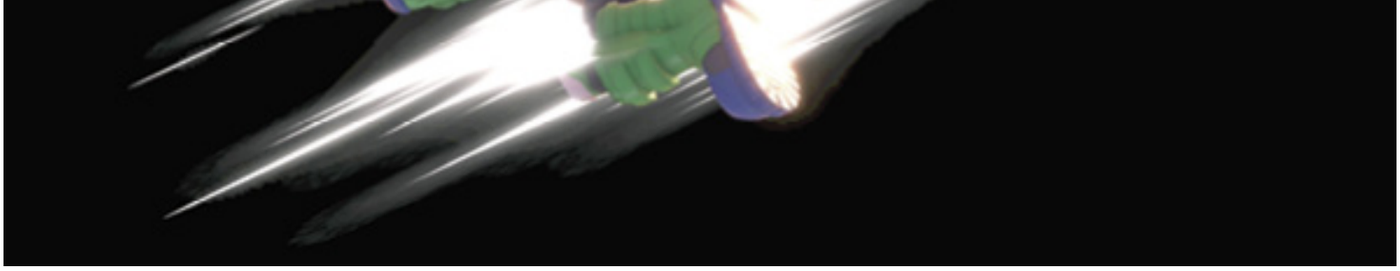
Mii Brawler's grab is fairly quick, just short of matching the fastest grab animations. Options from the grab are standard: front or back throws to get foes nearer to stage edges and to outright KO high-damage victims, and up/down throws to set up juggle combos. Mii Brawler's throw game can be made more robust by equipping the Suplex and Counter Throw specials, which grant dashing and parrying throw options.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	10	Damage lessened after start.
Forward air attack	5, 6	—
Back air attack	12	—
Up air attack	8	—
Down air attack	13	—

NEUTRAL AIR ATTACK

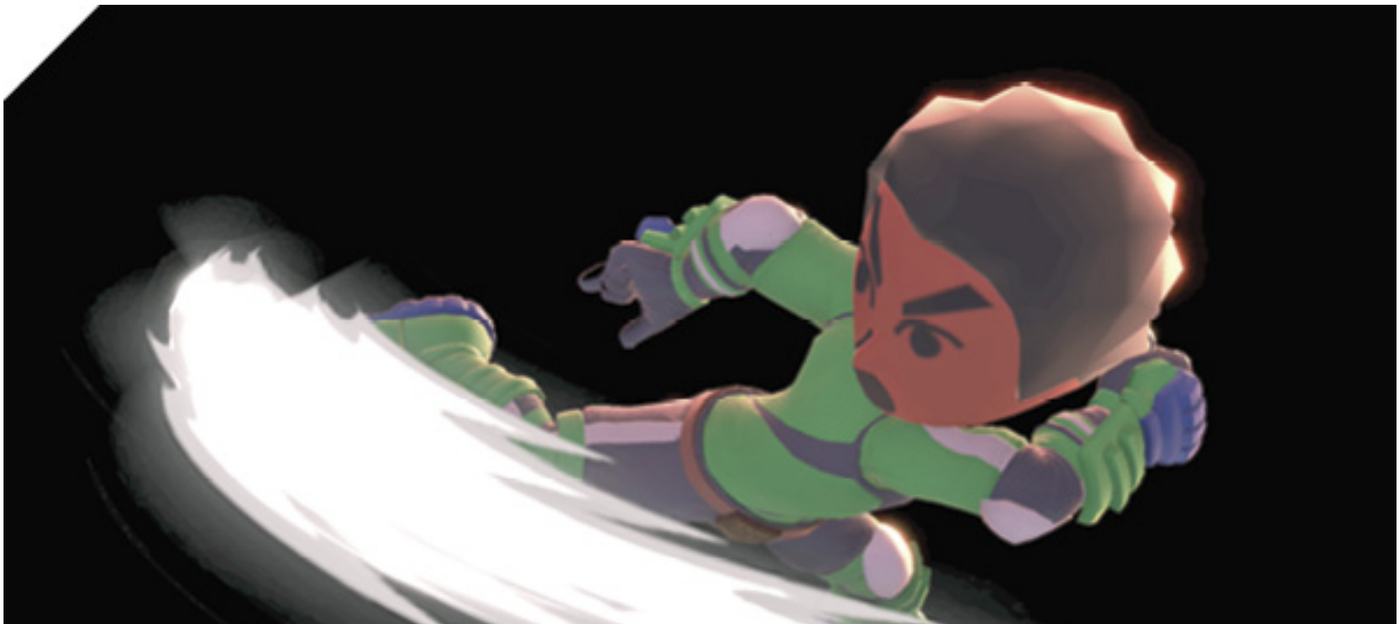


Mii Brawler sticks one leg out for a fair bit of time while floating in midair. This is a lot like Mario's neutral air attack, and goes well with fast-falling tactics.

FORWARD AIR ATTACK

The Brawler lashes out in midair with two quick kicks, kind of like some air attacks from Zero Suit Samus, Captain Falcon, and Fox. You can aim to hit at hopping height by short-hopping with forward air attack, then use fast fall to drag the second hit down on standing opponents.

BACK AIR ATTACK



The Brawler kicks quickly backward with one leg, like Donkey Kong. Great for reacting to fighters coming up from behind when you've already jumped and committed to a direction in midair, or when used paired with movement tricks like reverse air rushes.

UP AIR ATTACK

Mii Brawler spins backward with a typical upward-aimed wheel kick. This can go toe-to-toe with airborne targets above, and juggle tumbling targets.

DOWN AIR ATTACK

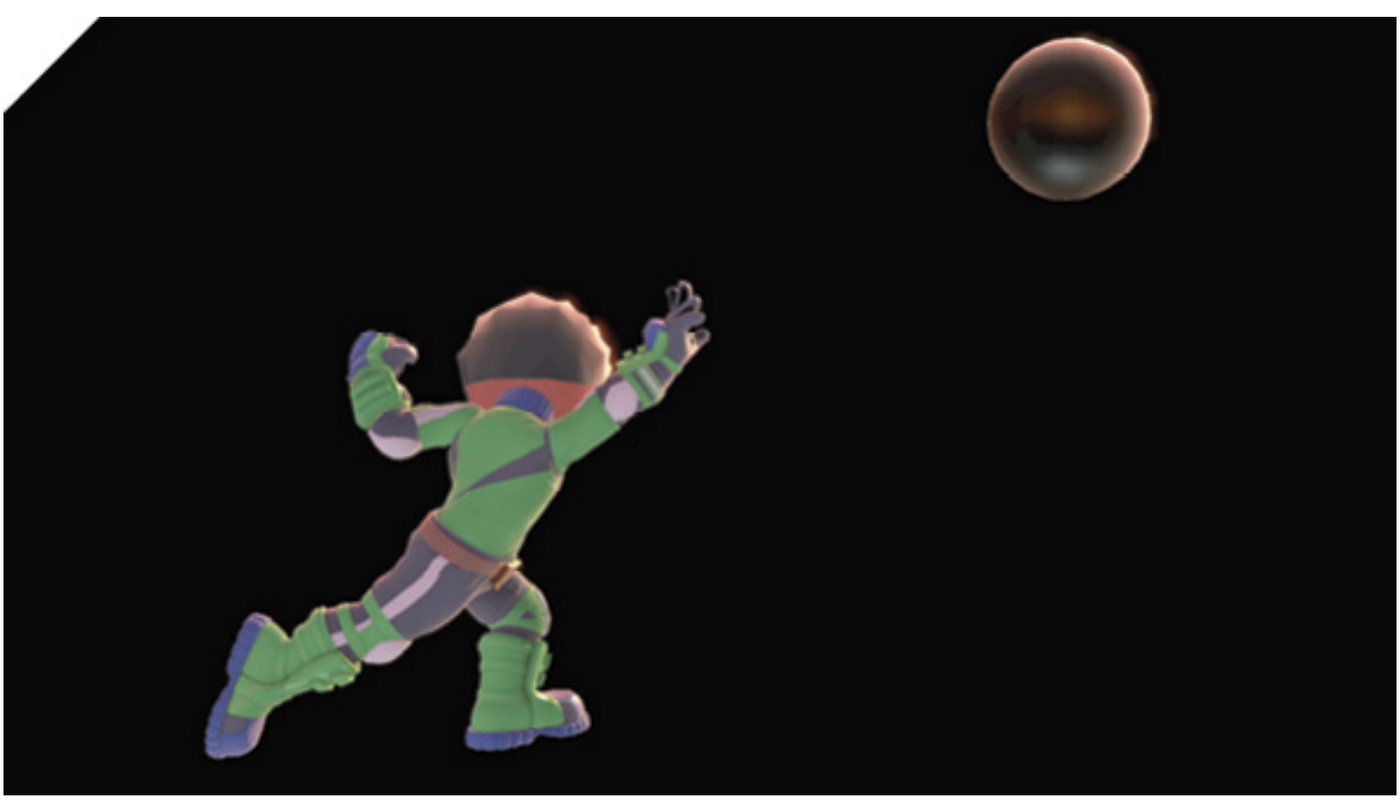
The Brawler strikes straight down with a double-fisted hammer blow. This requires precision to aim with the brief active period, but the reward can be extremely worth it. On a successful hit, this will meteor smash opponents straight down.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special 1: Shot Put	15 air, 11.2 ground	—
Neutral special 2: Flashing Mach Punch	0.3x21, 9.5	Does five punches on whiff. Transitions to full combo on hit.
Neutral special 3: Exploding Side Kick	25	28 damage if direction changes after move begins.
Side special 1: Onslaught	2, 1.5x6, 5	Transitions to auto-combo if first attack connects.
Side special 2: Burning Dropkick	13	Flames aren't just for decoration.
Side special 3: Suplex	3, 15	Rushing throw attack.
Up special 1: Soaring Axe Kick	4, 3, 6	Launching flip kick can be followed with diving axe kick.
Up special 2: Helicopter Kick	3, 1.5x4, 6	Legs intangible during kicks. Can be steered slightly left or right.
Up special 3: Thrust Uppercut	0.8x5, 9	Hold forward or backward for a far or close-range uppercut.
Down special 1: Head-On Assault	6, 16	Only does the second portion used in midair.
Down special 2: Feint Jump	7 flip hit, 10 dive kick hit	Legs intangible during jump takeoff.
Down special 3: Counter Throw	14	Counter special with intangible portion. Transitions to Counter Throw if attack connects.

NEUTRAL SPECIAL 1: SHOT PUT



Mii Brawler hefts a Shot Put they've somehow kept pocketed, then hurls it forward. It doesn't arc upward very high or far—it's basically a bowling ball, after all—and quickly descends. The heavy projectile has extra-high knockback and is especially good tossed off of stage edges toward foes trying to float back up.

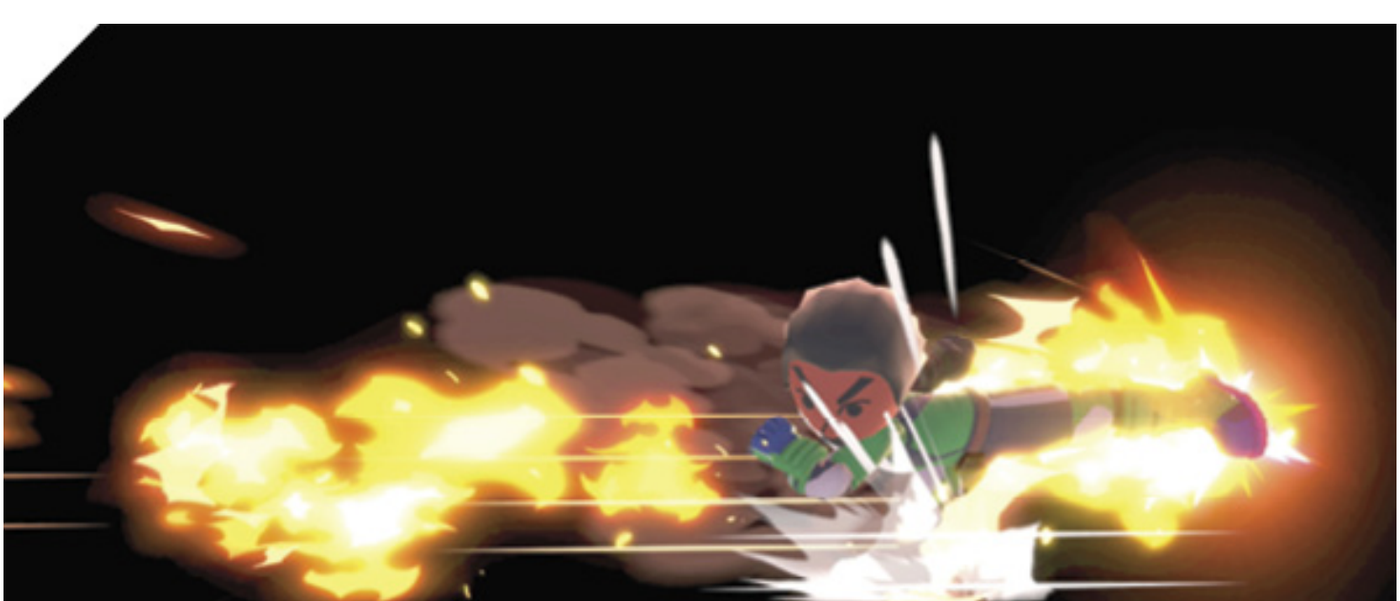
If you find yourself in midair and wanting to hurl a Shot Put backward, tap neutral special, then immediately tap the control stick in the opposite direction.

NEUTRAL SPECIAL 2: FLASHING MACH PUNCH

The Brawler takes some exploratory punches at the space right in front of them, punching rapidly five times. If any of those hit, Mii Brawler tacks on 16 more light punches before finishing with a launching uppercut. If the first five punches whiff, or if they're shielded, the attack simply ends.

The first time Flashing Mach Punch is used in midair, it temporarily slows the Brawler's falling momentum. This gives it extra use as a stalling tool to make your airborne trajectory less predictable.

NEUTRAL SPECIAL 3: EXPLODING SIDE KICK



This heavy-hitting side kick takes just short of a full second to charge up. When it's ready, the fighter kicks automatically, and you can't cancel or store the charge. If you have time to get it out, it's tremendous, but it's easy for the enemy to see coming if they're not stunned or otherwise preoccupied.

As a neutral special, the input starts the charging kick in whichever direction Mii Brawler is facing. Tap the other direction on the control stick to turn the kick around before it hits. This slightly increases damage.

SIDE SPECIAL 1: ONSLAUGHT

The fighter rushes laterally about the length of two dashes. On hit, the charge becomes a brief auto-combo. The power of the final hit is higher when you've got lots of damage built up!

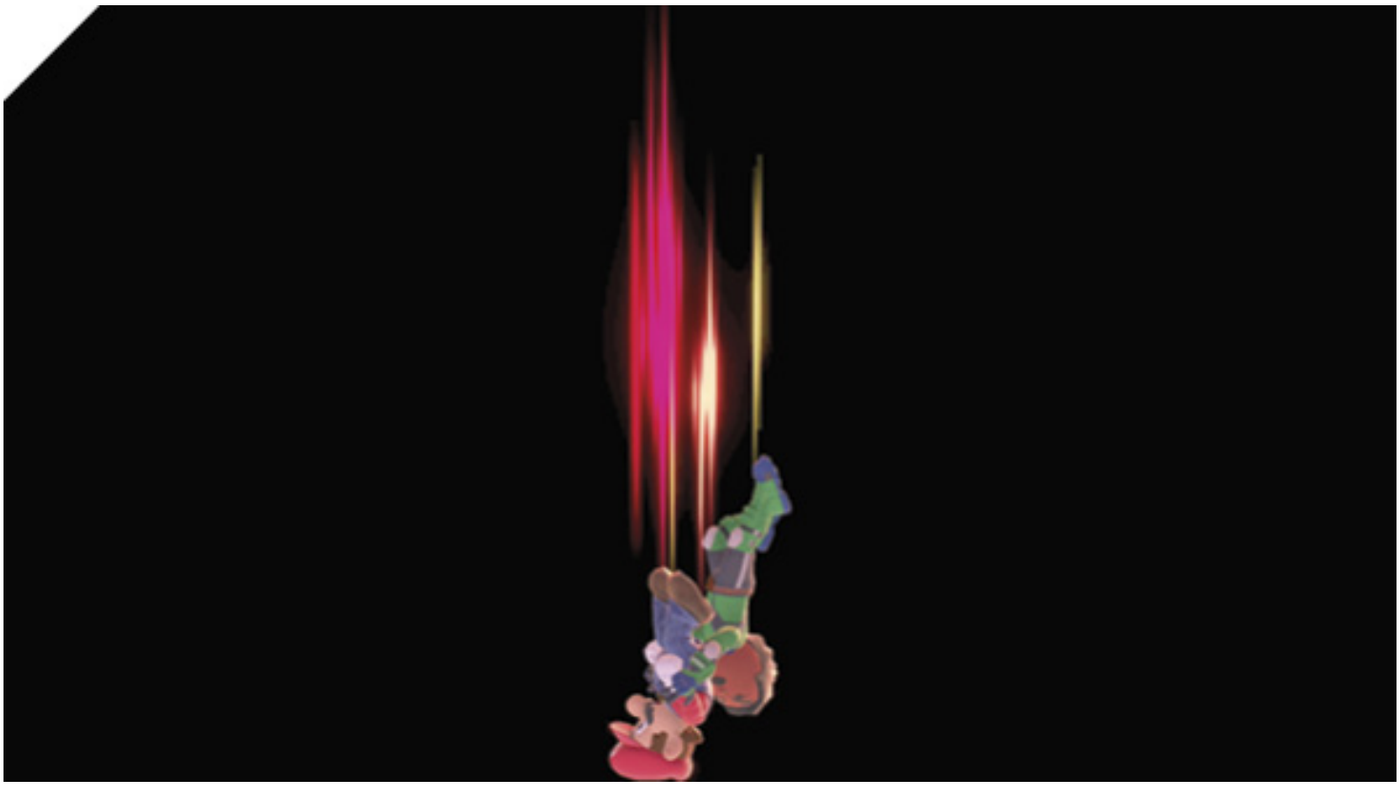
As a sideways-rushing move, this has use both as a sudden attack, and as an extra recovery tool when trying to make it back to safe ground.

SIDE SPECIAL 2: BURNING DROPKICK

Mii Brawler hops a bit laterally, about as far as during Onslaught, striking with a fiery two-legged kick. On hit or shield, the Brawler bounces off with a backflip.

This is a quick single-hit alternative to Onslaught. Since it's a flaming move, it can detonate bombs and destroy flammable objects.

SIDE SPECIAL 3: SUPLEX



The Brawler dashes forward with a weak rushing attack. If that attack hits, Mii Brawler lifts the victim and crashes down with a powerful slam. This is great to catch people by surprise, and to add extra oomph in sideways juggle combos. Beware using this out over pits or near stage edges; if you Suplex someone and carry them straight down off an edge, both players lose a stock, but Mii Brawler's KO is considered the first one. Suplexing someone into a pit during a last-stock situation will mean you lose.

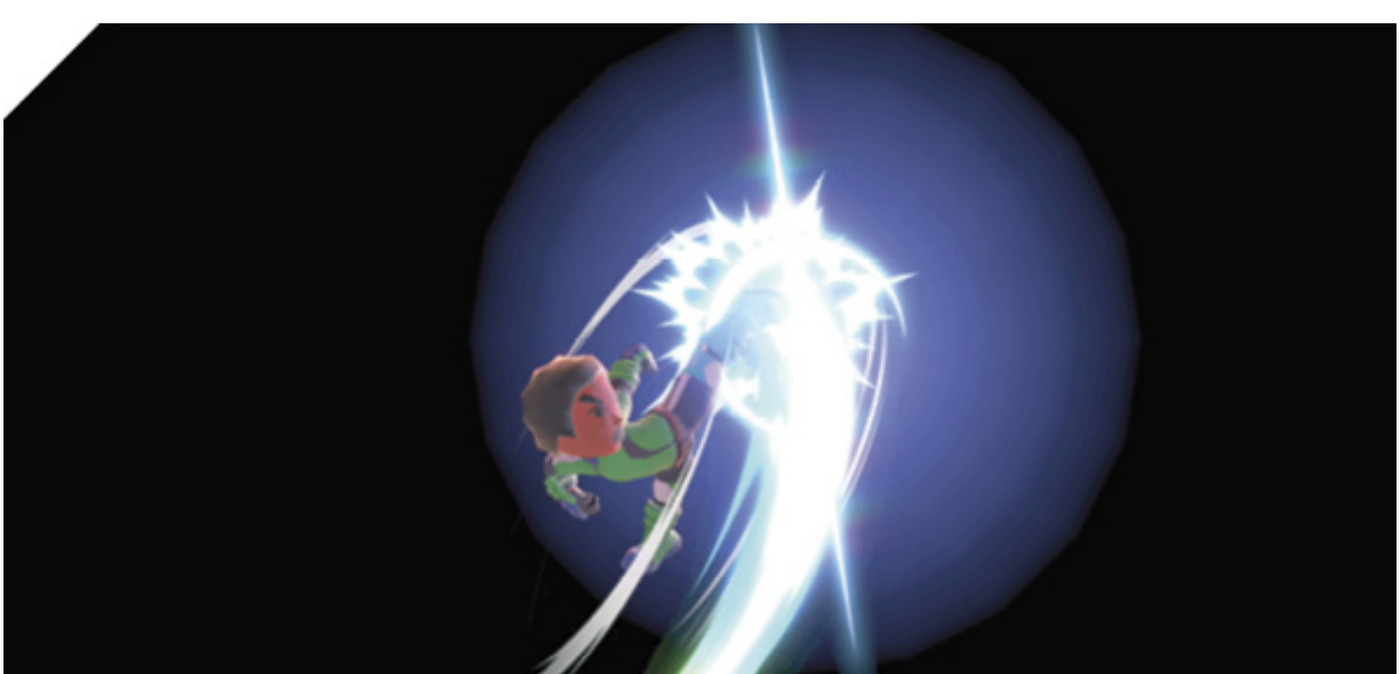
UP SPECIAL 1: SOARING AXE KICK

Upon activation, the Brawler soars upward with a launching kick. This is good for low-altitude juggles, and offstage when lunging back toward a safe ledge. It's not useful as a reversal. Initially, this kick just hits directly next to the Brawler as they kick and rise. To transition into a plunging axe kick, press the Special button again at the top of the kick's ascent. If the first portion picks someone up, the second portion will carry them down. The second kick does the most damage on a direct plunging hit, but also hurts anyone caught too close to the impact zone.

Using up special from below causes the Brawler to grasp a ledge above; using up special into the dropping axe kick finisher can grab a ledge if you're facing it while plummeting, but you must be precise. This can be useful for slashing at someone edge-guarding on firm ground near the ledge; you'll knock them away, then grab the ledge, gaining the brief intangibility period.

Both the rising launcher and falling axe kick can be slightly steered left or right.

UP SPECIAL 2: HELICOPTER KICK



Mii Brawler springs upward with a series of rising spin kicks. Both legs are intangible during this attack, adding to the move's priority. It's a tiny bit faster to hit than Soaring Axe Kick or Head-On Assault, so slightly better for reversing enemies up close, but it's still not one of the faster up specials (for that, you want Thrust Uppercut).

UP SPECIAL 3: THRUST UPPERCUT

The Brawler does their best impression of Street Fighter's Ken Masters, rocketing off the ground with a flaming uppercut. If you're looking for a close-range defensive/anti-air special, this hits faster than any other Mii Brawler option. It's just a bit slower than a standing neutral attack, and even faster than tilt attack pokes. Hold back immediately after activation for an uppercut straight up; hold forward for a far-reaching one, like Ken's fierce Shoryuken!

DOWN SPECIAL 1: HEAD-ON ASSAULT

This flipping launch kick into diving head attack starts a bit like the Soaring Axe Kick up special and is slightly faster if you're looking for a reversal. The overall damage if the whole thing hits is quite high. When using Head-On Assault from the air, the Brawler simply plunges down with the dive-bomb portion.

This is a great special, with the only downsides being the heavy lag after slamming into the ground, and the danger of misusing it near a stage ledge and plummeting straight down.

DOWN SPECIAL 2: FEINT JUMP

Upon the initial down special input, the Brawler flips forward in the direction they're facing. They land with their back to the original direction, like during a forward dodge roll. If they fall on an opponent from the forward flip without an air input, they bounce off their head like a footstool jump, dealing some damage. Input Attack or Special during the forward flip, and the Brawler suddenly dive kicks from wherever they are. A neutral attack or special input results in a dive kick back in the direction the flip started. To dive kick forward out of the front flip, hold forward during the neutral or special input.

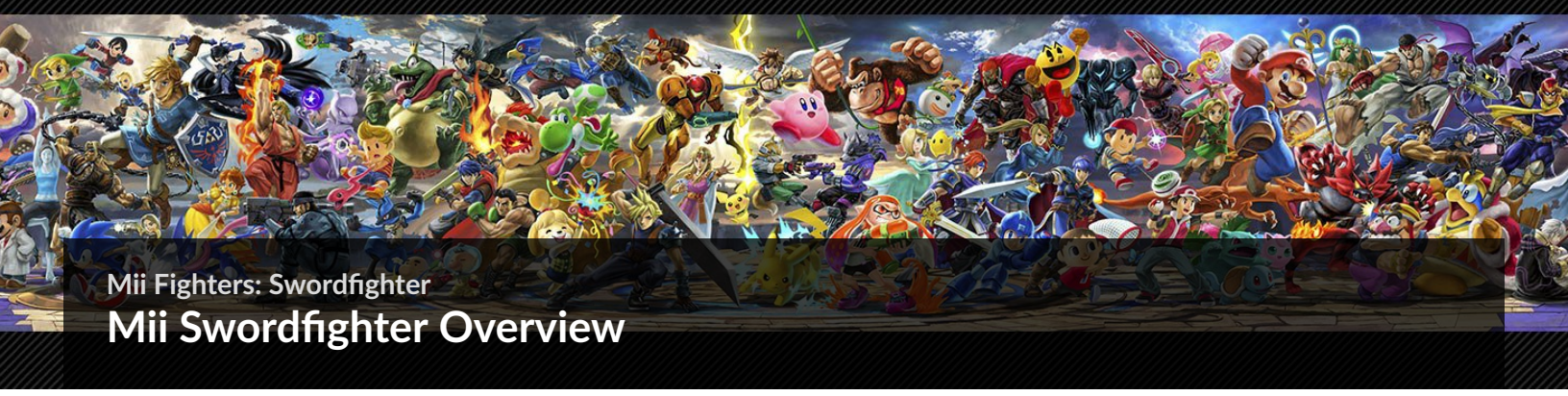
This is a great multipurpose special, serving functions as a recovery tool, alternate jump, and diving kick in either direction.

DOWN SPECIAL 3: COUNTER THROW

The Brawler raises an arm into a defensive “catch” stance, briefly intangible during this. If foes up close touch Mii Brawler during the parry animation, they get swept up into the follow-up throw. Very few combatants have special move throws, let alone rushing special-move throws, so this can be hard for enemies to deal with.

FINAL SMASH: OMEGA BLITZ

With Final Smash energy built up, Mii Brawler is ready to execute an overwhelmingly powerful close-range combo. Just make sure targets are at point-blank range before going for it. If two or more enemies are close together, even better. They can all get swept up into Mii Brawler’s ultimate attack at once.



Mii Fighters: Swordfighter

Mii Swordfighter Overview

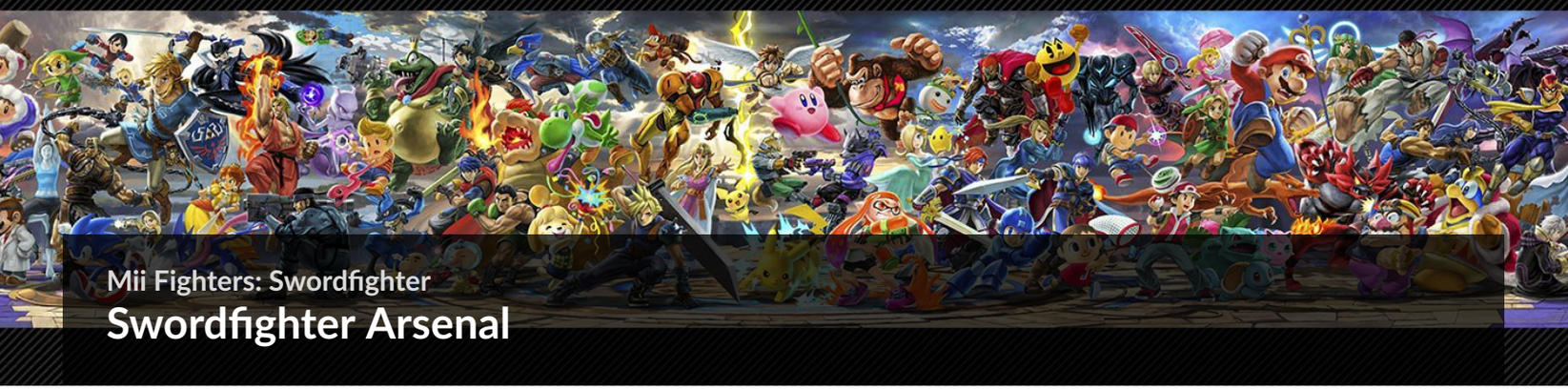
The Swordfighter is a varied warrior who uses a far-reaching sword for attacks. The sword is like an intangible limb, overpowering anything it hits if the enemy's attack doesn't extend all the way through the sword. The cost is that sword swipes aren't as quick as Mii Brawler punches and kicks. In exchange you get a good selection of strong single-stab and multi-hitting sword-spin moves.

Gale Strike and Chakram are powerful long-range moves, giving the Swordfighter the ability to change gears and act as a long-range zoner. Meanwhile, the arsenal of rushing sword stabs is unsurpassed, with Airborne Assault, Gale Stab, Skyward Slash Dash, and Power Thrust all asserting midrange lateral dominance.

MII SWORDFIGHTER VITALS

MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

MOVEMENT RANKS	
Ground speed:	D (57)
Air speed:	B (18)
Falling speed:	C (44-47)
Weight:	B- (25-26)



GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	3	—
Neutral attack 2	3	—
Neutral attack 3	5	—

Mii Swordfighter's three-swing neutral attack combo has decent reach, since the sword is like an intangible limb. Well-spaced, it overpowers anything in the way. It's a bit slower than most neutral attack combos, though, hitting in about the same time as most fighters' side tilts, so keep that in mind.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	10	—

The Swordfighter comes out of a dash or run with a sword swipe that hits directly in front. This dashing attack isn't particularly fast, and Mii Swordfighter comes to a quick halt while using it. It's good for running in to smack foes during their laggy attacks, or when they're knocked down and not being attentive about getting to their feet, but it's not a good surprise dash attack.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	12	—
Up tilt	7	Pops foe into potential juggle position.
Down tilt	8	—

SIDE TILT

This sideways slash hits heavier and a bit farther away than the first neutral attack but is twice as slow. Unlike many side tilt attacks, it can't be aimed diagonally up or down.

UP TILT

This relatively quick up tilt attack covers 180 degrees around the Swordfighter, sweeping from slightly down-forward to straight back. It fulfills the expected functions of an up tilt (juggling and anti-air) while also hitting ground-level adversaries on either side.

DOWN TILT

During this long-reaching toe-level sword stab, Mii Swordfighter crouches into a low stance, potentially avoiding incoming hits. The victim is popped a bit off the ground, leaving them vulnerable to follow-ups.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	16-22.4	Less damage near hilt.
Up smash	4, 3, 7-5.6, 4.2, 9.8	Leaps off ground.
Down smash	12-16.8 front, 15-21 back	More damage on backswing.

SIDE SMASH

It might look like Mii Swordfighter swings over the top for this attack, but the hitbox is only extended straight in front. This is an even stronger version of side tilt, which is an even stronger version of the first neutral attack.

UP SMASH

In an enhanced version of up tilt that's like some of Link's upward-striking swings, Mii Swordfighter leaps off the ground for a double-spinning slash. There's a somewhat quick hit at ground level right as the sword rises, launching anyone in front. It's not as fast as up tilt, but it's pretty good for a smash attack. Foes are dragged into the aerial spins, which score a three-hit launching combo up close.

DOWN SMASH

The Swordfighter slashes first to the front, then to the back. This clear-out attack has terrific range on both sides and is fast for a down smash—not quite as lightning-quick as Mario's down smash, but close. Like with Mario's down smash, the backward hit is stronger than the front-facing one.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	3, 3	Forward throw.
Back throw	3, 3	Backward throw.
Up throw	2, 3	Launches foe into potential juggle position.
Down throw	2, 2	Bounces foe off ground in front.

GRABS

The Swordfighter's grab game is low-damage on the throw hits but leads to powerful follow-ups. Front and back throws kick the enemy away at a lower angle than usual, leaving them in line for hits from moves like Airborne Assault, Gale Stab, and Power Thrust. Meanwhile, up and down throws put the foe in position for air juggles with air pokes and up tilts/smashes/specials.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	8	—
Forward air attack	3, 3, 5	—
Back air attack	14	—
Up air attack	16	Damage decreases on later frames of attack.
Down air attack	1.5x5	5 extra damage if screw hits spike opponent into ground.

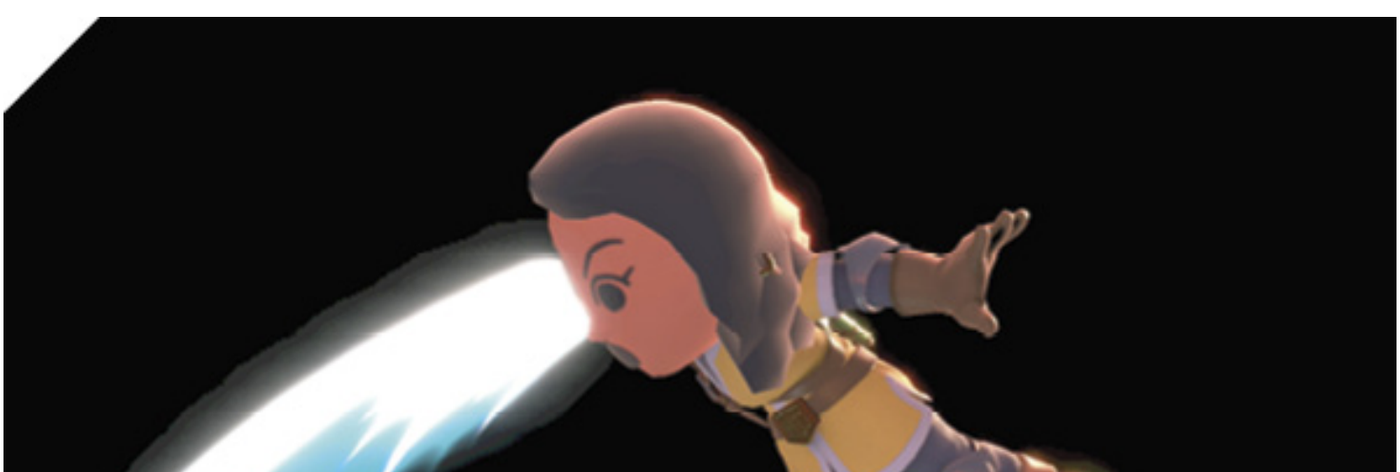
NEUTRAL AIR ATTACK

Mii Swordfighter's neutral air attack is a somewhat slow circular slash that covers every angle. It begins aimed backward and down, rotating over the top all the way around. If you're aiming this at opponents in front of you, like when short-hopping with neutral air attack toward standing targets, be advised that it's even slower to make it there than most smash attacks. A move that hits in 360 degrees will never be bad, but this is nowhere near as fast as most neutral air attack staples.

FORWARD AIR ATTACK

After a little windup, the Swordfighter thrusts into the air before him or her, stabbing three times. The first stab is down-forward, the second is straight across, and the final one is slightly more powerful and aimed up-forward. All three combo together if the angle with the victim is lined up. It's perfect for use in short hops toward standing enemies, as the down-forward hit naturally pulls them up into the rest.

BACK AIR ATTACK



This powerful single slash reaches behind an airborne Mii Swordfighter, knocking away anyone approaching from the back. It's only active for a split second, though, so it requires better aim than many of the Swordfighter's longer-lasting attacks.

UP AIR ATTACK

The customizable sword master strikes straight up with an attack that would be right at home in Link's kit. Unlike many up air attacks, this doesn't hit a front-to-back slashing swath, so it requires good aim. Hit just as Mii Swordfighter extends the attack for max damage.

DOWN AIR ATTACK

The inverse to up air, during down air attack the Swordfighter spins aimed downward, hitting multiple times against anyone in the way. With this falling stab, if an opponent is caught up in the spinning hits and dragged into the ground, they take extra damage.

SPECIAL MOVES

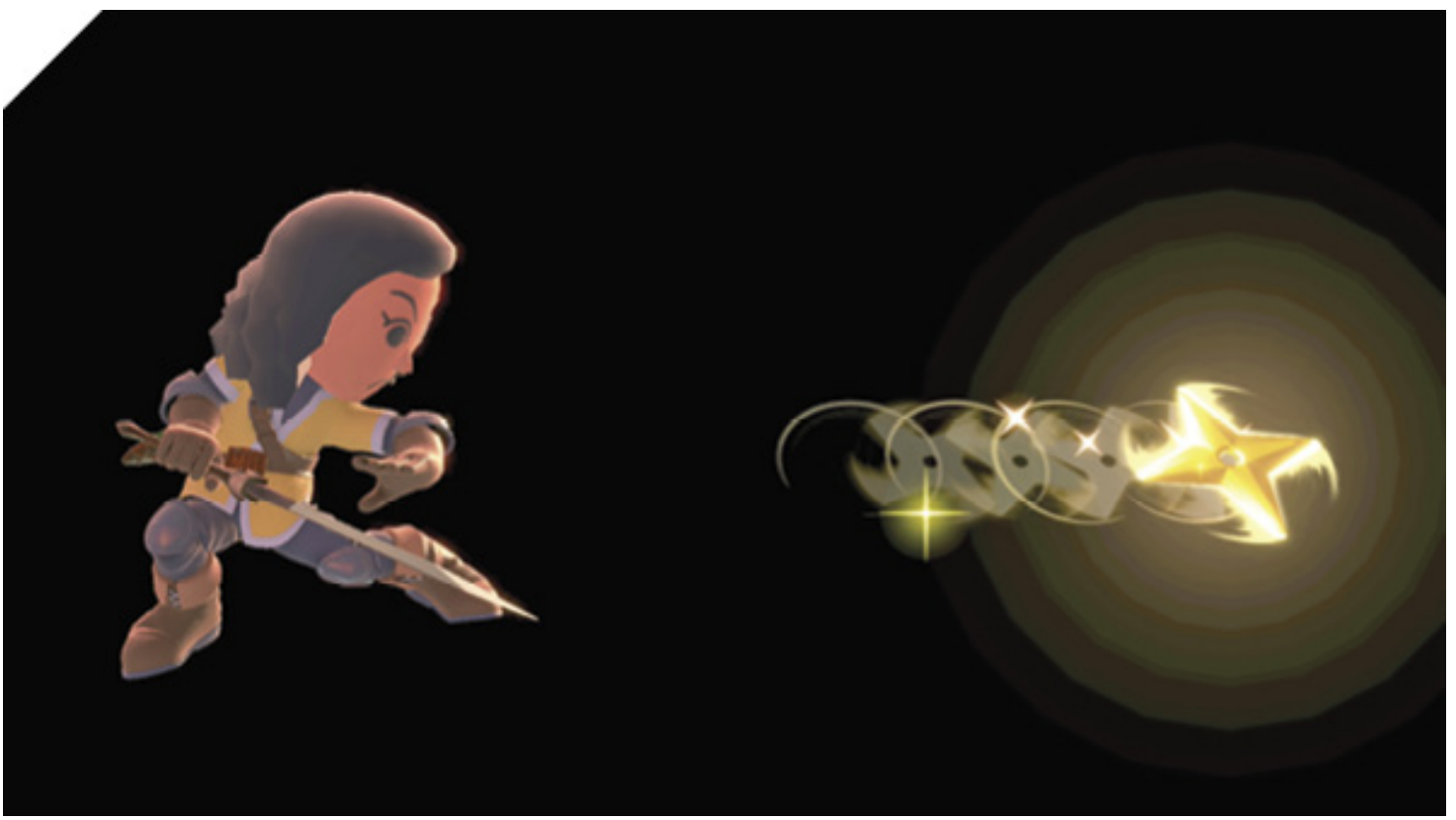
SPECIALS

MOVE	DAMAGE	NOTE
Neutral special 1: Gale Strike	13	Damage decreases with travel time. Hits launch victims straight up.
Neutral special 2: Shuriken of Light	6.5	Deals more damage farther from Swordfighter.
Neutral special 3: Blurring Blade	0.8x5, 8-1.9x5, 19.2	Charge for more damage.
Side special 1: Airborne Assault	12	Attack only occurs if rolling lead-in connects.
Side special 2: Gale Stab	8-18.5	Can be charged for more damage. Lag until landing.
Side special 3: Chakram	Tilt: 1.1x~4, Snap: 8	Input up or down after activation to aim Chakram.
Up special 1: Stone Scabbard	4, 3, 4	Intangible just before taking off with attack.
Up special 2: Skyward Slash Dash	2.2, 3x5, 4	Can be aimed in any direction.
Up special 3: Hero's Spin	Ground: 14, Air: 3, 2x3, 5	Can be slightly steered in air. Infinite lag until landing.
Down special 1: Blade Counter	8-29.4	Attack only occurs on counter. Damage depends on power of deflected move.
Down special 2: Reversal Slash	6	Victim has their direction reversed.
Down special 3: Power Thrust	Ground: 15, Air: 13, 7	Air version has secondary hitbox around Swordfighter on impact.

NEUTRAL SPECIAL 1: GALE STRIKE

Mii Swordfighter spins and hurls a small tornado, which plows through anything in the way across a surprisingly long lateral path. The tornado can drift a bit up or down, but generally moves across from where it's generated. More than one Gale Strike projectile can be on-screen at once, giving the Swordfighter solid long-range power. Vortex hits launch victims straight upward, creating juggle openings. Damage diminishes with distance traveled, until the tornadoes finally dissipate.

NEUTRAL SPECIAL 2: SHURIKEN OF LIGHT



For a basic projectile, Mii Swordfighter tosses small bladed stars that travel in a straight line out to about the distance of four dashes. A tossed shuriken is weak up close, dealing only 2% damage right when it's released, with no knockback power. Their strength grows as they travel, so it's best to aim with these from just where they'll dissipate.

NEUTRAL SPECIAL 3: BLURRING BLADE

The Swordfighter slashes rapidly about the distance of side tilt, before finishing with a launching slash upward. Tap the input for the fastest version of the attack, or hold it down to charge for more power and knockback. Once fully charged after about a second, the attack launches at full power automatically; it can't be held extra long at full power while you wait for the perfect moment, like with smash attacks or Gale Stab.

Used in midair, Blurring Blade makes Mii Swordfighter hop up-forward just a bit during execution, even if released while descending backward. This even works if Blurring Blade is used more than once in the same airborne interval. The lag takes quite a bit, so you probably won't have time to do another air action afterward unless you're falling from very high indeed.

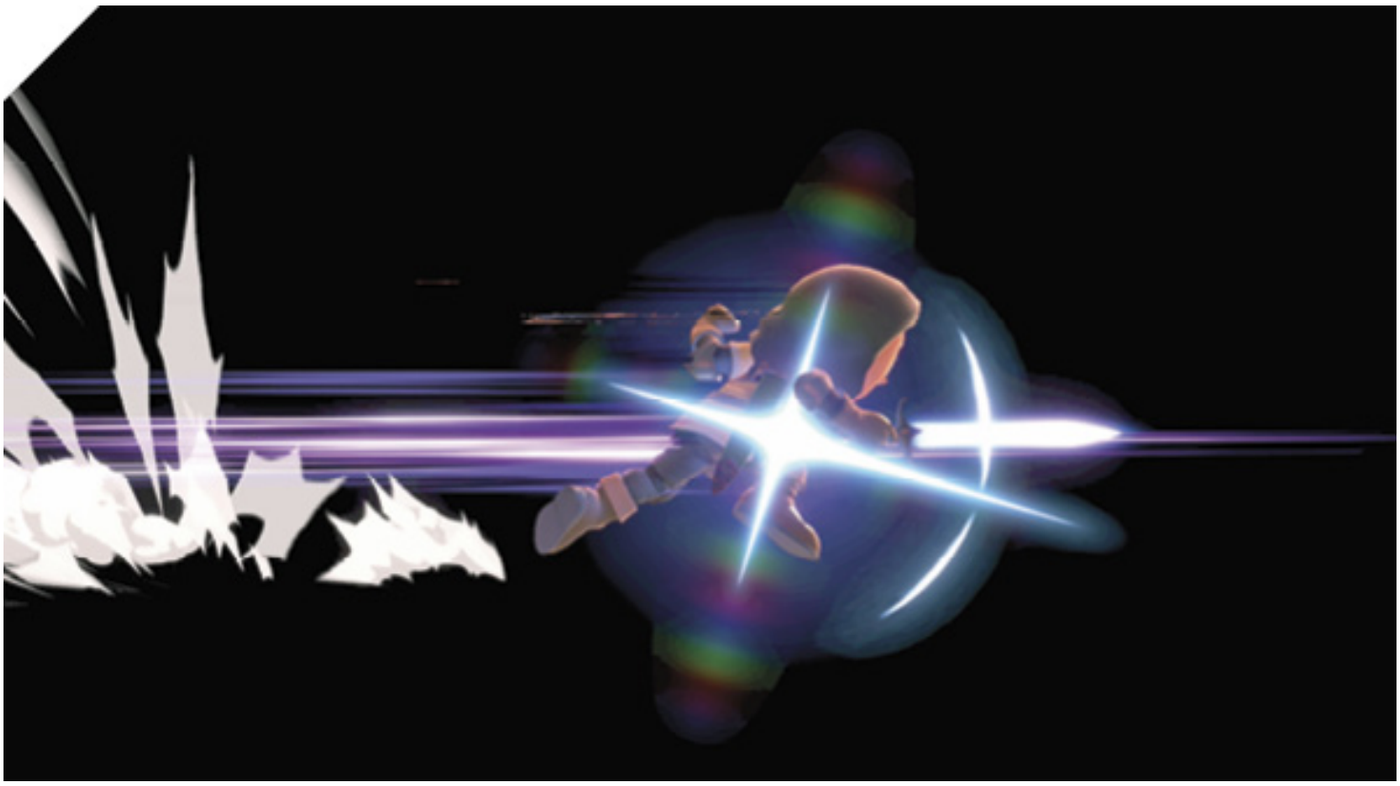
SIDE SPECIAL 1: AIRBORNE ASSAULT

The sword master rolls straight left or right, not quite as far as Gale Strike's tornadoes travel. If anyone gets in the way, the

Swordfighter transitions into a strong single-hit attack, bouncing off of the victim.

With such a far-reaching straight lateral path, this move isn't just good for sideways assaults. It's also a good option to consider when recovering from offstage.

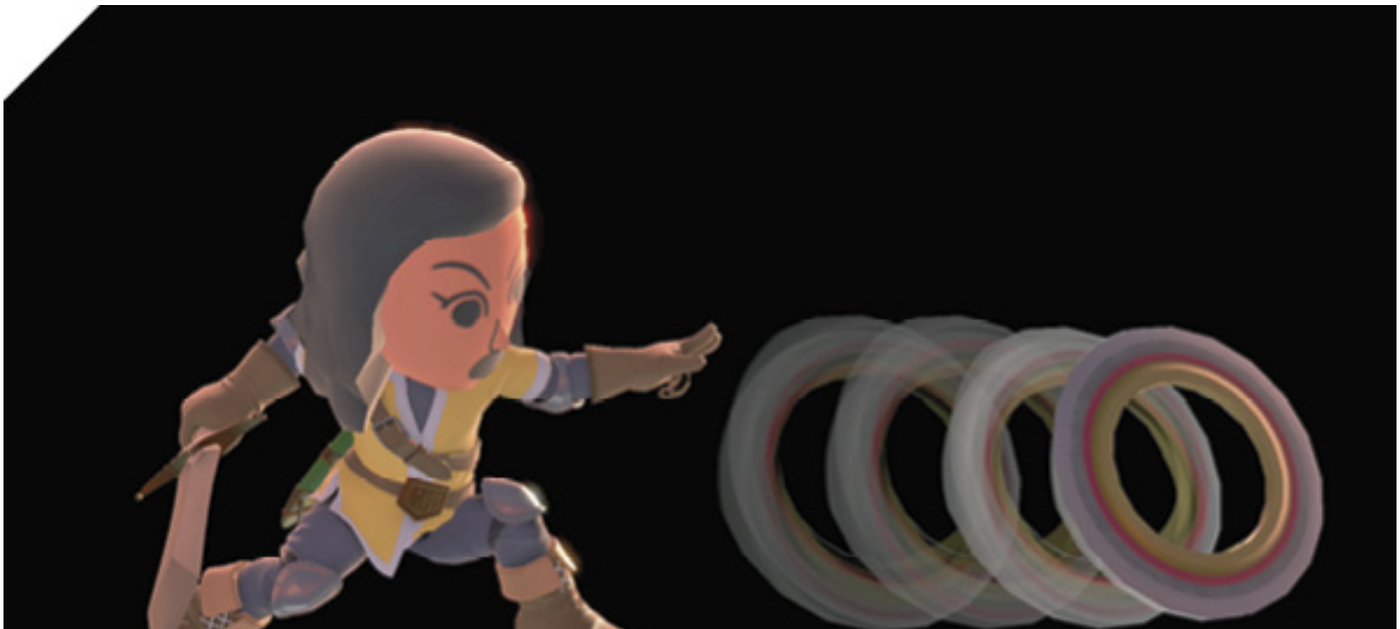
SIDE SPECIAL 2: GALE STAB



The Swordfighter rushes forward suddenly with a single-hit stab. If used in midair, this can be good for reaching a desired platform or recovering from offstage, but beware that it has infinite lag until landing.

On level ground, this works like an even more souped-up side smash. It can be charged just like a smash attack, increasing its damage and range. It reaches full charge after just one second but can be held for up to about five seconds. Apart from its function as the top of the neutral attack > side tilt > side smash > Gale Stab sword-poking hierarchy, it's also great for combos and ground hits after front or back throws, where the opponent usually ends up even with the Swordfighter.

SIDE SPECIAL 3: CHAKRAM

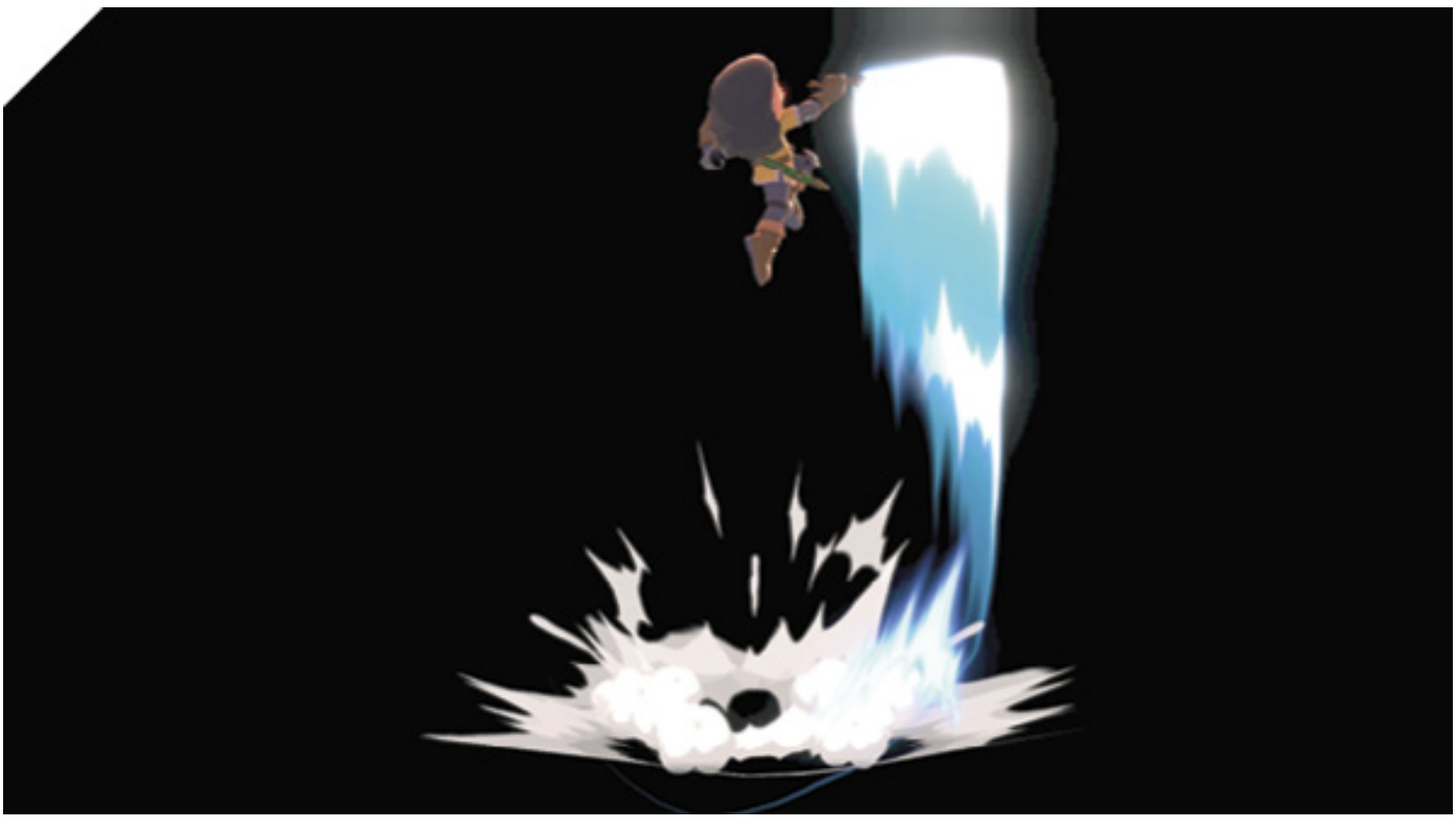


This variable projectile can be used several different ways, depending on how you input the command. Treat it like a tilt move (a half-analog control stick press, or hold the stick fully to the side in advance of the button press) for a slow, low-damage Chakram that displaces anyone in the way. Treat it like a smash move (snapping the control stick fully to the side at the same time as the button press) for an extremely fast, long-range Chakram that cuts through anyone in the way for a single hit of solid damage.

The slow "tilt" Chakram is a short-range space-dominance weapon. It doesn't make enemies flinch much, but it pushes them out of its way as though it were Bowser walking forward. This is especially potent at stage edges, if you time a tilted Chakram to move slowly through the space the enemy needs to cross to make it back onstage.

The faster "snap" Chakram is a long-range sniping weapon. With either version of Chakram, input up or down immediately after the command input to choose a diagonally thrown Chakram instead of one thrown straight ahead.

UP SPECIAL 1: STONE SCABBARD



The blade bearer leaps upward, then plunges down in this two-stage sword attack. Mii Swordfighter is intangible for a few frames right before the hitting portion of the attack, increasing the likelihood that close-range attackers will be out-prioritized. The initial sword uppercut makes a good recovery move when lunging for a ledge from below, but otherwise this is a poor recovery choice, because the sword plunge leads right to the bottom of the screen if there's no solid ground below. If you equip Stone Scabbard for your up special, consider prioritizing specials with good lateral travel elsewhere.

UP SPECIAL 2: SKYWARD SLASH DASH

The Swordfighter twirls the sword briefly before taking off with an extremely strong multi-hit spin attack. Simply input up special, and the Swordfighter takes off heading straight up. But input any direction before the attack begins, and Mii Swordfighter heads in that direction. So Skyward Slash Dash isn't just good for surging up into a tumbling enemy for a combo or lunging to grab a ledge before falling into a pit. It can be aimed sideways as a high-power ground attack, or downward from midair to dive-bomb lower-altitude targets.

The only caveats for such a strong, aimable attack are that it's slow to hit at first, and it has no intangible or invincible period to speak of. At least the spinning hitboxes extended ahead of and around the fighter are very generous.

UP SPECIAL 3: HERO'S SPIN

This up special is basically two different moves, depending on whether it's used on the ground or in the air. During the grounded version, the blade-bearing fighter spins four times, slashing to both sides with the sword. Grounded Hero's Spin occurs in one place without jumping and knocks anyone away with any single hit. Each spin deals diminishing damage: the first blasts close-range enemies away with 14% damage inflicted, the second slash does 9%, and the third and fourth 7%.

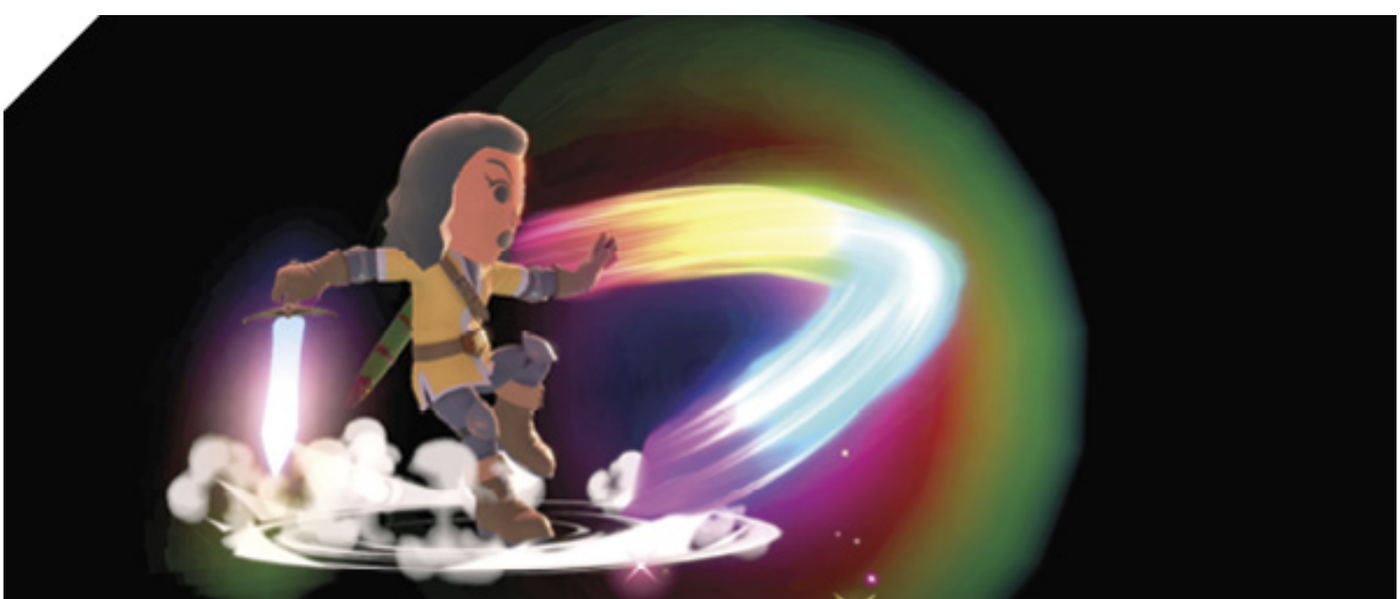
In the air, Hero's Spin lofts upward with five spins, scoring a combo against anyone caught by the blade. Naturally, it's also a decent option for offstage recovery. Hold left or fight to influence its trajectory.

DOWN SPECIAL 1: BLADE COUNTER

Mii Swordfighter enters a defensive stance almost immediately after this move begins, turning intangible. Attacks that connect during this invulnerable period trigger the Swordfighter's counterattack, a launching sword slash that puts the victim in perfect position for more hits. Damage dealt is based on the strength of the deflected move.

You can start a Blade Counter in midair and still recover in time to double-jump and up/side special back to safety. If an opponent triggers the counter, normal airborne momentum is halted while the Swordfighter launches them. This is useful if edge-guarding opponents predictably chase you into offstage airspace.

DOWN SPECIAL 2: REVERSAL SLASH



The sword bearer attacks at close range with a quirky slash that deals somewhat low damage while forcing the victim to reverse direction. If they're backturned, it turns them to face you; if they're facing you, they'll find themselves backturned. This is especially potent during air duels around stage edges, when even momentary confusion with controls can result in someone inadvertently falling off and losing a stock.

Reversal Slash also reflects projectiles, with good timing.

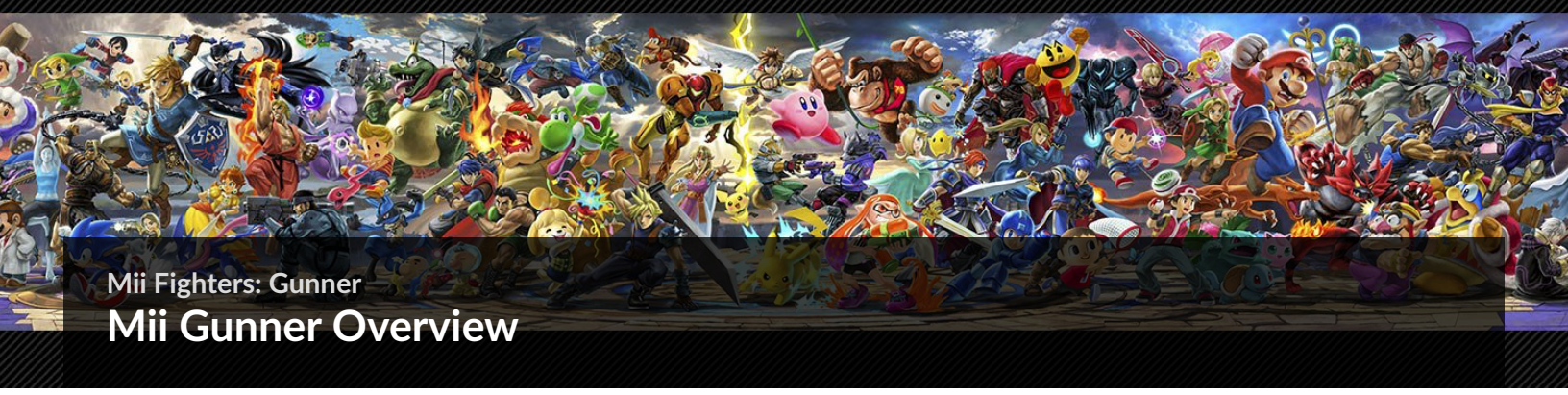
DOWN SPECIAL 3: POWER THRUST

On the ground, Power Thrust features Mii Swordfighter lunging suddenly with a powerful single-hit stab. The attack pierces through multiple foes and does max damage at the sword's tip, right at the start. The damage diminishes a bit with distance traveled, or if enemies are caught by the blade up close instead of at the tip.

In the air, Power Thrust is a diving stab attack. Upon landing, the impact causes a secondary hit; with good aim, a diving Power Thrust won't only stab a victim into the ground, but also bounce them off on the impact hit. Of course, it's important to be careful with this kind of attack near the edges of stages, since there's nothing stopping you from Power Thrusting straight down into the abyss.

FINAL SMASH: FINAL EDGE

In one of the Final Smashes with the most screen coverage in the game, Mii Swordfighter launches a maelstrom of energy projectiles that extends in an expanding cone across the entire stage. With this incredible coverage, it's best to get well off to one side of the stage so you can fire at everyone else on the other side.



Mii Fighters: Gunner

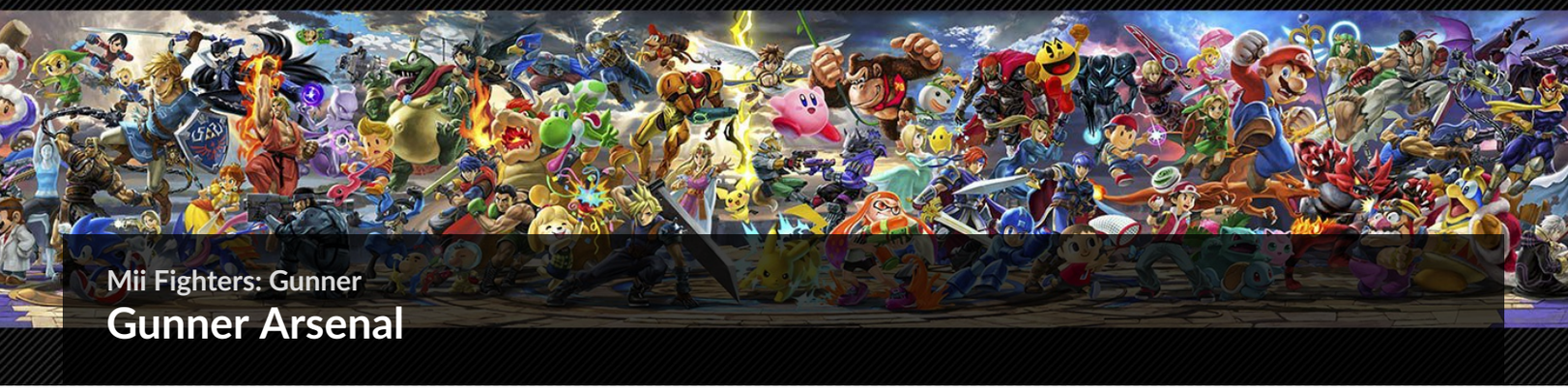
Mii Gunner Overview

Mii Gunner sports an arm that seems like it's mostly bazooka and uses it for a variety of powerful single-hit explosive blasts, and multi-hitting, lower-caliber flurries. As you might expect, the Gunner's close-range attacks are not exceptional. Oddly, the fastest physical attack the Gunner has access to is down special 1, Echo Reflector, which deals a brief close-range zap against anyone nearby as the shot-reflection field turns on. Otherwise the most reliable physical swipe is up tilt. But boxing isn't why someone would pick a fighter with a gun arm. Mii Gunner comes equipped with a solid selection of mid- and long-range attacks using a variety of delivery systems. There are dumb-fire and homing rockets, timed grenades and mines, and ways to turn back or absorb any shots enemies send your way. And while Mii Gunner is hardly the most agile fighter on the roster, wall-jumping is still possible, adding some offstage variety. Up special 3, Arm Rocket, can also greatly enhance maneuverability and survival power.

MII GUNNER VITALS

MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	Yes
Wall cling:	No

MOVEMENT RANKS	
Ground speed:	F (72)
Air speed:	D (66)
Falling speed:	C- (54)
Weight:	B (18-21)



Mii Fighters: Gunner

Gunner Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	1.5	—
Neutral attack 2	1.5	—
Neutral attack 3	1, 4	Jab into blast.

This neutral attack begins with a fairly sluggish two-jab combo with the first two inputs. The third input uses Mii Gunner's gun arm for a thrust-into-explosion capper.

The initial jabs have pitiful range and are about as fast as most tilt attacks, so this neutral combo is not a central part of the Gunner's game plan. It's a decent defensive retort after dropping shield when blocking laggy moves. Otherwise, your time is better used on other options.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	10	—

While moving quickly forward, the Gunner swings with a powerful hook punch from the gun arm, the barrel discharging for extra oomph along the way. This has very good range and distance in front, and sends victims hurtling away, smoking from the heat.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	13	Damage lessens farther from gun.
Up tilt	10	Pops foe into potential juggle position.
Down tilt	14	Pops foe into potential juggle position.

SIDE TILT

Mii Gunner takes aim with a short-range laser blast. The projectile extends forward from the gun barrel like a sword stab, covering about the territory of a single dash. The extended laser is like a sword, not a part of Mii Gunner, so it beats out anything it overlaps with. It can't be angled up or down like some side tilts. Damage is highest close to the barrel, but it's safest to aim from max range, hitting with the laser's tip.

UP TILT

The Gunner's up tilt punch puts the gun arm to use increasing punching power. Mii Gunner performs a flaming uppercut, hitting directly in front at first, before hopping and hitting straight up briefly. This is a terrific close-range poke, which is good for close-range sparring or anti-air attempts and juggles. Up tilt strikes in front just as fast as a neutral attack, yet with a much better hitbox. And it's meaningfully faster than Mii Gunner's other tilt attacks (though not as far-reaching). The only thing to be wary of is the landing lag from the uppercut's little hop.

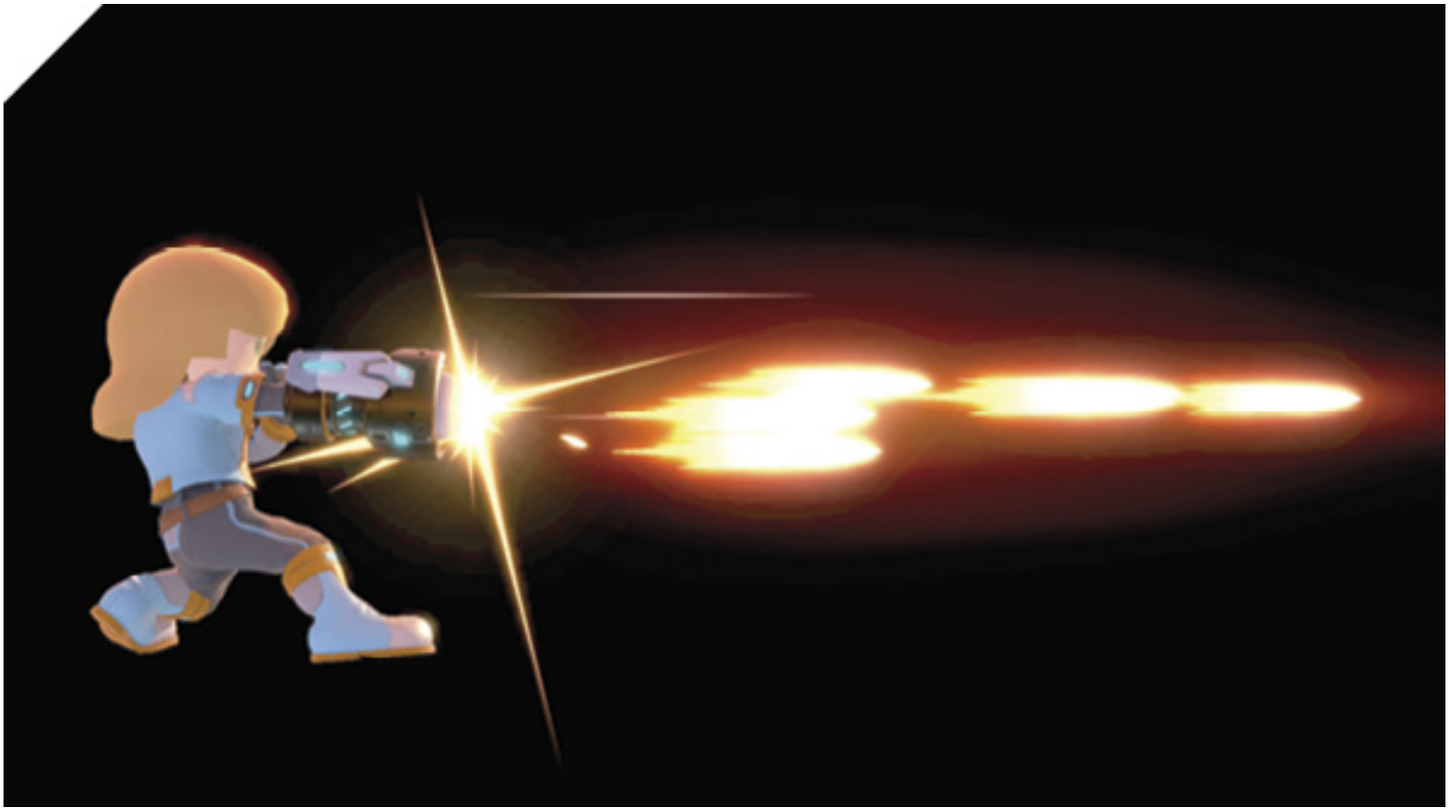
DOWN TILT

The Gunner blasts into the floor at close range, causing a small detonation that functions as a launching sweep. The range is decent, about the same as side tilt with a lower profile and hitting just a hair slower. If the target is closer in, the gun arm hits them just as well as the blast.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	1.5x6, 6.3-2.1x6, 8.8	—
Up smash	3, 2.5x3, 6-4.2, 3.5x3, 8.4	Pops foe into potential juggle position.
Down smash	11.5 front, 14 back-16.1 front, 19.6 back	More damage with back hit.

SIDE SMASH



After whirling with a flourish, raising the gun arm, Mii Gunner unloads a fusillade of shots that reach a couple of dashes' distance away. Six small shots are followed by a seventh finishing shot. All the shots combo together if early shots connect. Like side tilt, this is aimed horizontally along a fine line and cannot be angled, so beware barely missing against targets slightly off-plane from your fighter.

The lengthy shooting period leaves Mii Gunner open to other fighters besides the target. But this also makes it a decent preemptive defensive move. When you're running away from aggressors, a sudden side smash volley back at them is a C-stick flick away (assuming you have it assigned to smash attacks). Opponents might run right into the bullets' path, and the extended active period can catch them even if they dodge-roll or sidestep around early shots.

UP SMASH

The Gunner cuts loose with a series of local blasts from the gun arm, which seem to carry the arm back over the Gunner's head with the recoil. Anyone caught in front with the initial forward-facing blast is carried up and over, ending in a jugglable position in the air behind Mii Gunner.

Up smash covers the up tilt directions, but is slightly slower and harder-hitting, and reaches all the way straight back for the hard finishing shot (up tilt's active hitting area doesn't extend much beyond slightly up-back as it ends). The final hit being the launcher, and aiming straight back, gives this some unorthodox use as an intentionally slow backward-facing hit, like dashing at a foe, pivoting, and using up smash while sliding backward, or pre-charging a full-up smash and holding it while facing away from enemies.

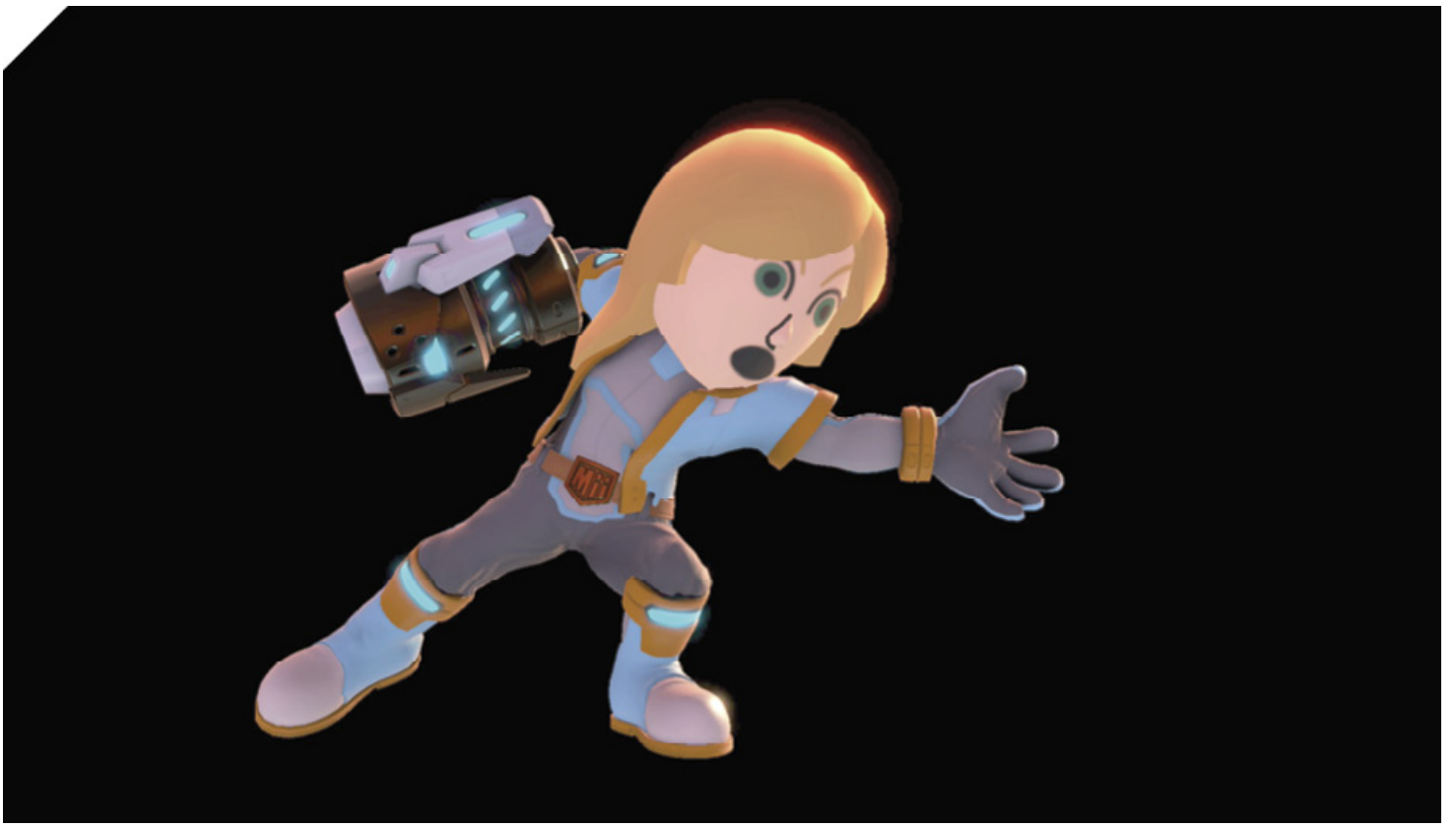
DOWN SMASH

Mii Gunner crouches for a close-range toe-searing blast in front before turning to repeat another shot behind. This is basically like if down tilt spun around and repeated itself, and is Mii Gunner's main clear-out move (though up smash also works). The backward-facing hit actually does a bit more damage. Hits on either side launch foes away, gaining breathing room for the Gunner.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	4, 3	Forward throw.
Back throw	7, 3	Shoots foe backward.
Up throw	7, 3	Shoots foe into potential juggle position.
Down throw	7	Bounces foe into potential juggle position.

GRABS



Aside from up tilt, Mii Gunner's best option in close is to go for a grab. Throw in two or three grab attacks before choosing a throw direction based on the situation. Mii Gunner's front throw spikes the victim a decent distance forward and can also hit anyone else in front during party battles. Back throw shoots them backward with more damage and knockback. The up throw also shoots them backward, but in position for quick follow-up attacks. Meanwhile, down throw does less damage than the others, but bounces foes into the best juggle position in front.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE

Neutral air attack	10	—
Forward air attack	8	—
Back air attack	12	—
Up air attack	1.8x6, 4	—
Down air attack	15	—

NEUTRAL AIR ATTACK

The Gunner trails a hot gun barrel, which starts aimed almost straight back. From here, the active arm spins over the top, eventually ending where it started. This gives neutral air attack total coverage in all directions, though it's not as speedy as many neutral air attack pokes. If you intend to aim down-forward with it, for example, you'll have to swing extra early to give the arm time to come around.

FORWARD AIR ATTACK

The Gunner's quickest, weakest projectile attack. A small energy shot is fired forward, traveling a bit farther than a dash. The shot travels straight across from wherever it's fired, and Mii Gunner's air arc isn't affected by forward air attack's windup. It requires precision to jump or fall and aim forward air shots where you want them. For example, if you want to shoot just off the ground to interfere with both standing opponents and short hoppers, automatic short hop timing (tapping forward+Attack+Jump all together) places it too high.

BACK AIR ATTACK

Mii Gunner aims backward in midair with a single-hit explosive blast, aimed back and slightly down. It's good when you're forced to use it on reaction to fliers creeping up from behind, and also for going after the enemy intentionally with backturned air attacks (like from a short hop backward). It's faster than the Gunner's other air attacks.

UP AIR ATTACK

This is like an upward-aimed version of side smash, with a volley of projectiles dominating a thin strip of space. It's great in juggles from underneath with good aim, but less lenient going for enemies above than up air attacks that feature circular slash hitboxes.

DOWN AIR ATTACK

An airborne Mii Gunner fires straight down, creating a small bomb blast underneath. The main hitbox is on the explosion, but the gun barrel itself also issues a weaker hit. Drop down on standing enemies or those attempting to recover to hit them with the short-range shot, spiking them down on clean contact.

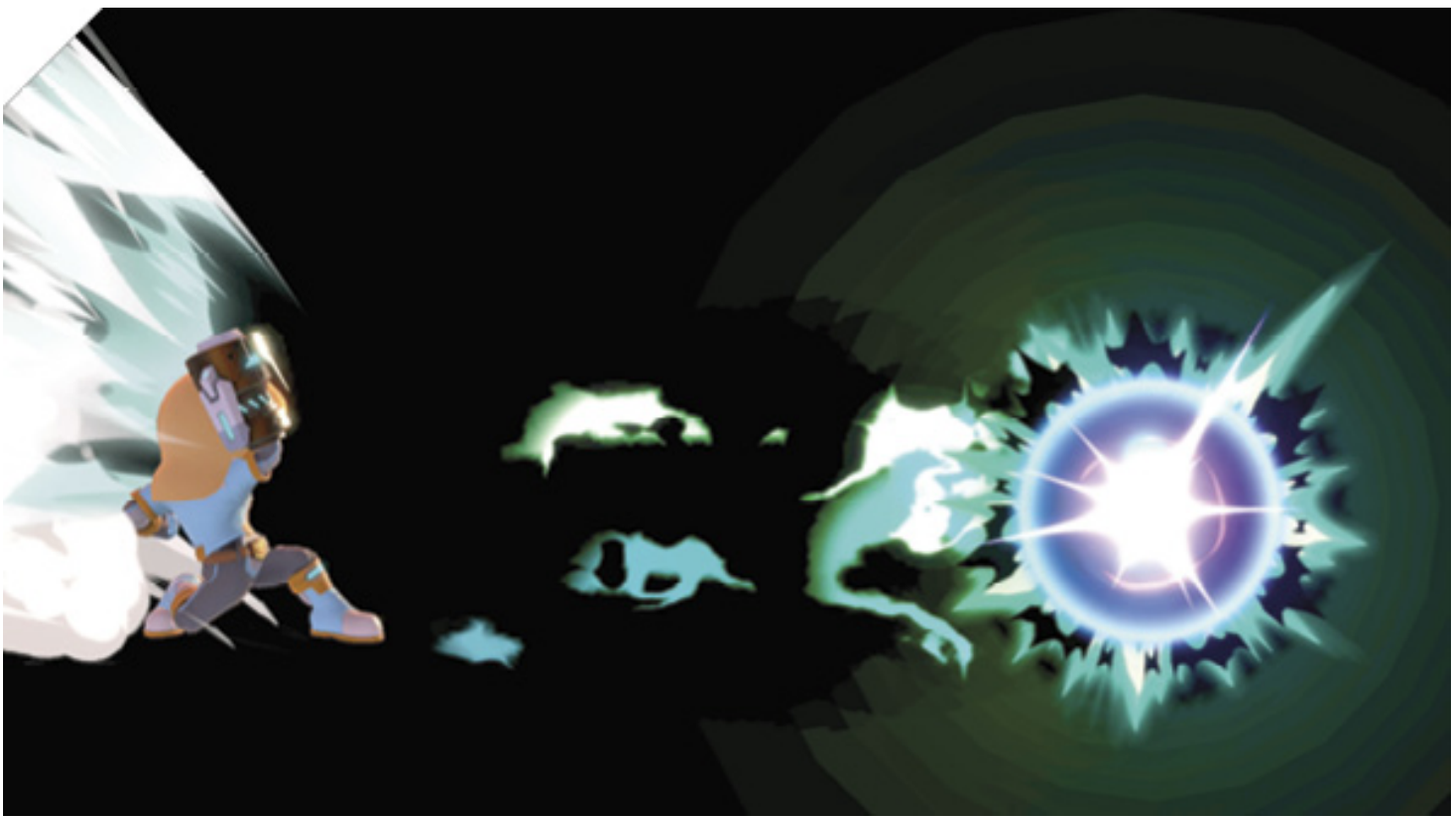
SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special 1: Charge Blast	4-26	—
Neutral special 2: Laser Blaze	5	—
Neutral special 3: Grenade Launch	0x1, 1.4x4, 6.6	Detonates on contact.
Side special 1: Flame Pillar	2, 2.2x4, 2.8	—
Side special 2: Stealth Burst	-12.1-18	Detonates on release. Gains power with damage traveled.
Side special 3: Gunner Missile	7.5 homing, 14.5 dumb	Curves toward targets. Use snap input for stronger dumb missile.
Up special 1: Lunar Launch	7	Lag until landing.
Up special 2: Cannon Jump Kick	9, 8	Lag until landing.

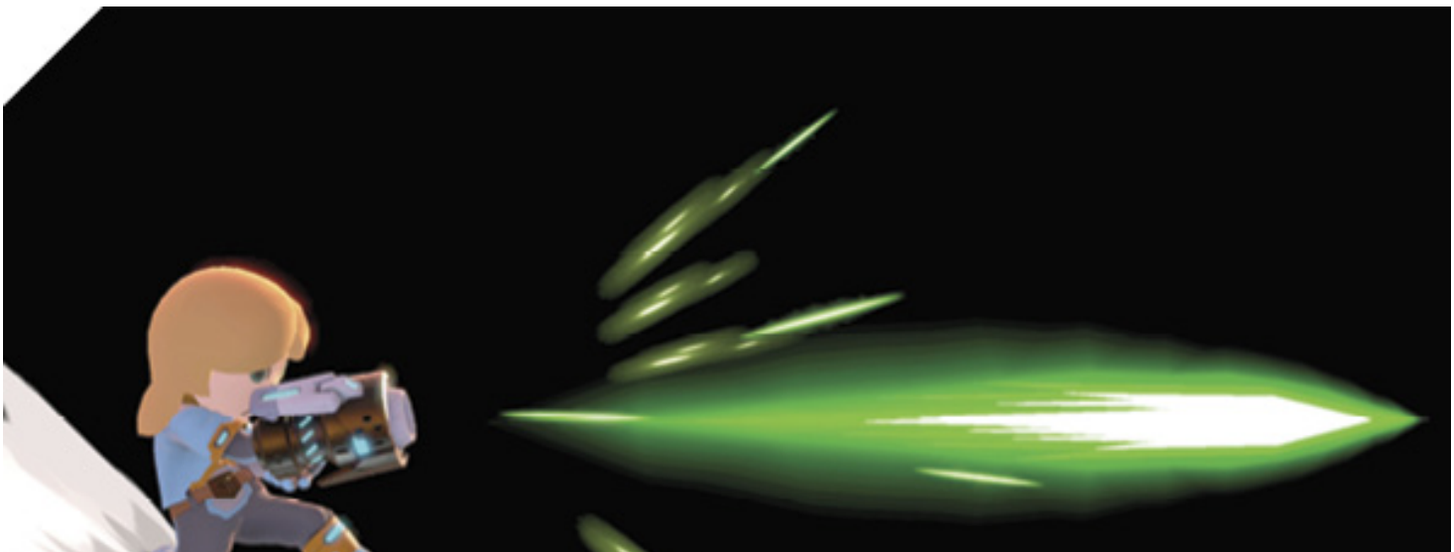
Up special 3: Arm Rocket	0	Movement special. Direct with control stick.
Down special 1: Echo Reflector	2	Reflects projectiles.
Down special 2: Bomb Drop	2, 9	Detonates on contact or when another Bomb Drop is performed.
Down special 3: Absorbing Vortex	4	Hold input to keep vortex going. Absorbs incoming projectiles as health.

NEUTRAL SPECIAL 1: CHARGE BLAST



This is a variable energy projectile that can be charged and stored. Like many such attacks, the charging period can be interrupted, keeping what you've built up so far. Cancel standing charge with dodging or jumping, and airborne charge with double jump. Once fully stored, you have an extremely powerful long-range attack available at a moment's notice. To fire it before the charge is fully built up, launching a weaker projectile, double-tap the input to begin charging, then fire.

NEUTRAL SPECIAL 2: LASER BLAZE



As straightforward as shooting attacks get, Laser Blaze is a fast, low-damage, long-range laser shot. You can fire these over and over to keep up a long-range rain of pesky projectiles.

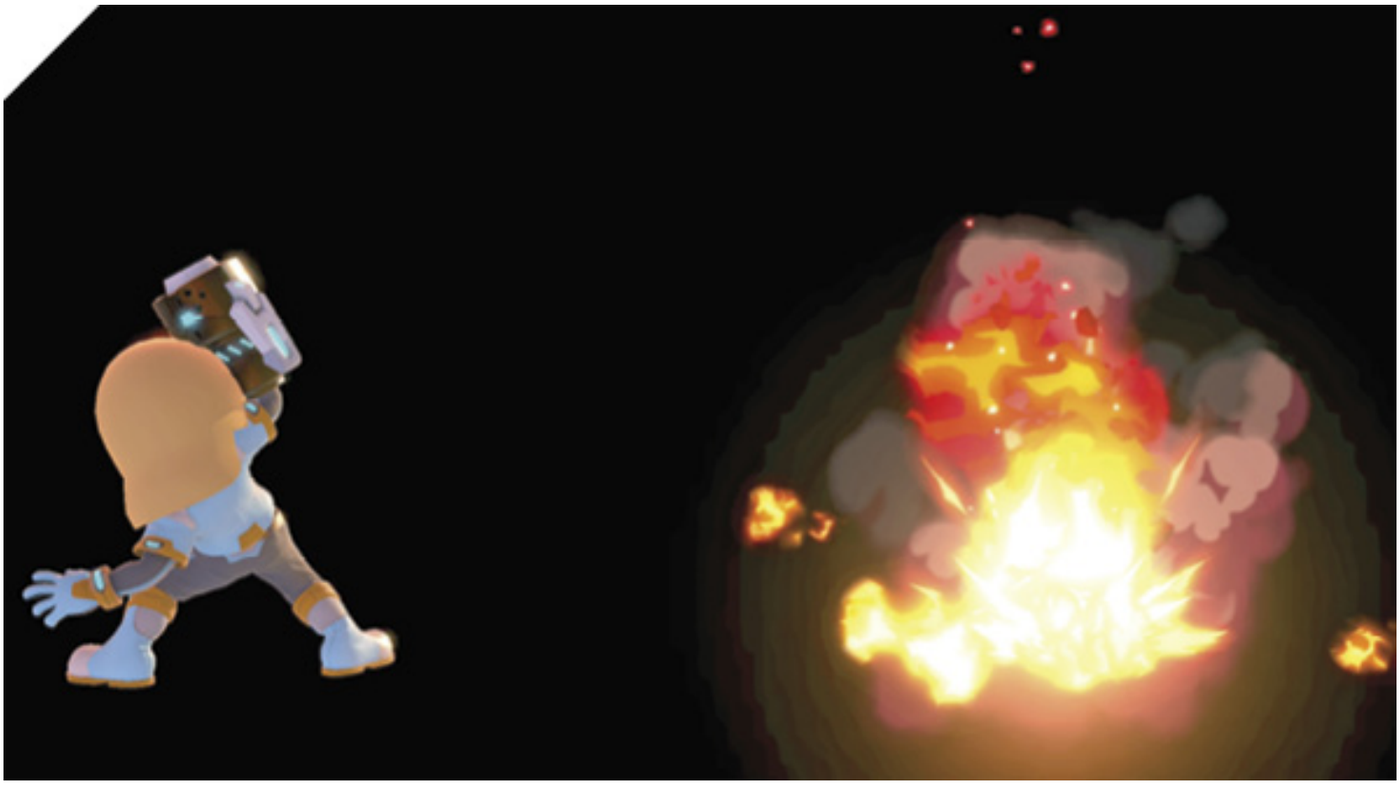
NEUTRAL SPECIAL 3: GRENADE LAUNCH

A smoking grenade is launched up and away, coming down to explode in about a second. Depending on the terrain, it can bounce around before exploding, or detonate immediately if it contacts a valid target.

This is somewhat similar to down special 2, Bomb Drop, with a few distinctions: you can have more than one launched grenade on-screen at once, and grenades have faster travel and shorter fuses.

To switch directions before firing, input neutral special, then immediately snap the control stick in the opposite direction. This is necessary if you realize you need to snap a Grenade Launch backward while airborne.

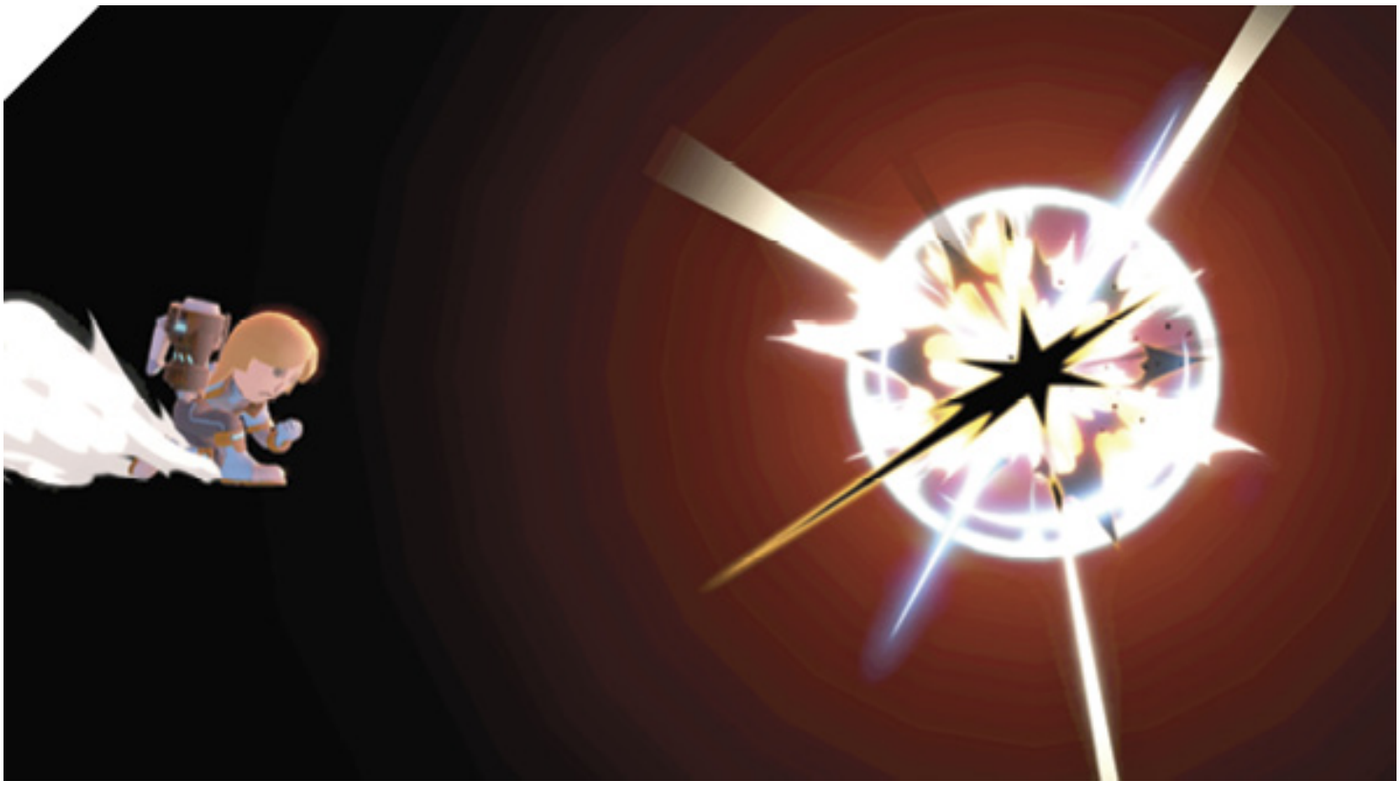
SIDE SPECIAL 1: FLAME PILLAR



A low-damage fireball is launched down and away. On contact with a foe or surface, it explodes into a short-term conflagration. Anyone nailed by the initial fireball or caught in the follow-up blaze is juggled for several hits until it gutters out.

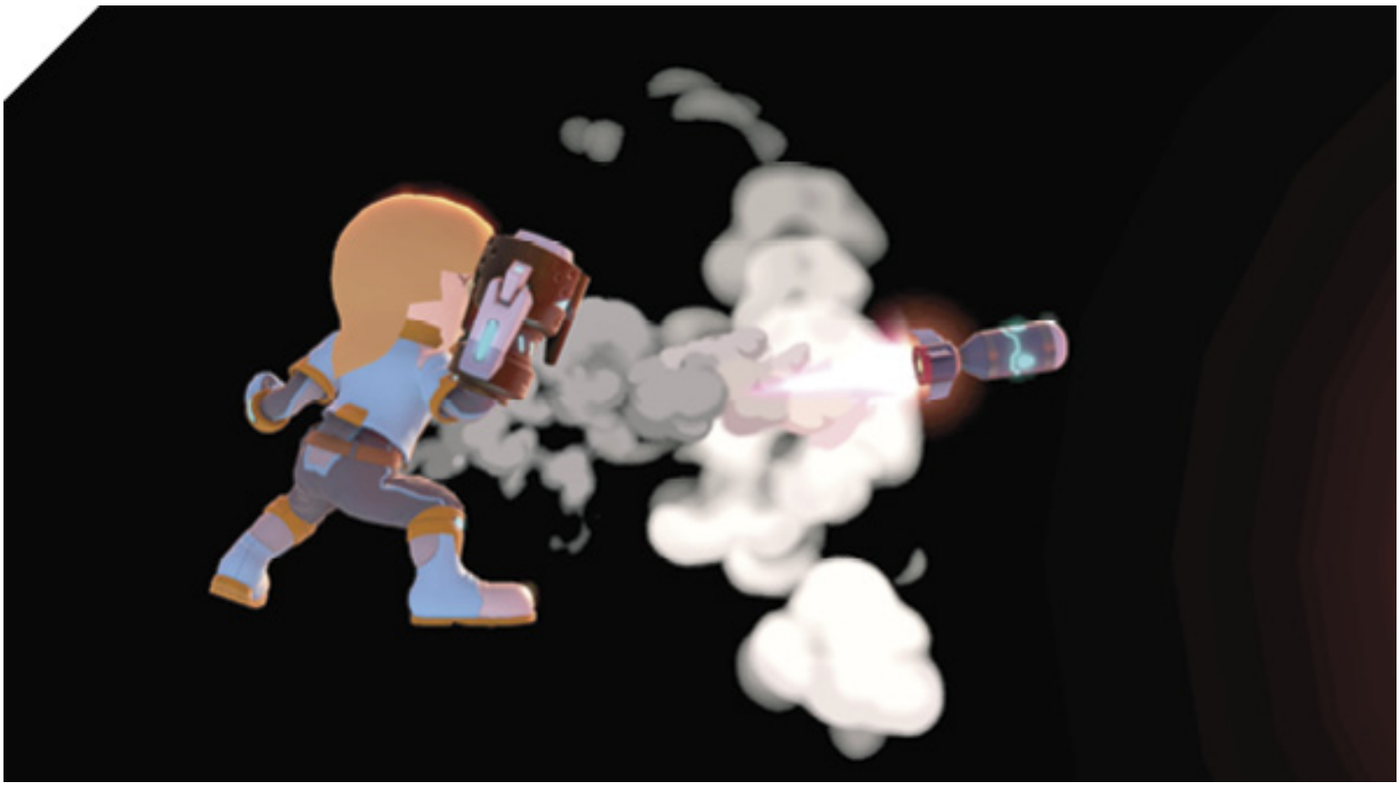
Flame Pillar gives great forward space control, warding off aggressors from in front if the fireball strikes the ground. Keep in mind it has fairly long lag after the fireball is hurled, limiting follow-up potential.

SIDE SPECIAL 2: STEALTH BURST



Once you input and hold the side special command, the Stealth Burst projectile begins flying laterally away from Mii Gunner. Once the input is released, the gossamer projectile explodes. The farther Stealth Burst travels before detonation, the higher the damage. Stealth Burst can be powerful and sneaky against faraway foes, but can be hard to direct accurately.

SIDE SPECIAL 3: GUNNER MISSILE



This homing missile resembles Samus's. Multiple Gunner Missiles can be on-screen at once. The side-switch correction trick possible at the beginning of many specials (input the special, then snap to the other direction on the control stick within three frames, usually) doesn't work with Gunner Missile, so aim correctly the first time. For a homing Gunner Missile, use a tilt-style input (either hold left or right ahead of the button input, or use an analog half-press of left or right plus the button).

For a dumb Gunner Missile that travels along a straight path but does more damage, use a snap-style input, like for dashing and smash attacks. This is great at ground level, or to cover short hop altitude (jumping straight up and performing a snap Gunner Missile at the jump's apex releases the dumb missile along perfect short hop height).

UP SPECIAL 1: LUNAR LAUNCH

Mii Gunner's up specials are all slight variations on a theme, using the arm cannon to blast the Gunner up, up, and farther up! There are important differences between them. Lunar Launch initiates with a somewhat sluggish single-hit blast, which catapults the Gunner upward a huge distance. It's basically a super jump, and lags until landing, though the tumbling Gunner can be steered a bit. With such an absurd altitude gain from Lunar Launch, it's a strong recovery tool, not to mention a rapid way to go from the bottom floor of a multitiered stage to the top.

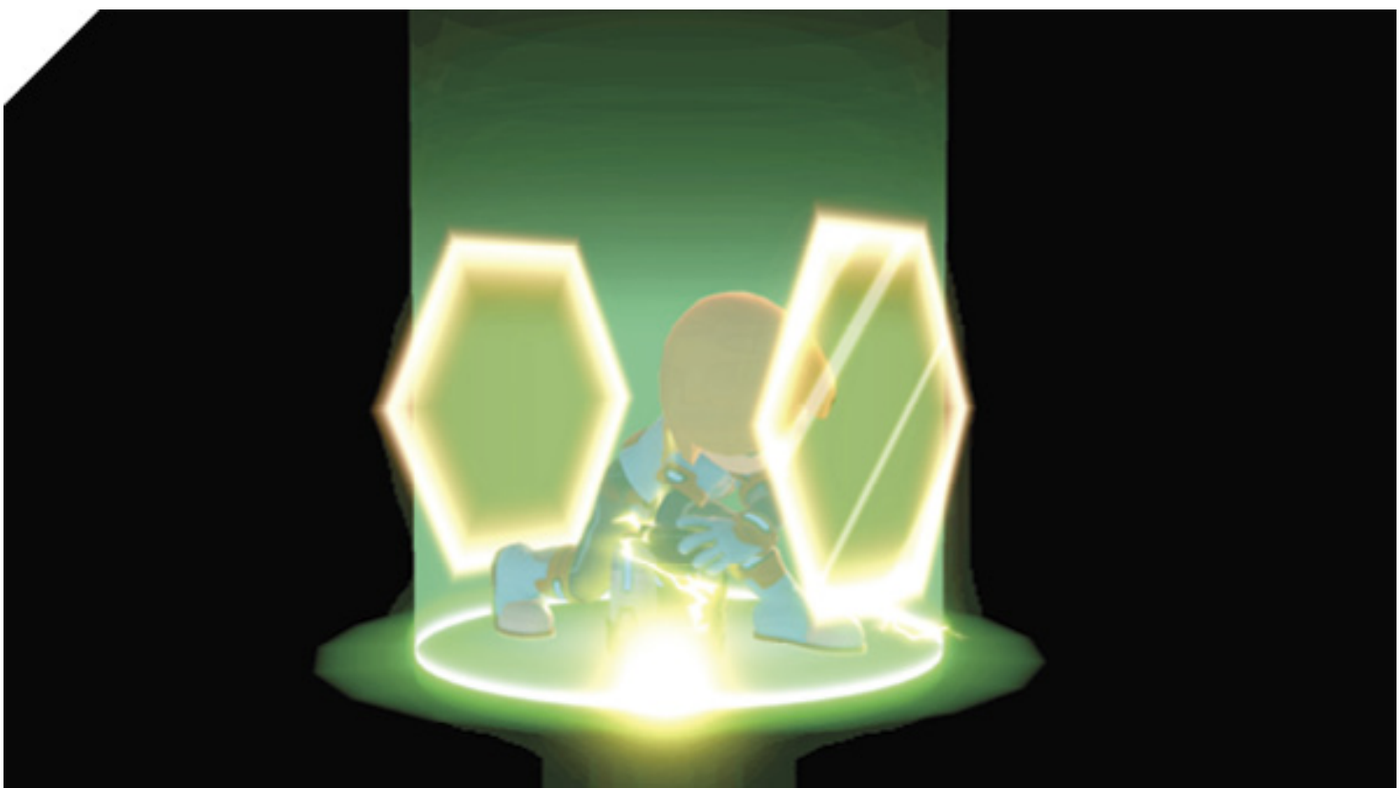
UP SPECIAL 2: CANNON JUMP KICK

Here, the gun arm is used to launch the Gunner straight up with a rocket-propelled kick. It hits faster and with more damage than Lunar Launch, and the kick can be steered a bit left or right on the ascent. It's a much better attack than Lunar Launch but doesn't gain as much altitude for recovery.

UP SPECIAL 3: ARM ROCKET

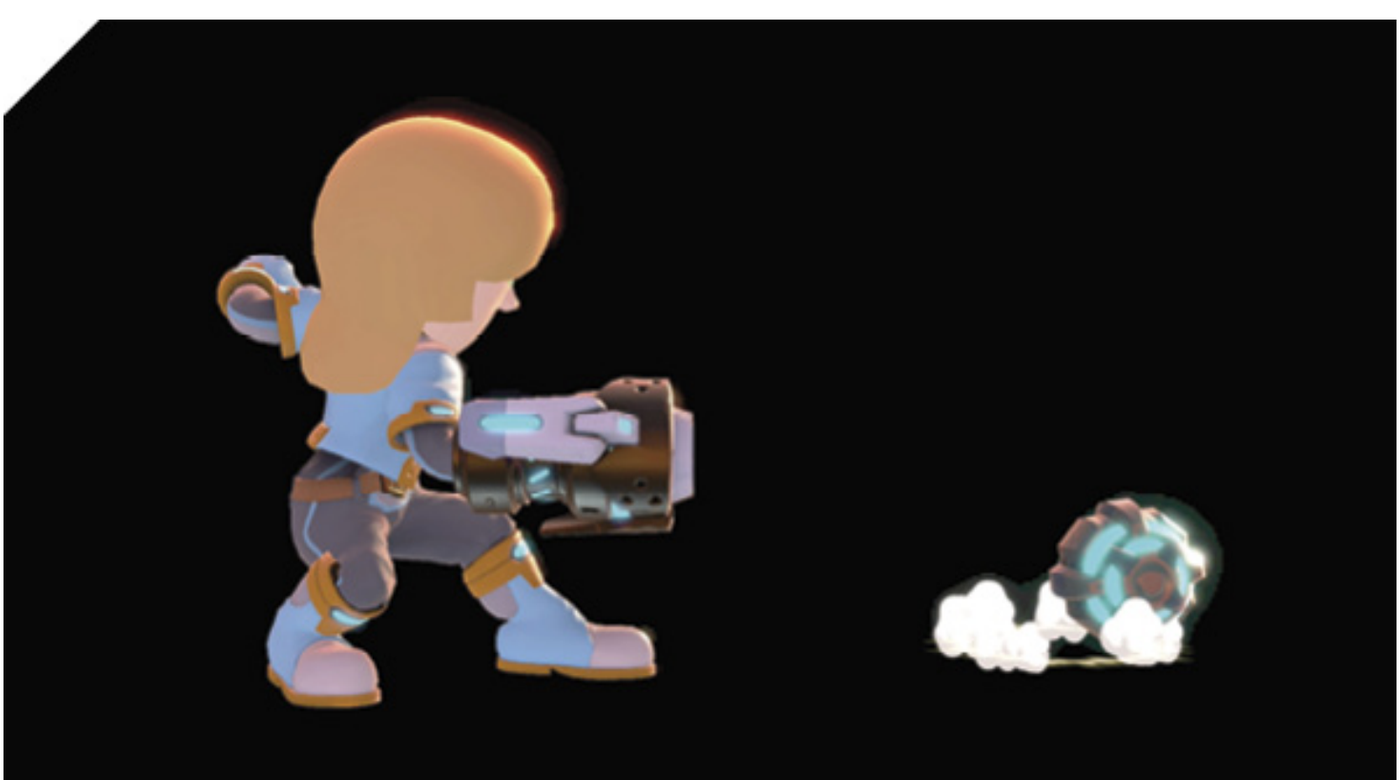
This curious special features Mii Gunner using the gun arm strictly for propulsion. After activation, aim with the control stick to direct the Mii Gunner suddenly in any direction. There's no hitbox on this move, so its use is for recovery and quick, erratic repositioning only. If not using it to float back from offstage, then use it to run away from enemies to the other sides of platforms, farther away and into better position to fire with ranged attacks.

DOWN SPECIAL 1: ECHO REFLECTOR



As the Echo Reflector flickers on, it's briefly a low-damage attack. This Echo Reflector activation spark is actually the fastest physical attack in Mii Gunner's entire arsenal (quicker than neutral attack or up tilt), if weak and unconventional. After the spark, Echo Reflector becomes a reflection hitbox against incoming projectiles. They're returned to sender more powerful than they arrived.

DOWN SPECIAL 2: BOMB DROP



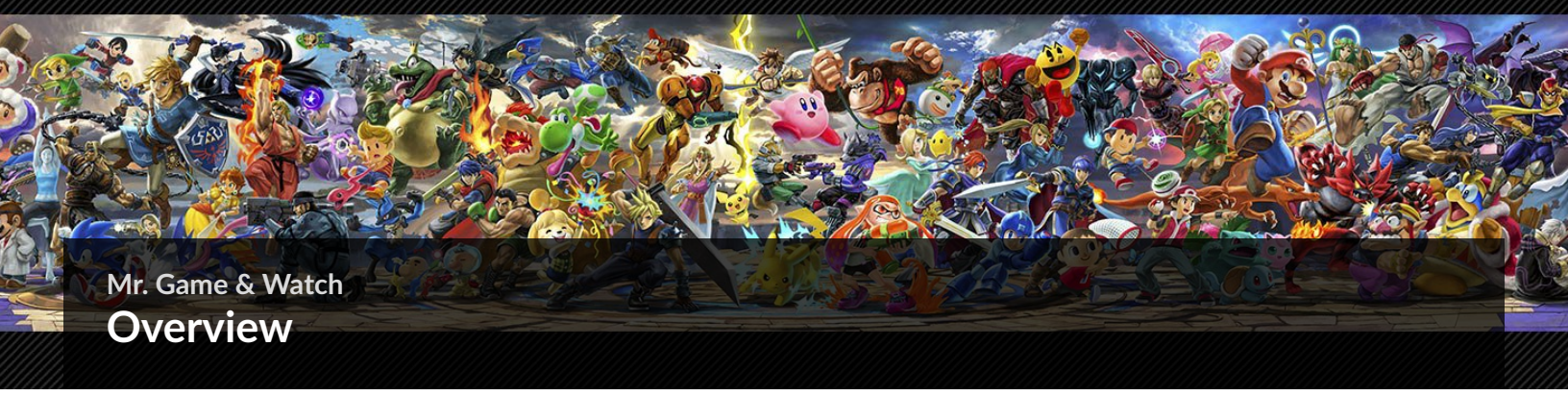
The Gunner ejects a timed explosive from the gun arm along a ponderous arc like a shot put. The bomb bounces a bit and detonates after about three seconds pass, or on contact with a valid target. Launching another Bomb Drop while one bomb is already active prematurely detonates the first one.

DOWN SPECIAL 3: ABSORBING VORTEX

This is a variation on Echo Reflector. Like that special, Absorbing Vortex has a brief sparking hitbox at the beginning, before the absorption vortex initiates. Absorbing Vortex's physical hit speed isn't noteworthy like Echo Reflector's, though. After the hit, the special becomes a vortex that pulls in any incoming enemy shots. Absorbed projectiles refill a shocking amount of Mii Gunner's health. The return for sucking in a projectile with Gunner's Absorbing Vortex is much better than pulling off something like Wii Fit Trainer's Sun Salutation or Deep Breathing. If enemies insist on using shots from far away and don't adjust their game plans, this special is a restorative boon.

FINAL SMASH: FULL BLAST

The Gunner's Final Smash is an overpowering projectile attack that cuts a straight swath to almost infinite lateral range. Except across the very biggest stages, anyone level with you and in the gun arm's sights is blown away by this concentrated laser assault. The vertical range isn't much bigger than Mii Gunner's height, though, so be sure you have potential targets even with the Gunner when opening fire.



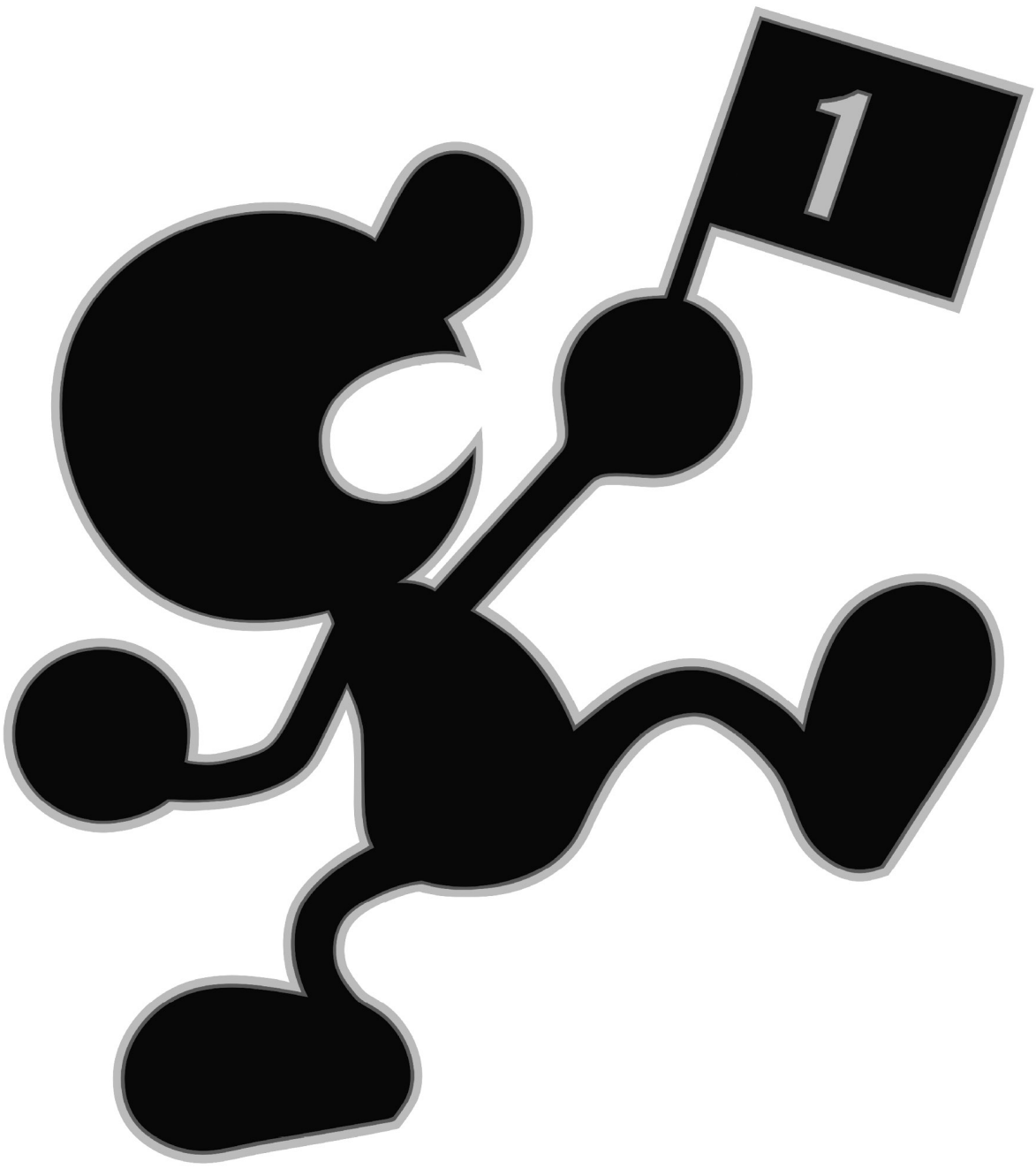
Mr. Game & Watch

Overview

Mr. Game & Watch is a quirky fighter built from leftover parts of ’80s LCD games, predating even the NES!

He’s small and light, so he’s got to be careful, but he has piles of great attacks to make it hard for foes to take advantage. Mr. Game & Watch’s attacks and projectiles are like invincible extensions of himself, unable to be interrupted, deflected, or absorbed. It can be hard for aggressors to even get close to Mr. Game & Watch flinging nonstop pieces of food with Chef, or fending with basically any aerial move. When enemies do hurl him off the stage, Fire makes it easy toreturn.

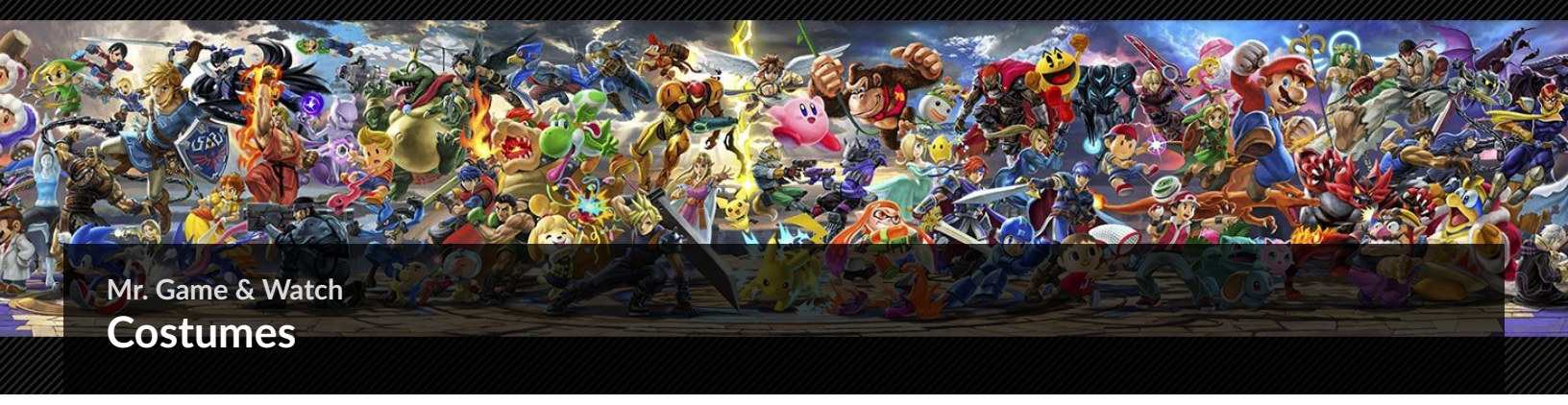
Mr. Game & Watch’s biggest weakness is that his strongest attacks are gated somehow: like scoring 9 on a Judge swing, or storing a lethal Oil Panic splash by absorbing energy projectiles.



MR. GAME & WATCH VITALS

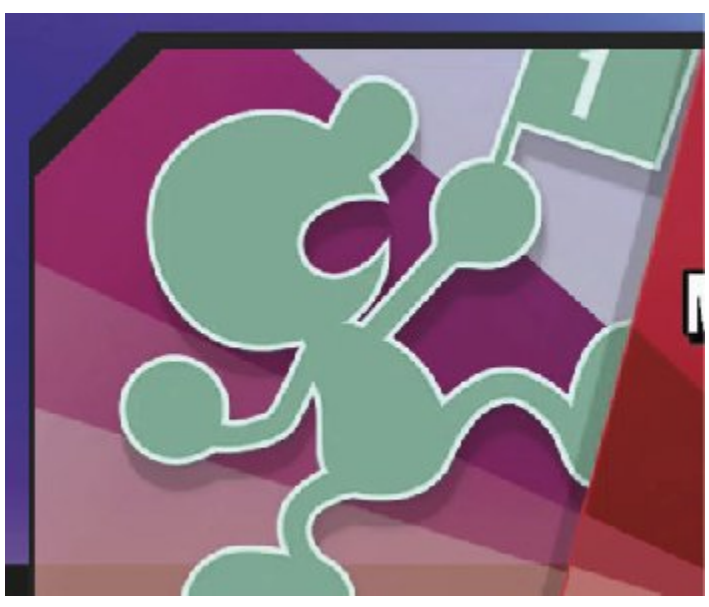
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

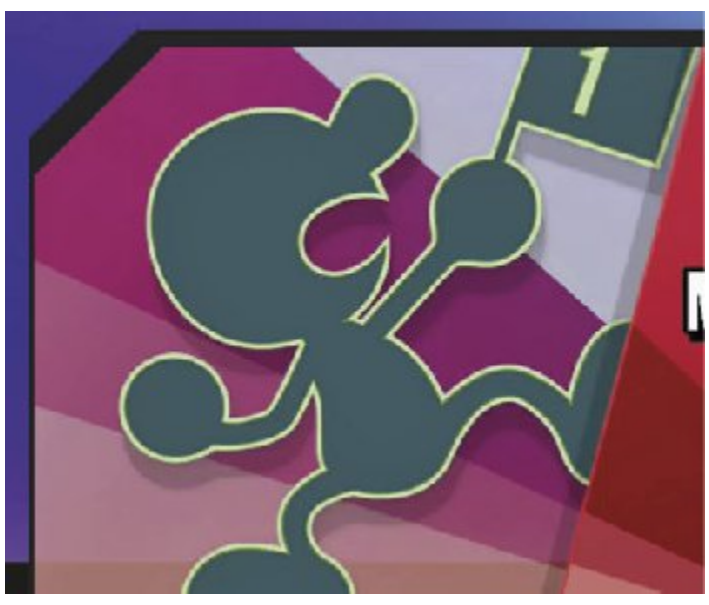
MOVEMENT RANKS	
Ground speed:	D+ (39)
Air speed:	B (17)
Falling speed:	D- (71)
Weight:	F- (73-74)

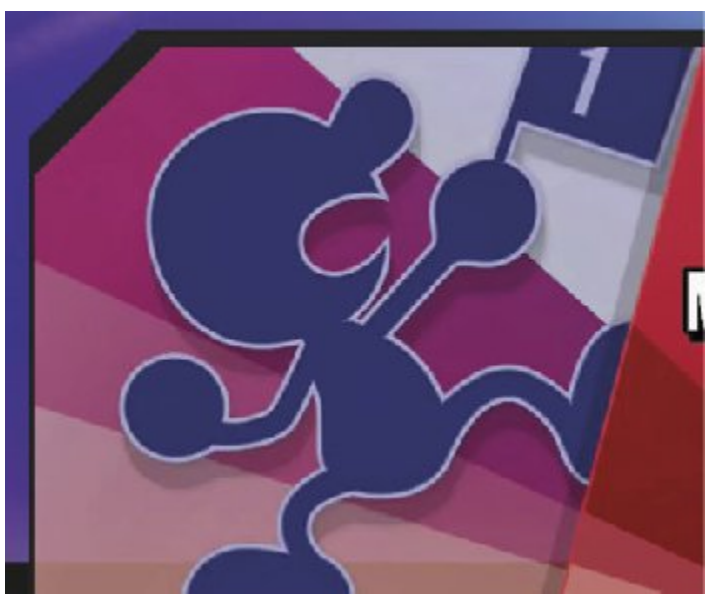


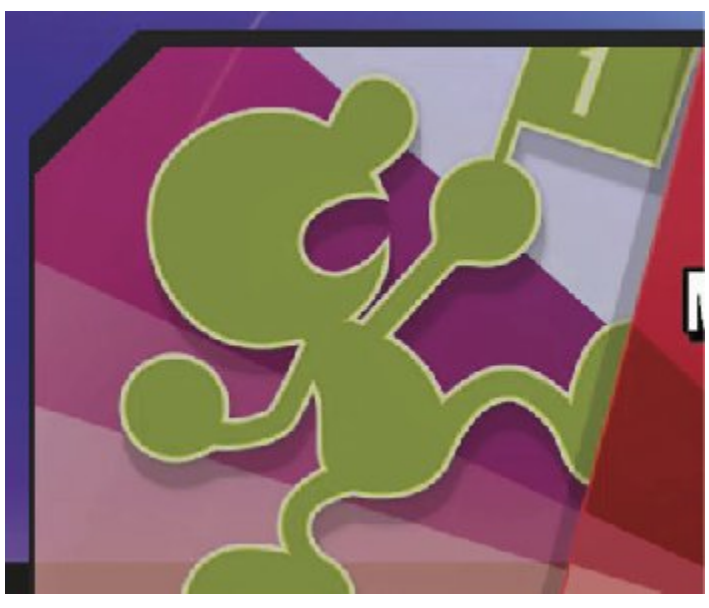
Mr. Game & Watch

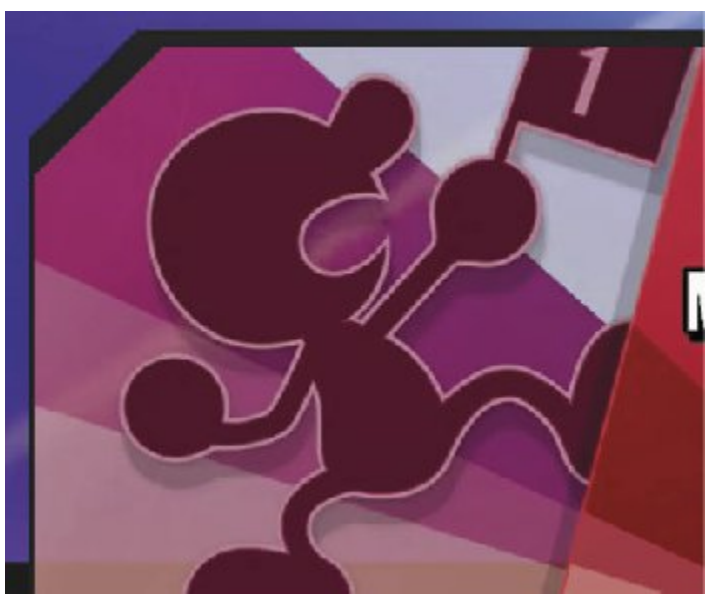
Costumes

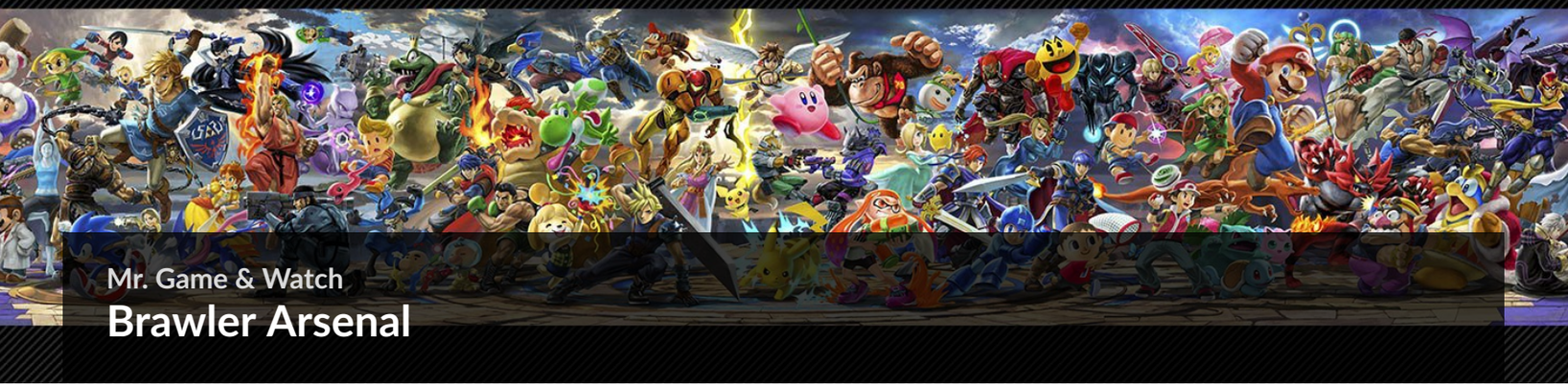












Mr. Game & Watch

Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	3	—
Neutral attack 2	0.8xN, 3	Hold for continuous attacks.

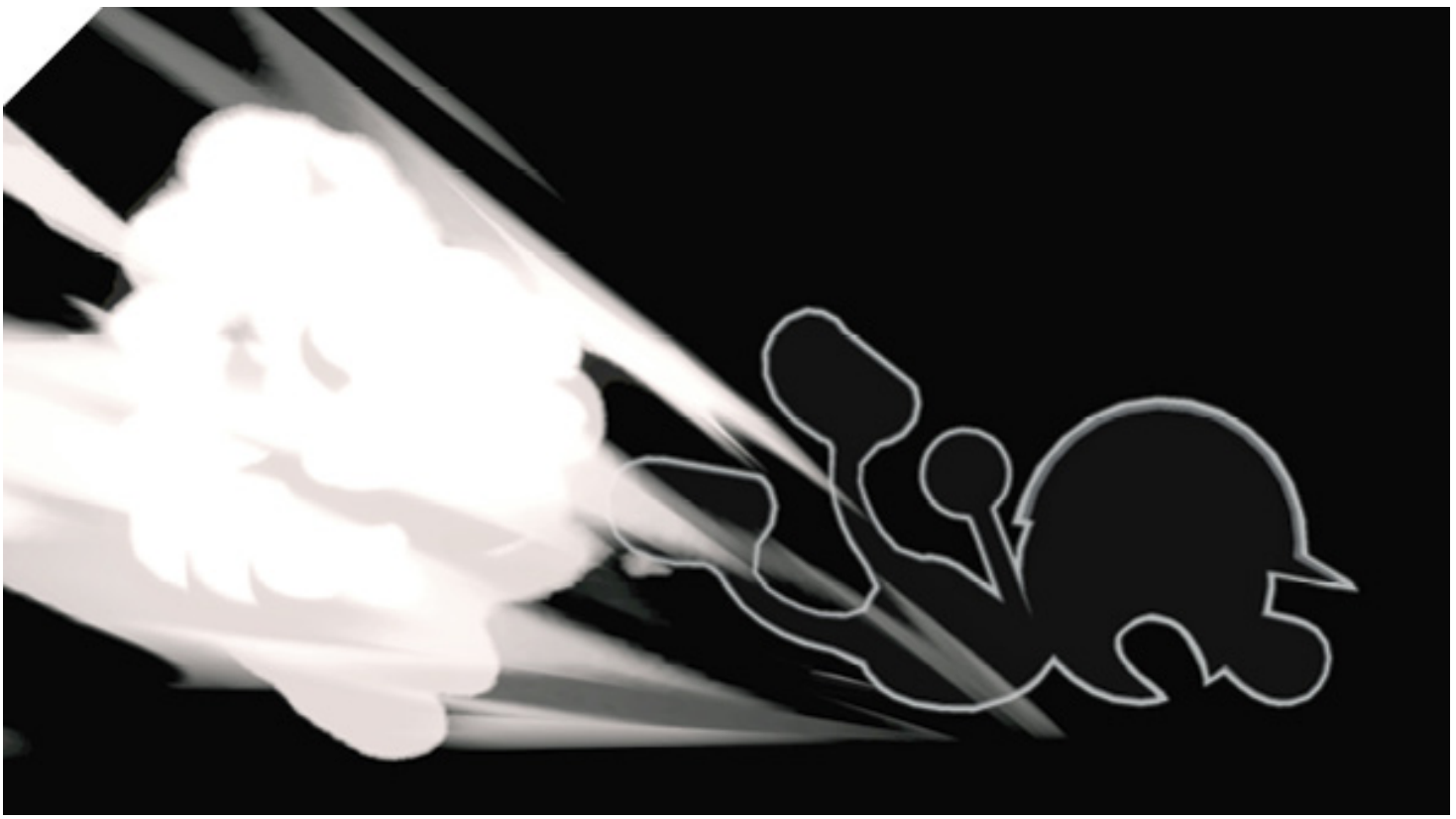
Mr. Game & Watch assumes the role of the fumigator, hearkening back to the 1982 release *Green House*. A small cloud of pesticide blows right in front of him with the initial press. This initial puff deals decent damage and hits relatively quickly, not pixie-speed but not as slow as heavyweights either. On hit, double-tap the Attack button to transition to the speedier second stage, in which Mr. Game & Watch fumigates furiously with quicker, lower-damage hits. Hold down the button to perpetuate this flurry period. Upon release, he finishes with a knockback move that blows victims away.

To use the flurry portion of the attack on whiff, rapidly tap the input until it starts, then hold the input down. Although the flurry of smoke blasts is lower-damage, the hitbox on these follow-up puffs is a little bigger, which helps it hold enemies inside multiple hits before they can shuffle out.

With decent speed and range, thanks to the smoke cloud in front of Mr. Game & Watch, this is his main retaliation tool right after blocking a close-range enemy. If these neutral attacks are blocked, Mr. Game & Watch is safe against retaliation from physical strikes, even the fastest in the game, though someone with one of the fastest grabs can cancel shield with a grab attempt to nab him.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	10	Knocks foe away. Max damage early in attack.



Remembering his construction days dodging tools in 1981's *Helmet*, Mr. Game & Watch slides to a diving stop. This starts up quickly for a move out of a dash or run. Anyone in the way is launched backward. Damage is a bit lower if you hit with the tail end of the active period here. If the enemy shields the dash, Mr. Game & Watch is technically at a punishable disadvantage, but thanks to his prone posture, their swing might miss right over him!

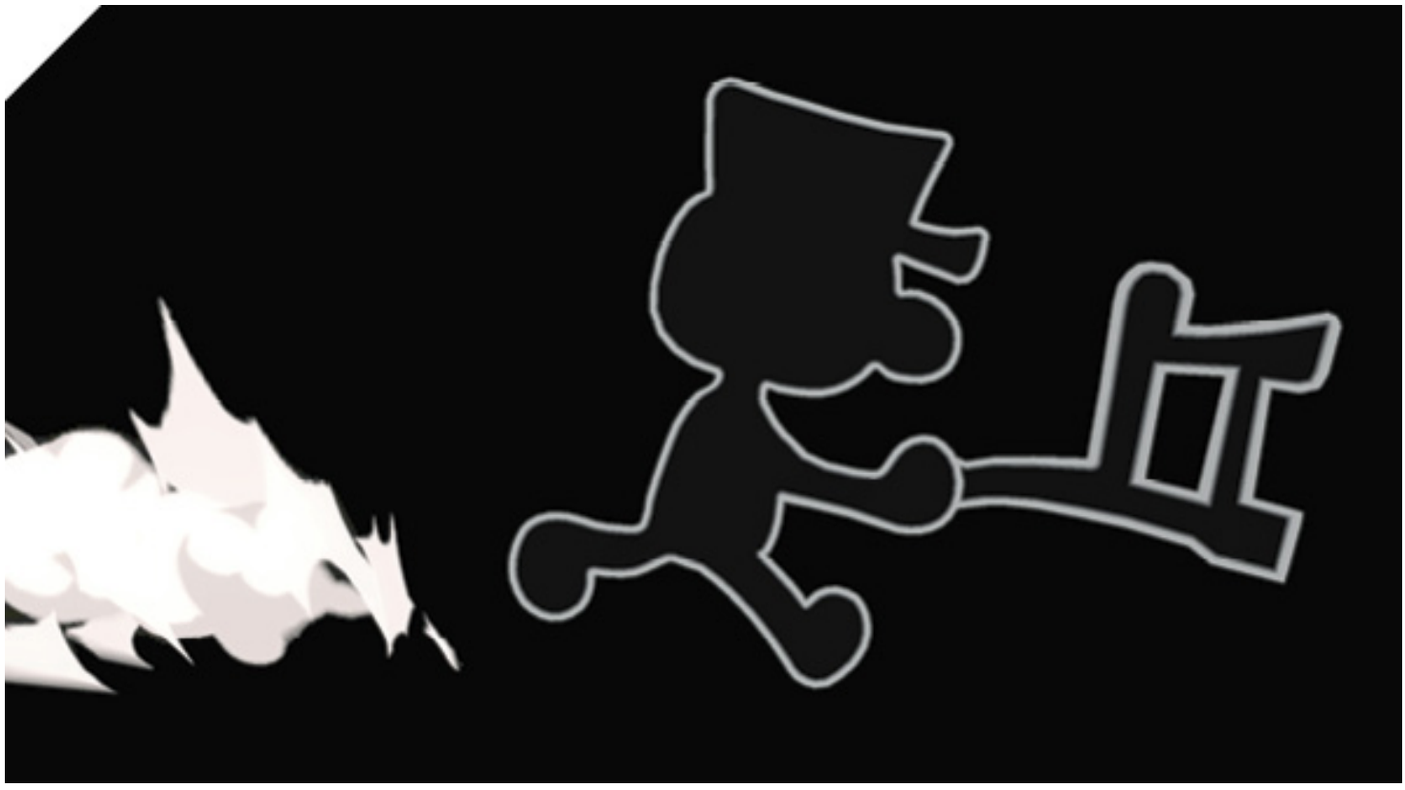
DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	12	Max damage early.
Up tilt	7, 7	Hands intangible. Knocks foe into potential juggle position.
Down tilt	9	Knocks foe back.

SIDE TILT



Mr. Game & Watch goes back to his roots as a lion tamer in 1981's *Lion* with this poke, a warding chair swing directly in front. This has a bit more forward reach than neutral attack. The chair can't be aimed, unlike many side tilts, but the hitbox covers both his arm (where he's vulnerable) and the chair (where he isn't). The initial thrust of the chair deals max damage, with later active frames dealing half as much. The chair stays active for a surprisingly long time for a side tilt, active for a fifth of a second. If someone's directly in front of you, they'll be hit by the hard initial chair jab and knocked back a bit, but the long-lasting active frames mean this might also catch people with the tail end as they rise from ledges or side rolls.

UP TILT

Retrieving his flags from 1980's *Flagman*, Mr. Game & Watch raises numbered flags first in front, then behind. (The numbers on the flags don't matter. Sometimes he attacks first with #2, sometimes with #1, depending on the direction he's facing.) The hitbox around the flag extends safely above Mr. Game & Watch's vulnerable head, and his hands are also safe from harm during this attack, increasing likelihood that he wins exchanges cleanly. If someone is struck by the initial flag swipe aimed up-forward, they're pulled over his head toward the flag that rises behind, juggled by both hits. The second flag, aimed up-back, launches foes into a jugglable position slightly behind Mr. Game & Watch.

Up tilt's speed to hit in front isn't exceptional compared to some up tilts/up smashes. It also might miss against small or crouching fighters at close range. If someone shields the front-facing hit, they can punish Mr. Game & Watch while he's busy performing the follow-up flag to the back. On the other hand, if someone standing behind shields the backward flag, Mr. Game & Watch is safe from reprisal.

DOWN TILT

Mr. Game & Watch leans low to upend a manhole cover (pulled, big surprise, straight from 1981's *Manhole*) before him, knocking away anyone in front. Down tilt hits as fast as Mr. Game & Watch's grab, quicker to hit than side tilt or up tilt but not as fast as neutral attacks.

The end lag on down tilt is long, but he stays prone after the manhole cover hit. Even if enemies retaliate against down tilt out-of-shield with a fast neutral attack or grab, it might whiff right over Mr. Game & Watch's head! This is one of Mr. Game & Watch's most reliable close-range pokes when under pressure.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	18-25.2	Fire attack. Knocks foe away.
Up smash	16-22.4	Double-sided attack. Head intangible.
Down smash	15-21	Double-sided attack. Knocks foes away. Chance to bury standing foes.

SIDE SMASH

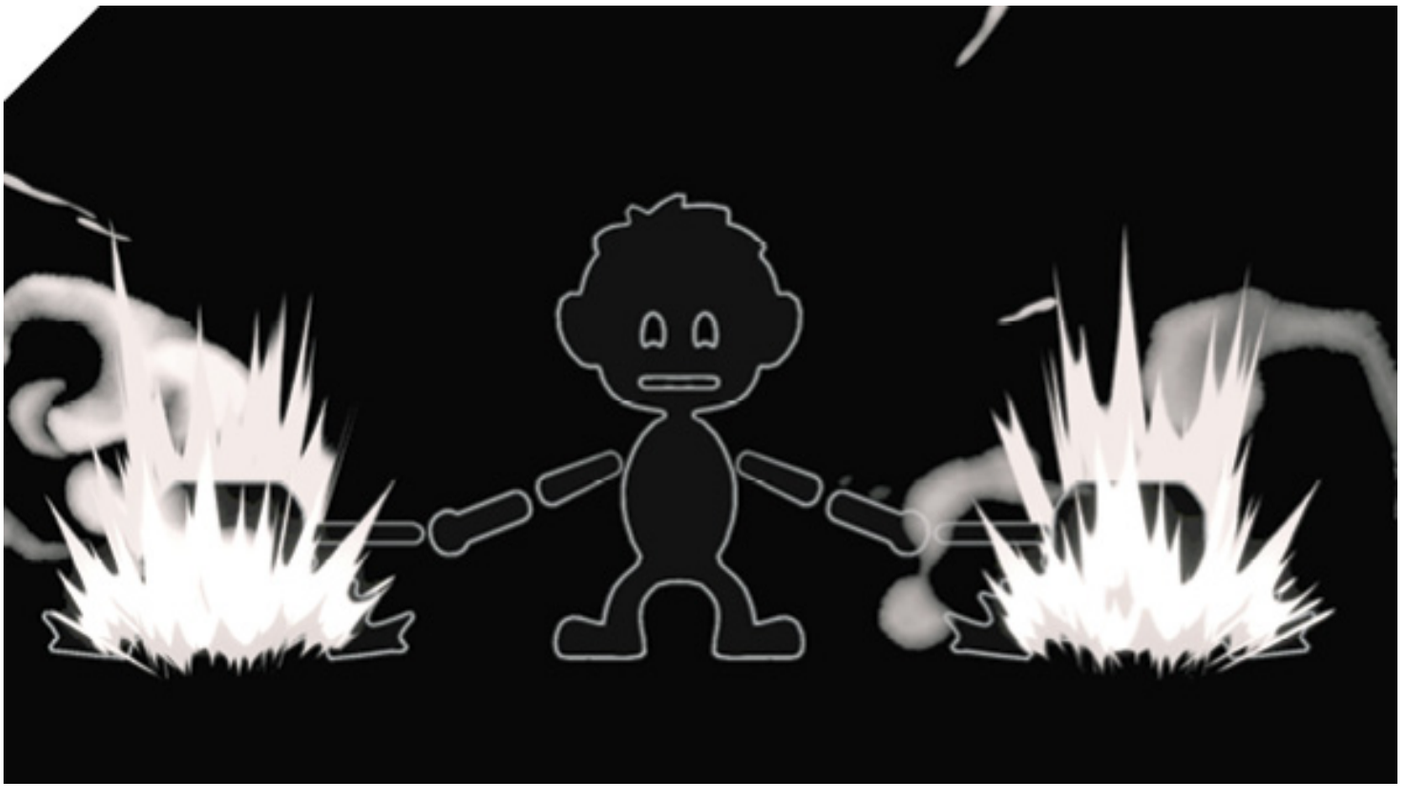
Inspiration for this fire attack comes from…1982's *Fire Attack*. Mr. Game & Watch swings a fiery torch in front, outranging both neutral attack and side tilt. The speed is average for a side smash, and on hit this has good knockback even at low percentages. At high-damage percentages, it makes a great KO attempt. Mr. Game & Watch can be interrupted on his arm, but not on the torch and flames, which lack vulnerable hurtboxes. Try to aim with the flaming tip, which reduces how punishable Mr. Game & Watch is if the enemy blocks it.

UP SMASH

Mr. Game & Watch dons his diving helmet from 1981's *Octopus* for this headbutt, which hits back-to-front. During the attack frames, his head is invincible, negating incoming enemy attacks. As he leans back, the initial frame hits behind him, but the rest of the brief attack can hit either side, or enemies above. Successful hits pop enemies up into the air, vulnerable to immediate follow-up hits.

Up smash is slow to hit for an attack of its kind (some up smashes take a quarter of the time to arrive at active frames!). Although it can work as a clear-out move with hits to both sides, it's a bit slow for this purpose. On the plus side, there's almost no end lag, even if enemies block from behind Mr. Game & Watch and retaliate right away. He's basically safe from reprisal if shielded, whether enemies are in front or behind! If they don't know this, up smash becomes good bait. Attack foes with it, then shield up immediately after. If they strike back, you can probably punish their would-be punish (emerge out-of-shield with, in descending order of speed, grab, neutral attack, or down tilt).

DOWN SMASH



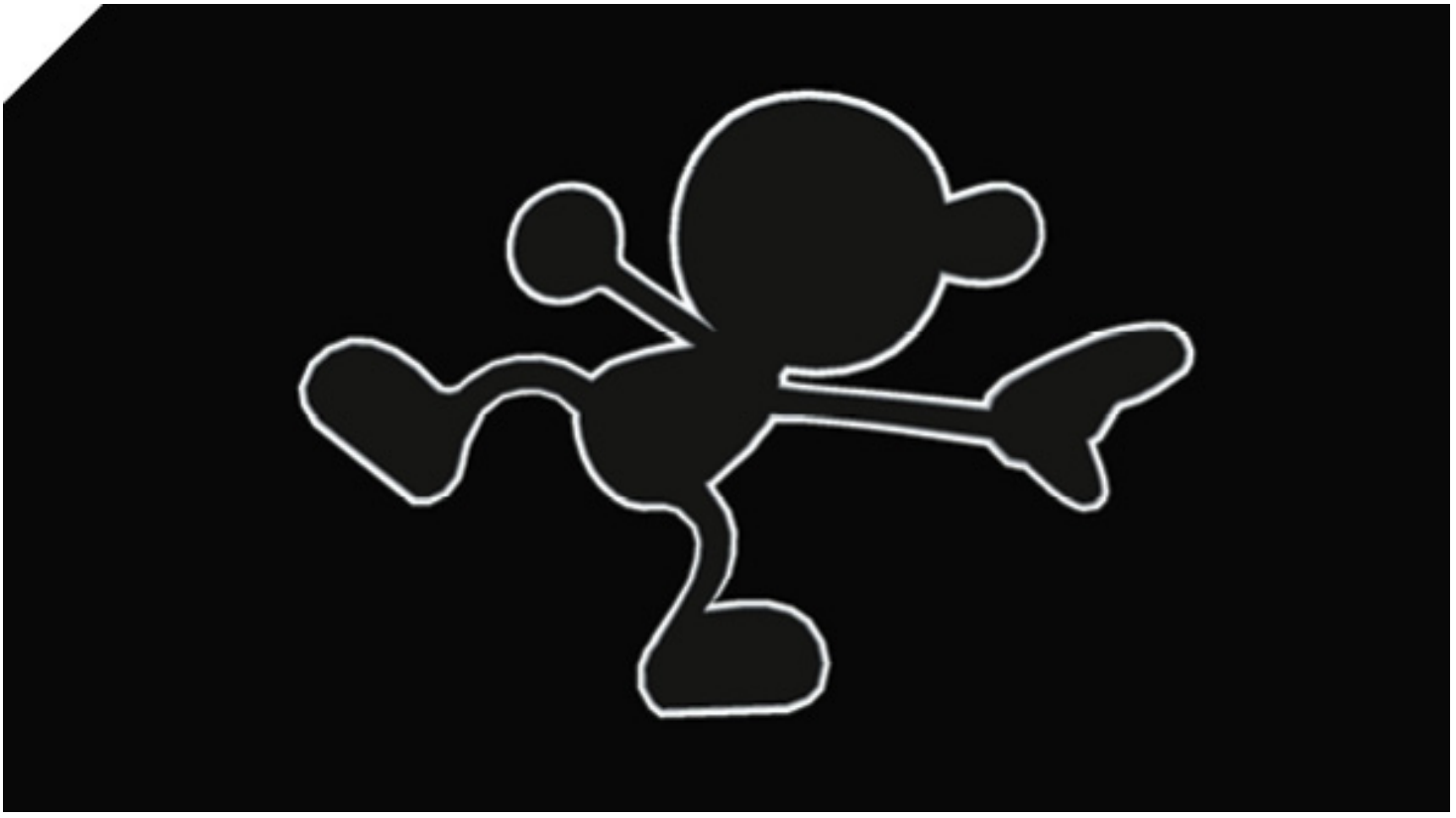
Mr. Game & Watch slams mallets down simultaneously on both sides in this clear-out move, inspired by 1980's *Vermin*. His head is exposed, but a lateral hitbox covers the rest of his body, and the hammers on either side. If this whack-a-mole attack hits, victims are knocked away a fair bit, giving Mr. Game & Watch space. Standing opponents have a chance to be planted into the dirt for a second, leaving them wide open!

It's pretty typical for smash attack speed, and a much faster defensive option than up smash. If shielded, Mr. Game & Watch is technically punishable if foes react immediately, but they might be pushed too far by the hammer hit to reach him in time. Down smash also inflicts decent shield damage on blocking foes.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	8	Forward throw.
Back throw	8	Backward throw.
Up throw	12	Hurls foe into potential juggle position.
Down throw	4	Bounces foe into potential juggle position.

GRABS



Grab speed for Mr. Game & Watch is very quick on his feet, just slightly slower than the game's fastest grapplers. The standing reach is small, though. When used during a dash, his grab is slightly slower, like a heavyweight's, but it gains a lot of extra range (not just from the dashing action—Mr. Game & Watch actually reaches farther during dashing grabs).

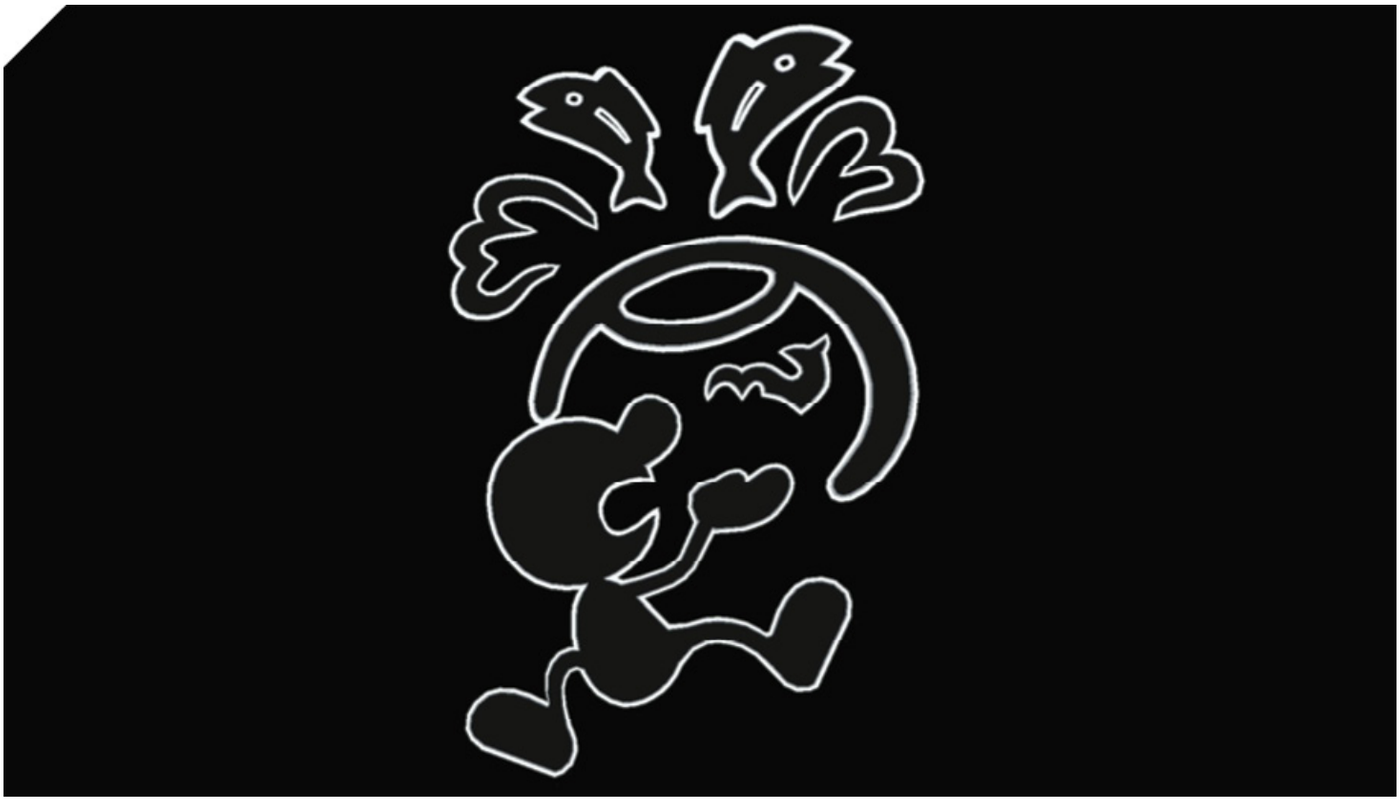
Once the foe is pulled in with a successful grab attempt, Mr. Game & Watch uses animations borrowed from his very first game, 1980's *Ball*. Tossing them from one hand to the other like a juggler, he flings his opponent with variations of the usual throwing themes. Front and back throws push enemies toward a desired stage edge, while up and down throws lead to juggle chances. Down throw is Mr. Game & Watch's best throw option, since it virtually guarantees he can carry foes upward afterward with immediate short-hopping neutral air attack or up air attack, among other attacks.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	3x3, 4	—
Forward air attack	3, 12	Bomb detonates on impact. Explosion is fire attack.
Back air attack	2x3, 3	3 damage launching hitbox on landing.
Up air attack	1.8x5, 3	—
Down air attack	11	Meteor smash on early hit. 3.5 damage hitbox on landing.

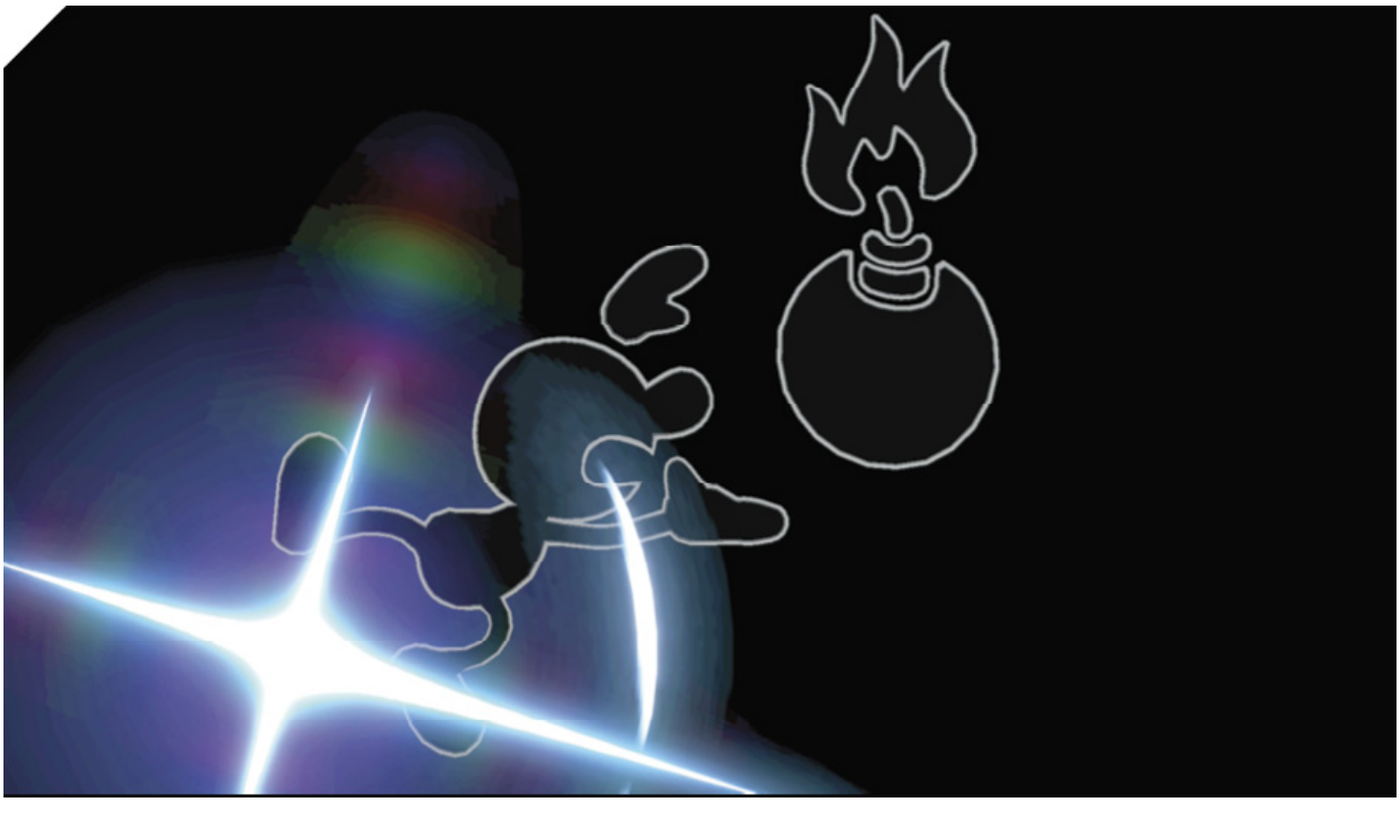
NEUTRAL AIR ATTACK



Mr. Game & Watch gingerly transports a fishbowl (pulled straight from 1985's *Tropical Fish*) during neutral air attack, but not gingerly enough, since two fish hop out the sides. At first, the leaping fish and fishbowl hit straight up, as though this were an up air. The fish can hit enemies on both sides as they fall alongside Mr. Game & Watch.

The upward hit is quick, but the side hits are a bit slower. If intending to float sideways in midair into people, covered by the falling fish to the sides, consider this air move about as quick as an average side smash on the ground. The move's overall active duration is very good, over a third a second, meaning it's great for leaping above targets before fast-falling into them with later neutral air attack frames. (This works if you're about a jump's height above them, but not from double jump height.)

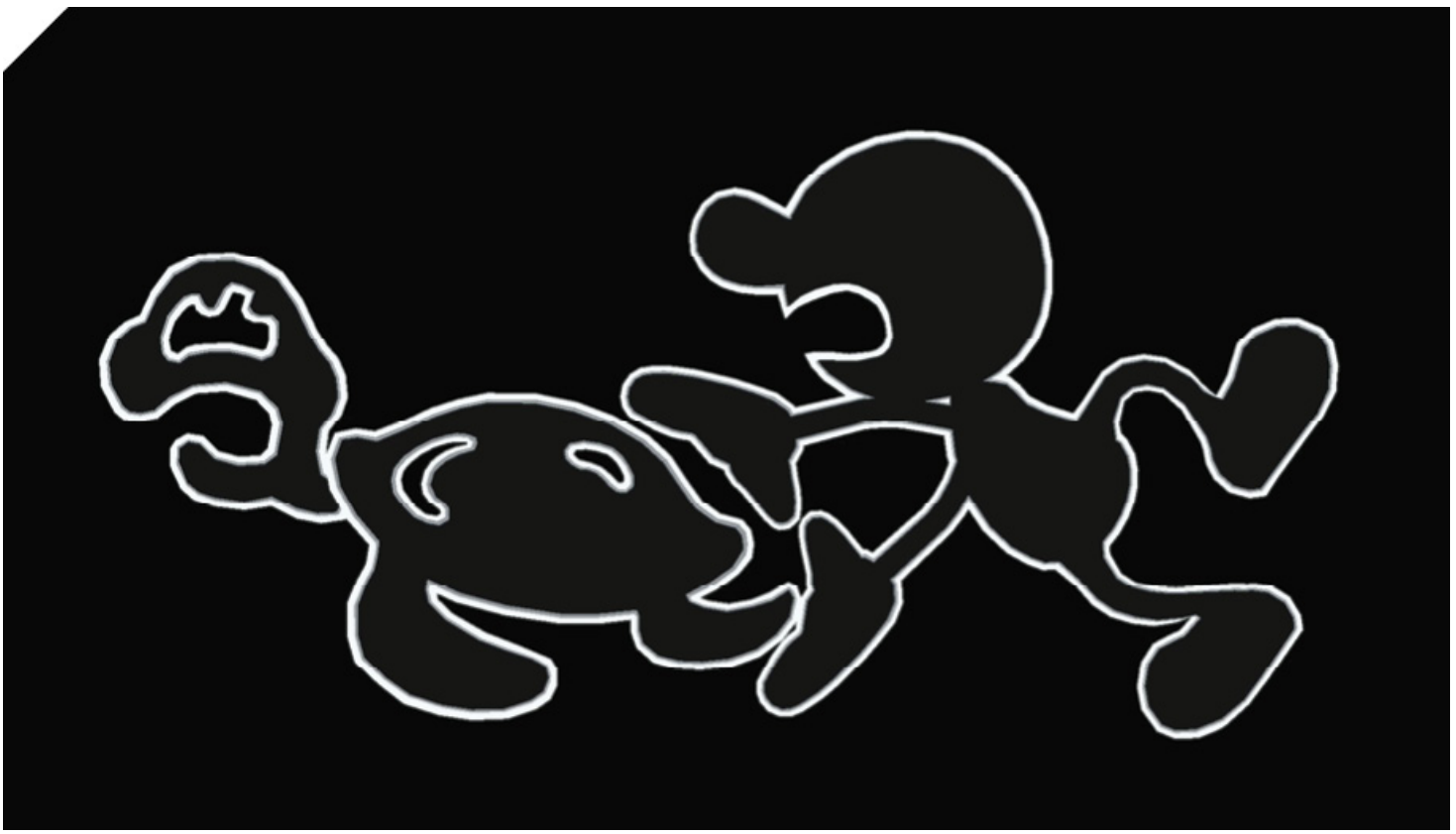
FORWARD AIR ATTACK



Mr. Game & Watch holds up a bomb left over from 1983's *Mario's Bombs Away*, then drops it. His initial arm-raising action to release the bomb is a weak hit aimed up-forward. The bomb itself deals no damage until it explodes, which happens either when it collides with a foe or surface, or (if nothing is in the way) about three-quarters of a second after it's dropped (if you double-jump and forward air attack at the apex, the bomb detonates at about short-hopping altitude).

This is a strange air poke, almost more like a special. It might seem like a good idea to short-hop forward with immediate forward air attacks to bomb at ground level, but this isn't as fast as it looks, taking about a half-second for the explosion. The raised arm and bomb detonation can combo together if an enemy gets hit by the arm, then the bomb.

BACK AIR ATTACK



Mr. Game & Watch strikes toward his back with the most fearsome of weapons, a snapping turtle borrowed from 1982's *Turtle Bridge*. The turtle isn't a part of him, so enemies can't out-prioritize it if their attacks overlap. The turtle bites with three weaker hits before finishing with a knockback snap.

Air-to-air, back air attack is Mr. Game & Watch's best jousting weapon, since the turtle head beats out enemy moves. It's a bit slow to hit at first compared to many aerials, so plan to swing slightly ahead of time.

If used low to the ground, Mr. Game & Watch's landing lag is significant, but he also has an extra launching hit when he touches down! This is useful when jumping in at grounded enemies with back air. Aim the attack to start snapping at their heads, scoring the normal four hits on the way down, then launching them with the landing impact. The timing doesn't work out to use this from automatic short hop attacks (back on the control stick plus Attack+Jump all together), so use manual short hops with later back air timing for offensive turtling.

UP AIR ATTACK

Like in 1984's *Spitball Sparky*, Mr. Game & Watch blasts a puff of long-lasting air that wafts straight upward. While he drifts back down after blowing out the puff, the air blast flies a long way straight up, over the height of a double jump. As it travels, the air blast has an enormous active period as a threat, over half a second!

This is one of Mr. Game & Watch's best attacks, amazing for anti-airing enemies high above and keeping them from returning to the stage, and for following up launching hits (for instance, after up or down throws). No one else has an up tilt/smash/air that dominates airspace directly above quite like this move.

DOWN AIR ATTACK

Briefly halting his air momentum, Mr. Game & Watch produces a key (a relic from 1982's *Donkey Kong Jr.*) and then plunges down, stabbing with it. He plummets until he lands, but he can be steered a bit left or right on the way. On touchdown, his impact creates a secondary hitbox, knocking anyone close out of the way. If he plunges into someone below with the falling key hit, the impact hit can also hit them for a two-hit combo, but the spacing doesn't usually work out that way.

Down air attack is good for edge-guarding in more ways than one. For the safer option, use the plunging hit to land at the edge, aiming for enemies right when they try to rise from below and grip the ledge with an up special or double jump. With good timing, you'll knock them right off.

For a more adventurous approach thwarting recovery: right when Mr. Game & Watch swings the key, before he's fallen too far, a solid hit will meteor smash victims! This makes for a decent, if risky, KO move for targeting foes offstage. Although he plunges down toward the abyss with down air, his air lag ends soon enough to use up special (Fire) to spring back to a safe ledge handhold or solid ground.

SPECIAL MOVES

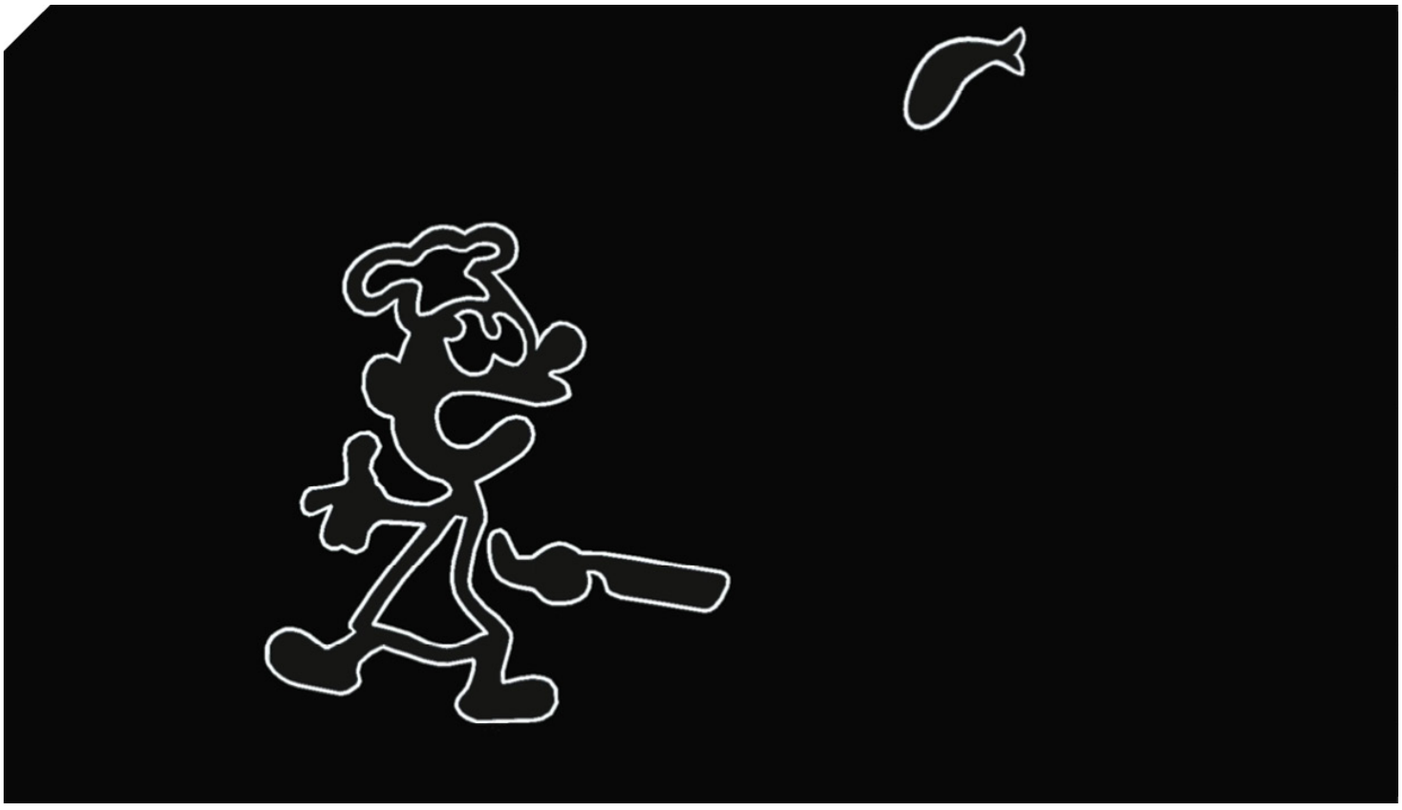
SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	5x5	Hold for slow flips, tap for fast ones. Hold left or right to affect food trajectory. 8 damage from pan up close.
Side special	Varies	See table.
Up special	3, 6	Intangible just after springing upward. Hold left or right to steer. Parachute can be canceled with air actions.
Down special	Varies	Absorbs energy projectiles. Powerful attack when bucket is full.

JUDGE VERDICTS

#	BASE DAMAGE	NOTE
1	2	12% self-inflicted damage!
2	4	—
3	6	Heavy shield damage.
4	8	—
5	3x4	Electric attack.
6	12	Fire attack.
7	14	Spawns three apples!
8	13	Freezes target.
9	32	Heavy knockback.

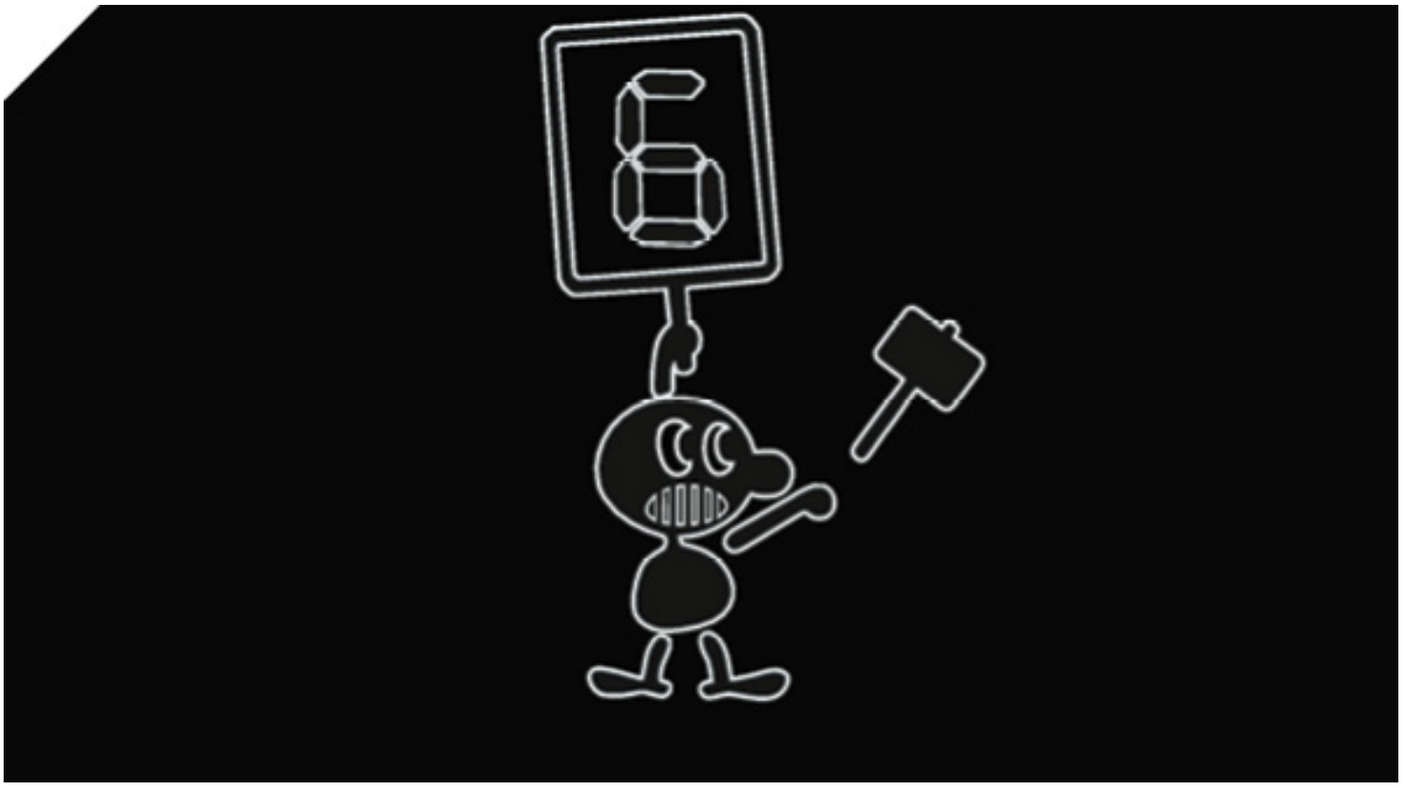
NEUTRAL SPECIAL: CHEF



Breaking out the frying pan like in 1981's *Chef*, Mr. Game & Watch serves up lobbed food items, up to five at a time. Hold down the input, and Mr. Game & Watch lobs them one after another slowly; tap the input repeatedly to speed up his food-flipping. While he flips pieces of food, hold forward or backward to alter their arcs. Holding toward Mr. Game & Watch's back flips food items upward in a high arc, so they fall closer to him and can act as a kind of defensive shield. Holding forward, toward his front, flips the food low and farther away, more of an offensive option.

Each pan flip is a minor attack as well, though hits with the close-range pan flip are more of a nice bonus sometimes than something you should aim for on purpose.

SIDE SPECIAL: JUDGE



While swinging a gavel in front, Mr. Game & Watch holds his verdict aloft, 1980's Judge-style. The hammer hit has the same speed regardless, as fast as most uncharged side smashes, but the power varies wildly depending on which number he produces. The number is random; embracing the randomness and learning to react to different results is part of playing Mr. Game & Watch.

Scoring a 1 damages Mr. Game & Watch while dealing almost no damage or knockback to his target! (And he takes the damage even if a 1-score Judge swing whiffs!) Scoring a 9, on the other hand, produces one of the most powerful attacks in the game, every bit as scary as knockout punches from powerhouses like Little Mac and Donkey Kong. Even at medium-damage percentages, Judge at 9 is a likely knockout. In between are all kinds of other effects, none as bad as 1 nor as amazing as 9. (See corresponding table.) In particular, look out for 3, which is devastating to shields and pops enemies toward Mr. Game & Watch instead of away; and 7, which generates three healing apples on hit—which foes can also scarf up, so eat quick!

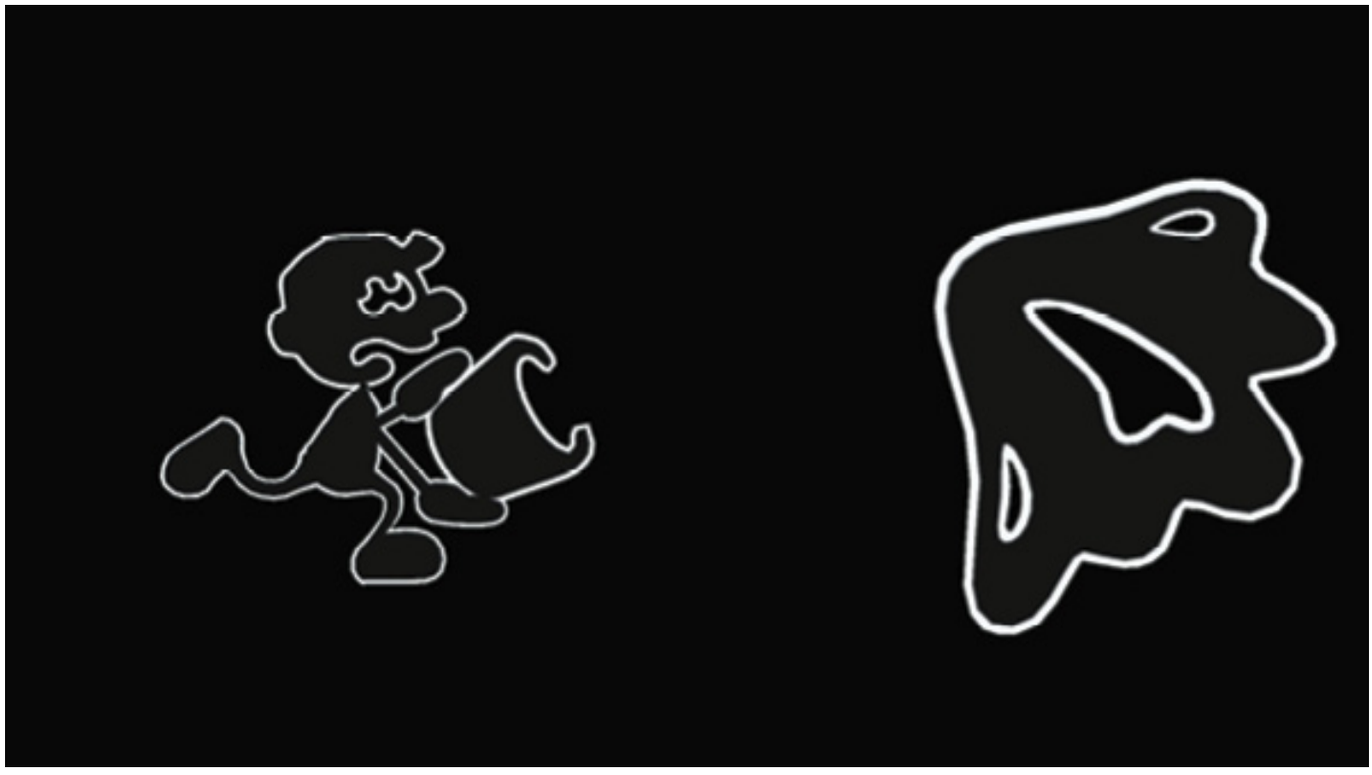
UP SPECIAL: FIRE

Assisted by two firefighters from 1980's *Fire*, Mr. Game & Watch trampolines high upward, even higher than during a full-height double jump. The firefighters appear as hits to both sides of him almost instantly, faster than any other Mr. Game & Watch move, even neutral attack. Mr. Game & Watch then launches high up, intangible for the first third of his ascent, his body a projectile as he hurtles upward. It's possible for the low-damage firefighter hit to pop the opponent into position for the takeoff to combo, but it doesn't usually work out that way. With this attack, you're usually aiming to hit either immediately with the firefighters to the sides, or slightly later with Mr. Game & Watch's flung body.

At the top of his travel, Mr. Game & Watch loses upward inertia and deploys a parachute. From here, he glides gently as directed. You can also cancel the parachute, kind of like with a gliding Princess Peach, by tapping down. More interestingly, you can cancel Mr. Game & Watch's parachute-and-glide-or-fall period with any other air action. That means he's in a limited club of fighters who aren't helpless until landing after using up special.

Fire is, simply put, fire, a terrific move that fulfills many roles. It can be used as an anti-air, like a more committed version of up air. It can be used to quickly climb stages, skipping past many floors or platforms. The initial hits to the sides not only work as Mr. Game & Watch's fastest clear-out move (one of the fastest possessed by anyone), but he also vacates the premises in the process! And he's not helpless on the way down, able to harass with downward-aimed moves like neutral air attack, forward air attack, down air attack, and Chef. Last but not least, it's his recovery tool, offering him huge altitude gain without depriving him of options after. It offers him some of the best chances to attack edge-guarders from seemingly vulnerable positions. Not only does he rocket upward as a hitbox himself, perhaps beating out whatever they try to do, but he's not helpless afterward, so he's not as dependent on using up special to grab ledges (thereby gaining ledge-hanging intangibility).

DOWN SPECIAL: OIL PANIC



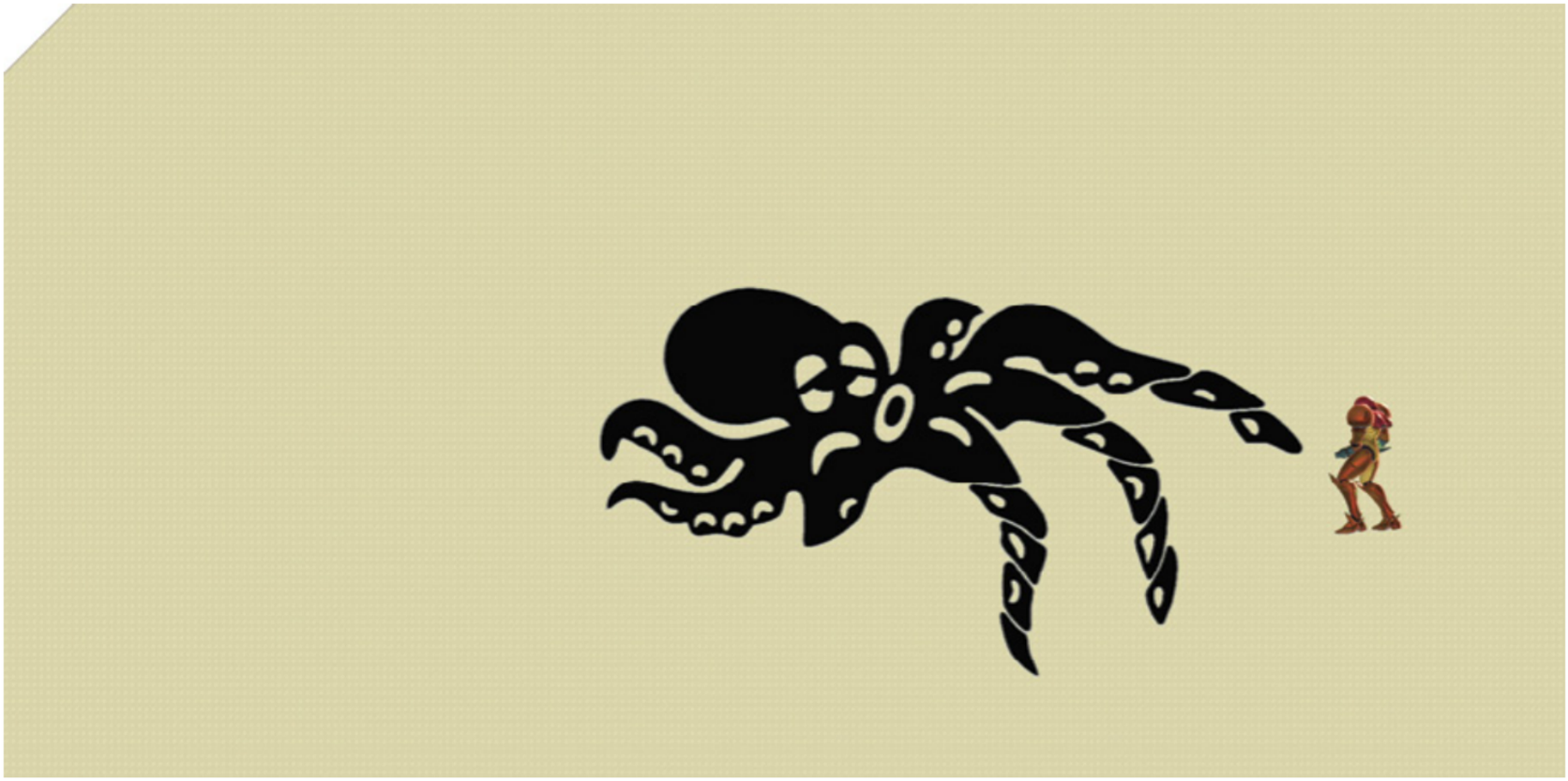
Mr. Game & Watch produces a harmless bucket, held over from 1982's *Oil Panic*. On its own, this move does nothing. But if an energy-based projectile or shot is nearby, Mr. Game & Watch scoops it up in the bucket, storing it. It takes three absorbed shots to fill the bucket, which has a visual indicator of how full it is, divided into thirds. When he holds out the bucket, his falling momentum is briefly halted, giving this some use for modifying fall timing.

What the bucket does is convert stored shots into hot oil. When it's full, a down special input makes Mr. Game & Watch dump out the oil as a powerful projectile splash in front. This splash's damage can vary widely, since it's based on the power of the projectiles absorbed. But even an "average" Oil Panic made of run-of-the-mill projectiles like Pikachu's or Mario's produces an extremely strong attack. It's just that absorbing three strong energy shots like Ness or Samus can produce results in absurd damage.

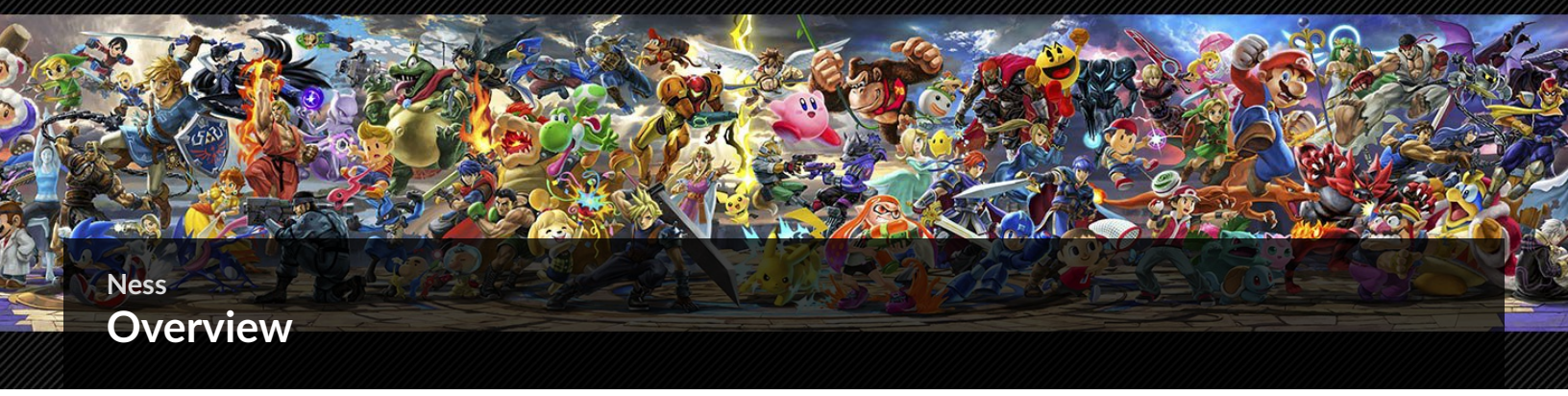
Oil Panic starts up extremely fast, whether used to absorb energy or to toss oil. When absorbing, the bucket's suction area for shots is generous, surrounding Mr. Game & Watch and then some. When emptying a full bucket with Oil Panic's attack, the forward oil splash isn't a projectile; it's technically a part of Mr. Game & Watch that has no vulnerable portion. This means it ignores other projectiles and overpowers anything in the way.

When locked and loaded with a full bucket, Oil Panic is Mr. Game & Watch's strongest move, making him extremely dangerous. The only problem is that enemies can kind of dictate how much of a problem this is. If you're frequently negating their ranged game plan while storing your own most threatening attack, they might just give up that tactic.

FINAL SMASH: OCTOPUS



In what can be one of the hardest Final Smashes for enemies to dodge, a gigantic Octopus (from 1981's *Octopus*) skates across the screen, taking up a huge bit of airspace as it passes while grasping with sticky tentacles. Anyone caught in its grasp is dragged sideways off the stage, in grave danger of being KO'd outright if they react poorly! As the Octopus travels, hold the control stick up or down to direct its path, making it harder for enemies to escape.



Ness

Overview

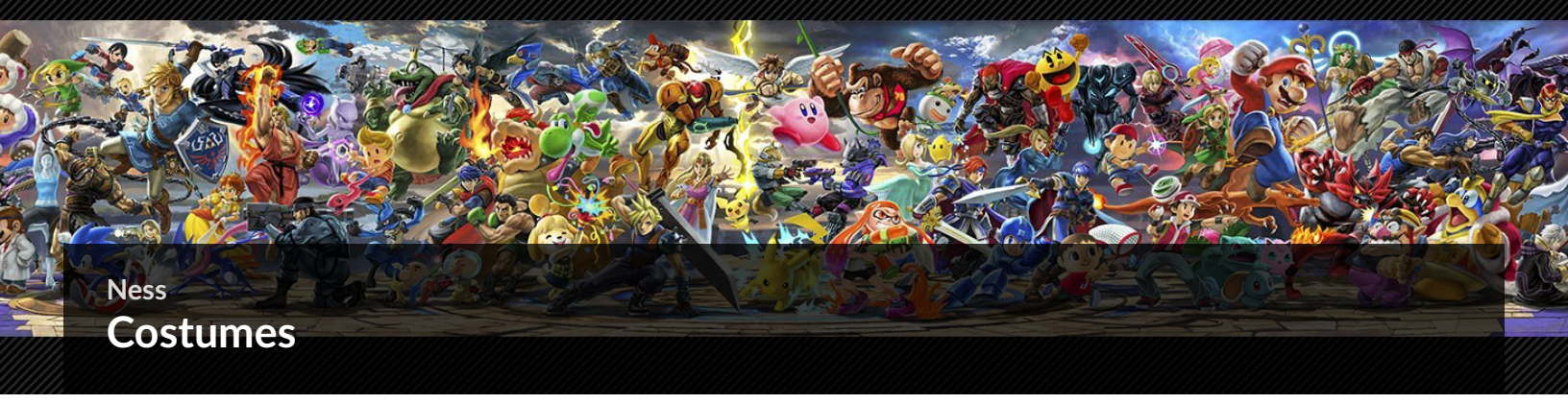
Ness, the hero of *EarthBound* fame, fights with his favorite baseball bat and yo-yo. Oh yeah, and his psychokinetic powers! PK Flash, PK Fire, and PK Thunder are the most distinctive aspects of the boy hero. Using PK Thunder in particular takes some getting used to, both controlling it as a ranged attack and using it to save Ness when knocked offstage. His PK specials form the backbone of a defensive projectile/camping game, chipping away at enemies and coaxing them to react. Ness is no slouch when forced to fight in close, with a good neutral attack and grab, an amazing down tilt, and multiple clear-out options with up smash and down smash. Not to mention his signature attack, the side smash home-run swing, which is a walloping KO move and also a means to bat projectiles back tosender.

His biggest weaknesses are floatiness in his movement, especially midair after a double jump, and difficulty recovering because of how PK Thunder works. You have to rely on muscle memory to recover in some situations where you can't even see Ness and the snaking PK Thunder, like under a ledge beneath the screen or out too far to the side of a stage. Dastardly opponents can foil your effort and send Ness plunging to his doom by snuffing out PK Thunder, whether by canceling it with a well-aimed shot or item throw, or by jumping in the way and eating the hit!

NESS VITALS

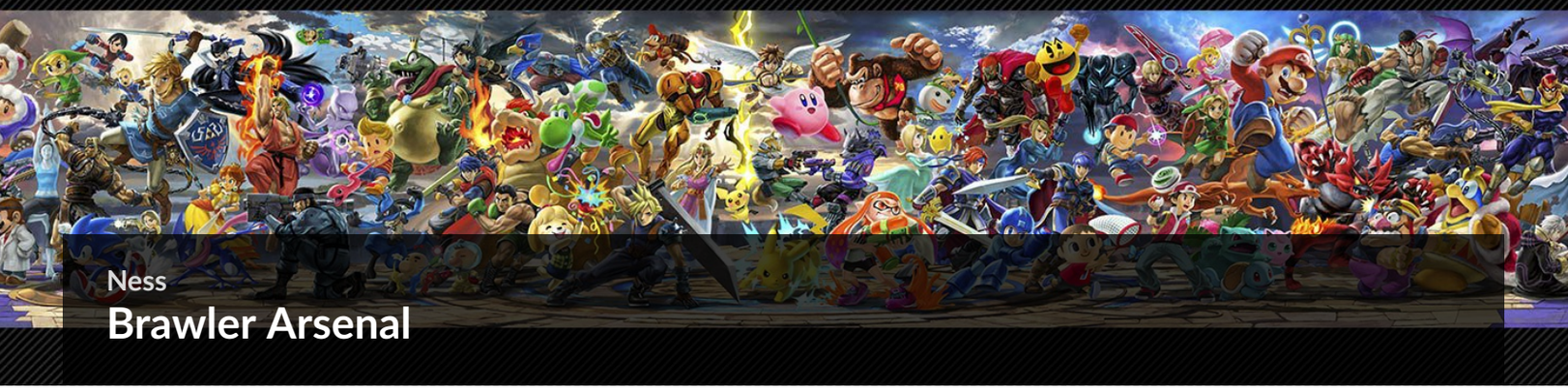
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

MOVEMENT RANKS	
Ground speed:	D (49)
Air speed:	C- (53)
Falling speed:	D (66)
Weight:	C (40-43)



Ness

Costumes



Ness
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2	—
Neutral attack 2	1.5	—
Neutral attack 3	4	—

Ness attacks quickly with a short-range punch-punch-kick combo. The first jab is quick, not as fast as someone like Zero Suit Samus or Mario but barely behind them. It's a great out-of-shield option to retaliate up close. Ness is punishable if enemies block neutral attack hits, but they have to react fast to punish him after just one or two blocked punches (it's much easier for people to react if you do all three attacks, finishing with them blocking the kick).

At low percentages, his neutral attack combo doesn't knock victims off-balance, so they stay on their feet nearby. Keep this in mind and go after them immediately for more ground offense. At medium damage or more, this knocks them away like most neutral attack combo finishers.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	4, 2, 4	Last hit knocks foe into juggle position.

While running, Ness uses brainpower to attack in front, projecting PK energy in three quick blasts. The first strikes right in front of Ness, and each subsequent blast hits slightly farther away. It's kind of like Duck Hunt smash attacks that way. The third and final dashing PK hit has good knockback, launching victims off their feet. This offers a juggle chance even if only the third hit connects.

When using a dash attack deep into someone, aiming to be flush against them with the first hit, Ness usually passes through them if they block! If they're facing Ness during dash attack, this greatly increases his safety afterward, since he moves to their backs. If you dash in and get dash attack blocked later, during the second or third blast, Ness is wide open if they drop shield and attack right away.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	10	Can be aimed slightly up or down.
Up tilt	7	Max damage on hands. Pops foes into potential juggle position.
Down tilt	4.5	Max damage at knee.

SIDE TILT

Ness spins forward to attack with a tough side kick. Ness might be small, but his damage isn't. This dishes out respectable damage with a decently fast hit, and it can be aimed slightly up or down. The downward version's hitbox is perfect for kicking at a recovering enemy's fingers just when they lunge for a safe ledge. Like Ness's neutral attack combo, side tilt doesn't knock foes off their feet until medium-damage percentages.

UP TILT

Ness makes a little hop up while punching upward with both palms. This is a fast attack for a tilt, hitting even faster than Ness's grab up close (though not as fast as his neutral attack or down tilt). This attack has decent coverage to his sides if enemies are up close on the ground, but the main hit (and max damage) is around his hands, aimed upward. Nailing someone with up tilt (whether they're airborne or standing next to Ness) launches them into the air. At low to medium percentages, you can usually combo up tilt into itself two or three times quickly before jumping to hit foes in midair after. Enemies might hit or grab back up close when blocking up tilt, but they have to be quick, like reacting to blocking Ness's first two neutral attacks.

DOWN TILT

Ness kicks the ground in front with a low kick that's incredibly fast and safe for a tilt. This down tilt hits just as fast as Ness's first neutral attack, almost instantly, and can combo into itself if used repeatedly in close. Five or six rapid down tilts at point-blank range on a foe who fails to block quickly adds up to 20% damage or more!

Down tilt deals more damage closer to Ness, at the knee, but the range extends to slightly past his foot. His foot is angled slightly downward, so this move can be used to aim for a recovering enemy's hands just as they try to lunge for a ledge, like a side tilt aimed down-forward (note that although side tilt takes longer to swing, it's active for twice as long as down tilt, so it can be a bit easier to time aiming for ledge-graspers with side tilt down-forward).

With its blazing speed and almost nonexistent lag, down tilt is also exceedingly safe when blocked. A foe who tries to strike back after shielding down tilt will lose to an immediate Ness grab attempt or another down tilt; a foe who tries to cancel shielding with a grab attempt can be thwarted by down tilting, then jumping or dodge-rolling.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	22-30.8	Bat invincible. Max damage and knockback at tip. Reflects projectiles.
Up smash	13-15.6	Double-sided attack. Knocks foes into potential juggle position.
Down smash	1, 10-1.2, 12	Double-sided attack. Small hitbox behind while charging.

SIDE SMASH

Swing, batter batter! Ness uncorks one of the strongest knockout moves in the game, a home-run swing that can reflect incoming projectiles. There's an invincible hitbox in front of Ness just before and during the bat's hitting frames, giving the bat overwhelming priority against enemy attacks in that area, while also deflecting ranged attacks and sending them back faster and stronger than they arrived.

Side smash is somewhat sluggish to start, hitting in about a third of a second, uncharged. Take this into account when swinging for incoming shots or going for the fences attacking foes. The invincible deflection area is about the same size as Ness himself, but in front of him; the bat's hit area is just the bat itself. So it's lenient for reflections, but not for direct hits on opponents.

Damage is highest at the tip of the bat, but it's still decent farther down toward Ness's hands. On a solid hit, victims are hurtled fast, low, and far! If blocked, side smash deals heavy shield damage.

UP SMASH

During up smash, Ness shows off his yo-yo skill by whipping the stringed weapon in an arc that covers all around him like a rainbow. The yo-yo's active hitting period starts out at Ness's front foot and rotates up over his body, ending up behind him.

The initial hit at his feet is decently fast for a smash, and about twice as fast to hit someone in front as side smash. The yo-yo stays out a long time, hitting upward about a third of a second after start-up, and hitting behind Ness about a half-second after start-up.

So it's a full-coverage move, but it's really only quick right in front, where you're probably going to use neutral attacks, down tilts, and grabs most of the time. If someone standing in front shields against up tilt, they're basically guaranteed any punishment they want against Ness, since they can drop shield while he's still traveling through the upward/backward parts of the swing—it's a bit sluggish to reach its upward and backward hitting frames. Still, it's an attack that covers every direction but downward, which is always useful. In party battle modes there can be enemies approaching from all sides, and the ability to swing without risk at people on ramps or low platforms just above is invaluable.

DOWN SMASH

Showing off his yo-yo control, Ness starts this double-sided down smash attack by "walking the dog" behind him. Yup, this is the rare clear-out attack that hits to the back first. It's also unique in that there's an attack while charging the smash: start down smash and hold the input, and Ness makes the yo-yo spin in place behind him. If someone's standing in this area, it can hit them several times before the attack is even released, like some "flurry" neutral attack finishers.

Upon release, Ness sweeps the yo-yo across his back to the front side. Charged or uncharged, the initial yo-yo hitbox appears behind Ness at the same time. If releasing down smash uncharged, the yo-yo's forward-hitting portion occurs about half a second later. The point is, just like up smash is slow to hit behind Ness, down smash is slow to hit in front of Ness.

The quick, low-hitting, chargeable backward start-up gives down smash niche use as an aggressive attack while running. Run right into someone, pivot by tapping the other direction, then immediately down smash. This can be used to aggressively charge at someone while also covering directions above and backward. It can even end up catching them if they dodge-roll through the initial portion and end up on the other side of Ness. If they block the initial backward yo-yo walking and you release the attack, Ness is very vulnerable (like an inverse of having up smash's frontal hitbox blocked). But if you back-turn directly in front of someone and charge down smash all the way before release, the chipping hits of the yo-yo spinning in place combine with the actual attack on release to almost totally deplete their shield. If they've sustained any shield damage blocking other stuff right before this, they'll probably have their shield shattered, dizzying them!

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	11	Forward throw.
Back throw	11	Backward throw.
Up throw	10	Launches foes into potential juggle position.
Down throw	0.5x3, 1.5, 4	Bounces foes into potential juggle position.

GRABS

Ness's grab speed is very good, just short of the fastest grabs in the game. He can set up grab attempts easily with his down tilt attack, which serves as a safe, perfect tick move before grabbing. At any damage percentage, front throw has terrific forward knockback, throwing victims a long way and securing KOs at higher percentages. Back throw doesn't hurl them far at low percentages, allowing for immediate close-range pressure. At medium damage and higher, its throw distance is more like front throw's, giving great KO and offstage-toss potential.

For up throw, Ness flings foes upward using the power of his mind, leading to pressure and juggles as they tumble. Down throw inflicts some quick fire damage on the ground before popping them up in front, allowing for closer juggles. If someone is standing nearby while Ness pins his throw target and roasts them, they can take incidental damage from the flames.

AERIAL ATTACKS

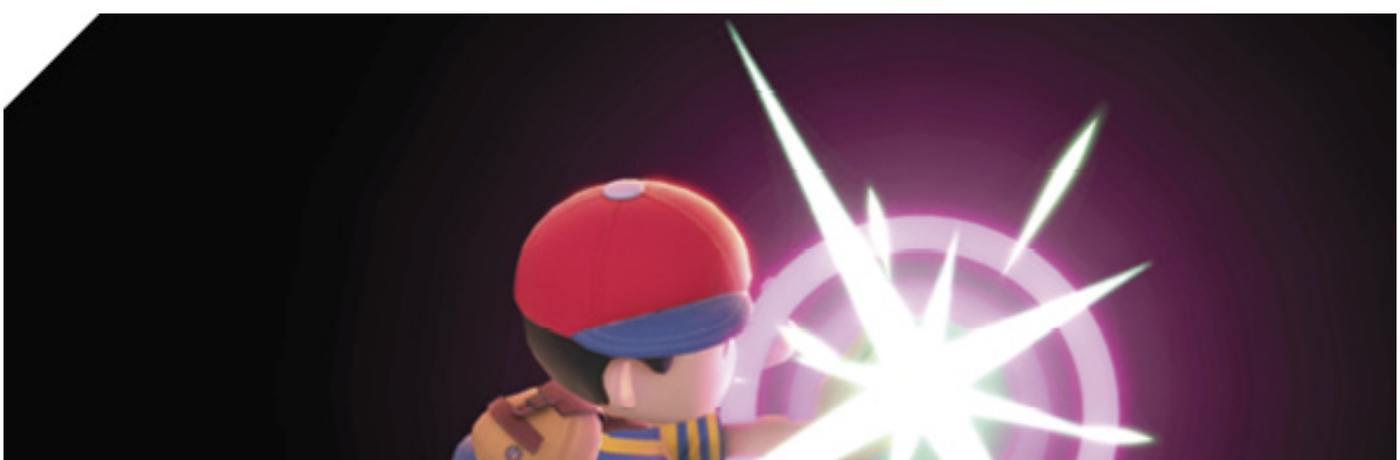
AERIALS

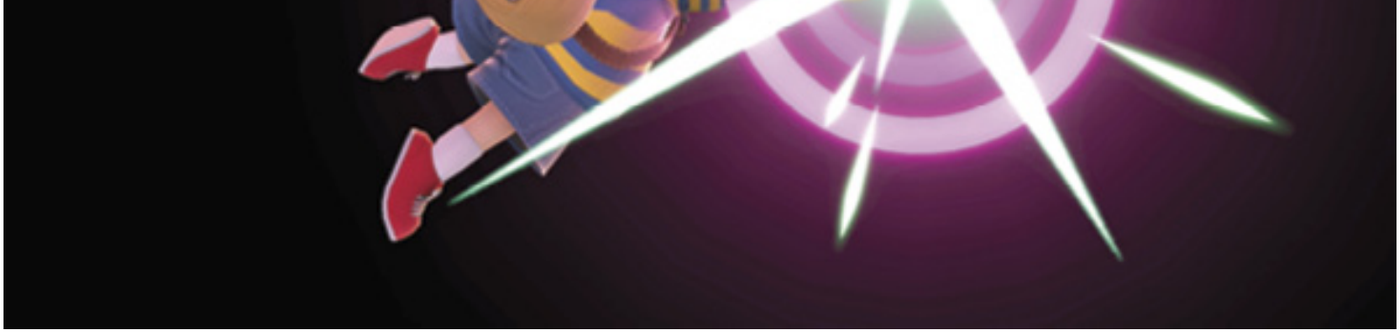
MOVE	DAMAGE	NOTE
Neutral air attack	11	—
Forward air attack	1.5x3, 5.5	—
Back air attack	15	Max damage early.
Up air attack	2.5x3, 5	Launches foe into potential juggle position.
Down air attack	12	Max damage early. Early hit can meteor smash.

NEUTRAL AIR ATTACK

Ness extends his hands to either side and spins. His hands and body all have hitboxes around them, so this attack has good coverage all over. His arms are tilted forward, so it's aimed slightly diagonally downward. It's quick to start hitting, with max damage during the earliest spin. The attack persists for a sixth of a second, with the latter half dealing less damage and knockback. The active period (not hugely long, but enough to work with) and hitboxes all over Ness's body allow this to be used right above targets before fast-falling to drag the move into them.

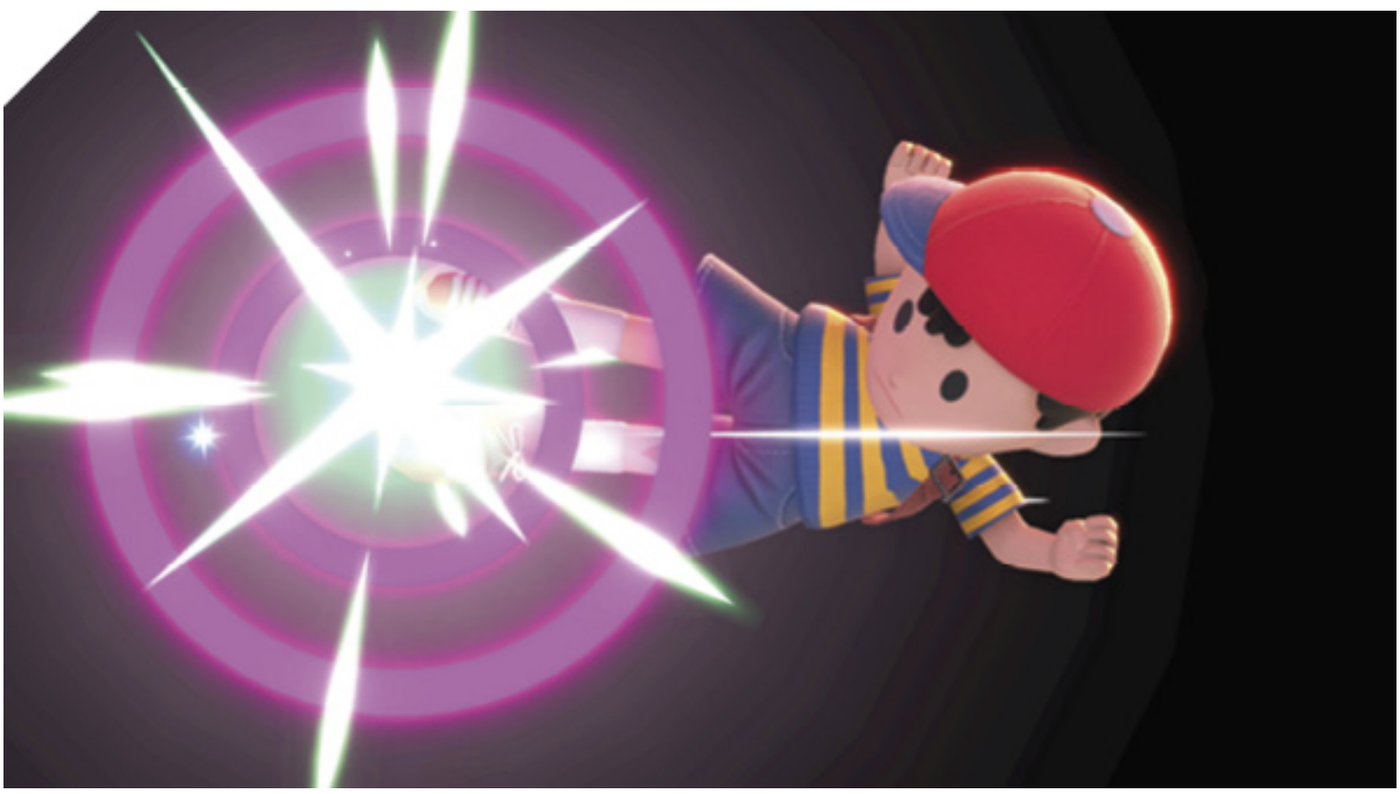
FORWARD AIR ATTACK





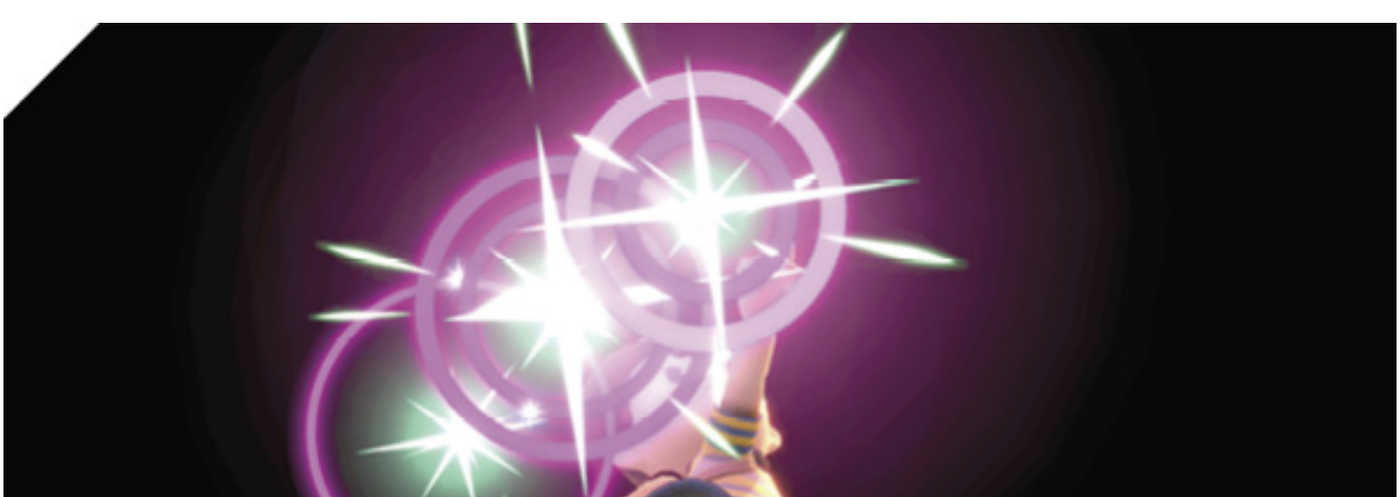
Ness holds his hand in front, striking with PK energy four times. The first three hits are small, with most of the damage coming from the final hit. The extended hitting period makes this good for firing at airborne targets ahead of Ness, but it's hard to use against enemies on the ground. When falling with forward air attack to strike air-to-ground, use it a little early so you whiff the first hit or two above your target before striking with later hits.

BACK AIR ATTACK



This backward-aimed dropkick is powered up by Ness's psychic skills. Hitting with good aim early in the attack is very strong, with great knockback strength and damage. Ness's legs persist as hitboxes after the PK power disappears, though with lower damage and knockback.

UP AIR ATTACK



A determined Ness points to the sky above him, sweeping his hand back-to-front for PK coverage across upward angles. This hits above and behind him first, before dragging forward to the front. The initial hitbox appears quickly, but without coverage straight up or up-forward. The PK blasts get there before too long, hitting up-forward with about the speed of a typical smash move. Enemies struck by up air attack get launched upward, where you can pursue them for more attacks.

Ness is short, and the hitbox for this isn't too high above his body, which means it can be used air-to-ground also, if desired. Time it slightly earlier than you might think so the final hit launches your target just before Ness touches down. If you time it too late, Ness lands before making it to the launching part of the attack.

DOWN AIR ATTACK

Ness aims straight down with a kick that might look slow and unimpressive, but is backed by his PK force. With a clean hit, down air attack can meteor smash opponents, spiking them straight down to bounce off the stage or plunge down a drop-off.

It's his slowest air attack to hit, by far, taking a third of a second to become active, but it's easy to aim, thanks to the single strong hit. It does the most damage right on activation, with a meteor smash effect. It dishes out less damage if the latter active frames connect, popping foes up instead of spiking them.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	11-25	Detonates on button release. Hold left or right to direct energy. Charging increases damage.
Side special	6, 1x5-16	Firebolt detonates on impact.
Up special 1	10	Move control stick to direct PK Thunder. If used in midair, lag until landing.
Up special 2	25	Strike Ness with PK Thunder to send him rocketing the other way. Lag until landing.
Down special	4	Absorbs incoming energy projectiles, replenishing Ness's health. Small physical hit on activation.

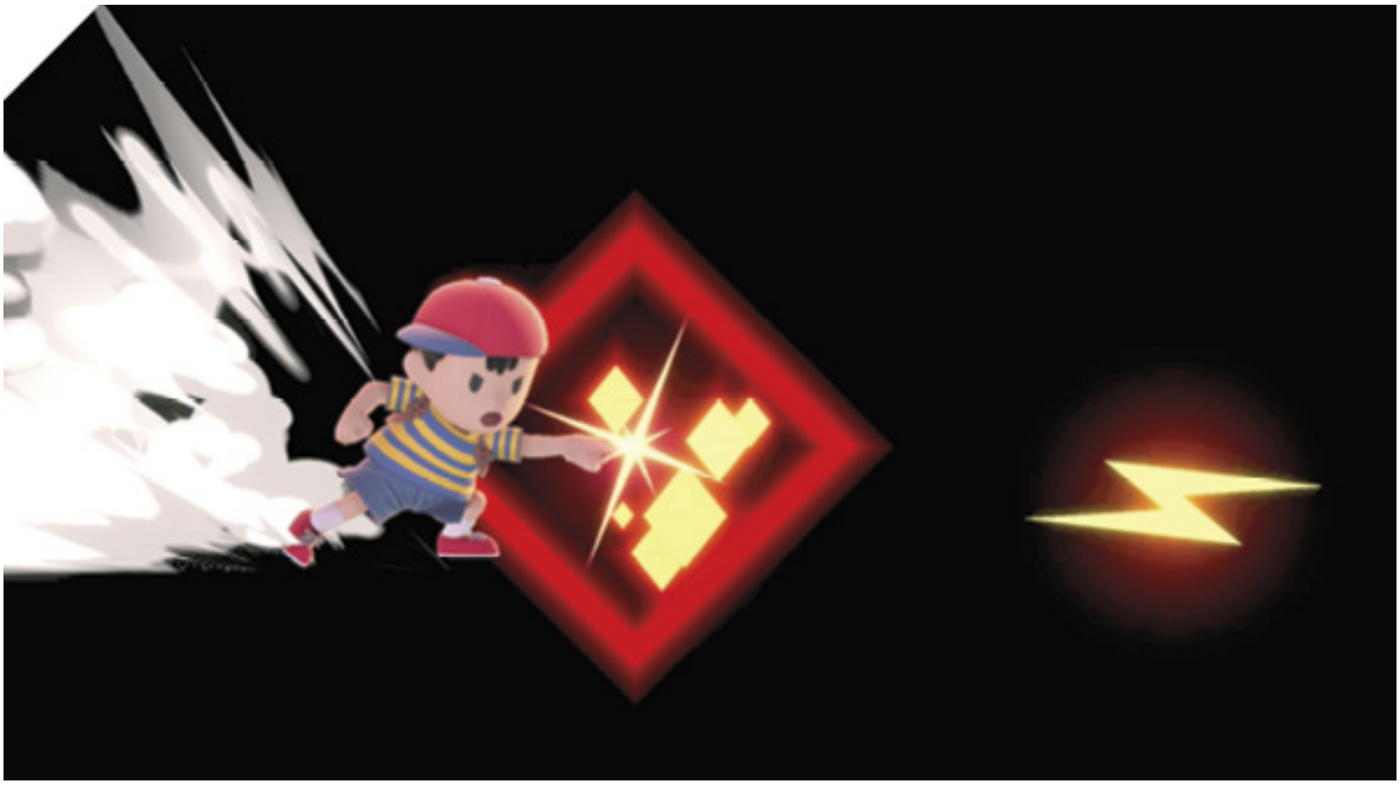
NEUTRAL SPECIAL: PK FLASH

Ness focuses his energy, sending forth a pulsing projectile. Hold down the Special button and move the control stick left or right to direct this projectile, which arcs out slowly for up to almost two seconds. The pulsing energy moves until one of three things happens: you release the button, it hits a surface, or its travel time runs out. Whichever happens, the energy explodes, hitting a large area with a high-damage flash. The longer PK Flash exists, the higher the damage whenever it finally goes off.

PK Flash is interesting, because you have to aim and detonate it manually. It doesn't go off just because an opponent overlaps the controllable energy ball. Since it arcs up and away from Ness before falling, enemies on level ground can rush in at Ness, under the orb. But if you're on a lower floor of a multitiered stage, PK Flash can travel up through platforms to hit them.

If used in midair, PK Flash slows Ness's falling speed while he's focused on directing the energy. High in the air offstage, you have time to drop a PK Flash bomb before recovering with self-directed PK Thunder.

SIDE SPECIAL: PK FIRE



On the ground, Ness throws a small bolt of fire energy horizontally. In the air, he throws it at a 45-degree angle downward. The range on the firebolt is decent, about the length of two dashes. Thrown from either air or ground, if the firebolt strikes an enemy, it explodes into a brief conflagration, inflicting lots of low-damage hits as it roils. Someone grazed by PK Fire takes at least five burning hits, leading to a special that does 11% damage total. Depending on where it hits them and how much they shuffle while being seared, PK Fire may stack up as many as 16 extra hits, exceeding 20% damage total.

UP SPECIAL: PK THUNDER

Ness's most infamous move can be used several ways. It's a controllable shot that can hit enemies directly or strike Ness to make him into an even more powerful projectile, and it also powers his recovery plays.

On activation, Ness employs his psychokinetic powers to send forth a sparking, snaking bolt of lightning. While this twisting blue projectile is active, Ness stands still (or floats slowly, if started in midair), crackling with mental effort.

PK Thunder can be steered around the stage with the control stick. A small arrow appears next to Ness, helping you aim. While it's moving, driving PK Thunder into an opponent shocks them, dealing 10% base damage and knocking them off their feet. The head of the snaking thunderbolt disappears if it hits anyone, but if enemies pass through the thunderbolt's tail, they take a little damage without dissipating PK Thunder.

PK Thunder can be used as a controllable, far-reaching projectile. Activate it, then steer it straight for foes, looking to hit them head-on. Depending on the stage's layout, Ness may be able to pepper enemies with PK Thunder from a relatively safe position, moving it around impediments and platforms to seek out desired targets.

PK Thunder is also Ness's only recovery tool when the hero of EarthBound finds himself over the edge. Launch PK Thunder and fly it around Ness in a tight circle, hitting him on the opposite side of the way you want him to go. On impact, the energy of PK Thunder launches Ness quickly, making the boy into a temporary projectile of incredible power. Hitting someone with electrified Ness deals a whopping 25% damage early (and still 21% on a hit during later active frames), sending them sailing in the other direction with harsh knockback. It takes some finesse to target Ness with his own PK Thunder to make him launch the other way with accuracy, but it's vital for playing Ness well.

PK Thunder is also a powerful edge-guarding weapon. There's the obvious approach, standing on a stage edge and launching PK Thunder to fly it toward someone trying to get back onstage. Nail them in midair to cut their flight short. However, there's a sneakier way to use PK Thunder against endangered targets offstage. Fire PK Thunder and fly it around them, instead of right into them. Your goal is to surround them with the tail, which can hit them without snuffing out the projectile. Think of PK Thunder's tail like a little wall you can fly around, putting it into recovering players' paths.

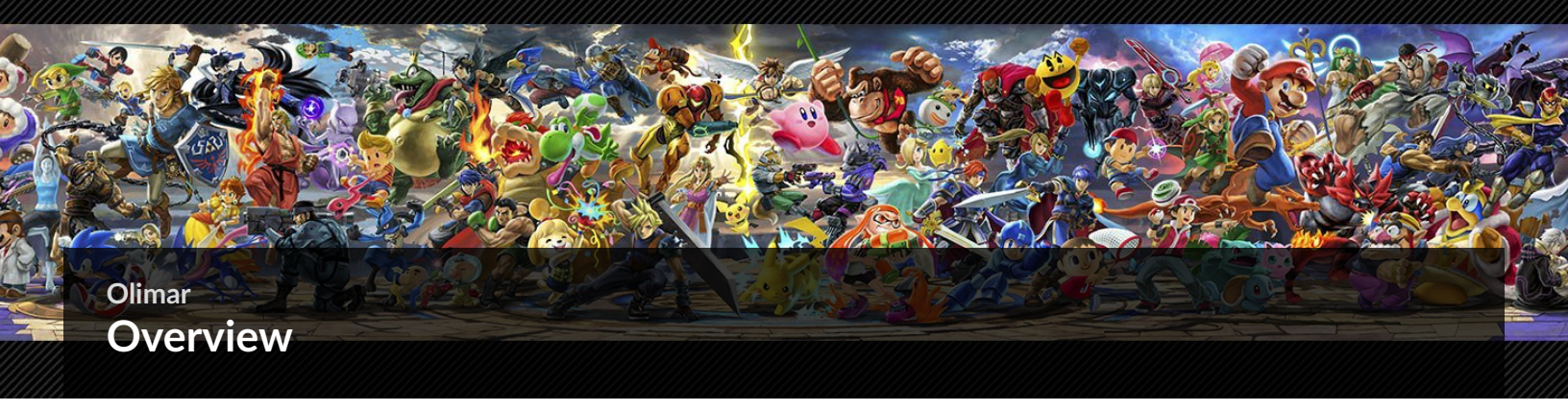
DOWN SPECIAL: PSI MAGNET

Bracing himself, Ness conjures a sphere of absorption power. Any energy moves that touch this field are negated, refilling a bit of Ness's health. This is great against fighters like Samus and Wii Fit Trainer, who build their game plans around powerful chargeable projectile specials. It even works wonders against another Ness or Lucas, should they attack with their PK-powered shots.

PSI Magnet isn't technically just an absorption move. There's a small attack hitbox around Ness shortly after activation. If you hold the input down, making PSI Magnet persist as long as desired, this hit "pulses," occurring over and over. It's not a huge deal, and it certainly doesn't outstrip neutral attack and down tilt as Ness's main physical attacks up close, but it has some intentional use when edge-guarding, or when absorbing a shot from a foe on one side while others close in from other directions.

FINAL SMASH: PK STARSTORM

Joined with friends Paula and Poo, Ness unleashes a meteor shower using their combined PSI powers. Holding left or right slightly aims the shower of projectiles from the heavens. There's no safe place under where the energetic bolides fall!



Olimar

Overview

Olimar is a unique fighter, most of whose attacks are enabled by his squad of loyal Pikmin helpers. A lot of playing Olimar is about arranging and keeping track of your stock of Pikmin. Different Pikmin have different advantages and disadvantages. Depending on the stage, your opponents, and the overall situation, you may want different colors and arrangements of Pikmin.

Specials Pikmin Pluck and Pikmin Order are concerned with restocking and rearranging the little vegetable-like helpers. Pikmin Throw is the Pikmin special attack, and probably Olimar's most important move overall. All smash attacks and grabs, and most air moves also require the presence of Pikmin.

Up to three Pikmin can be active at a time, and Olimar always starts matches and fresh stocks with the same team in the same order: red, yellow, blue. Any Pikmin attack employs the red Pikmin and rotates the line, making the new order yellow, blue, red.

If Pikmin are defeated (they're vulnerable to enemy attacks and can fall off stages), openings are created on Olimar's team. Pikmin Pluck produces a new helper, always in this order:

Red > Yellow > Blue > White > Purple

So the first new recruit in a given match is a white Pikmin (since every match starts with red, yellow, and blue), the next purple, the next red, and soon.

When moving around with Olimar, you must take care not to ditch all of your Pikmin at once, or you're left without access to lots of moves (although the Winged Pikmin up special gains way more loft without the extra weight of helper Pikmin!). If you initiate a side smash or grab with no Pikmin close enough to swing, Olimar flails harmlessly. If you leave the ground by jumping or stepping off a platform without a Pikmin close by to join Olimar's air trajectory, he loses access to all directed air moves. Stay conscious of your Pikmin mix, order, and locations.

Current Pikmin order may get mixed up out of this default, depending on how quickly different Pikmin make it back to Olimar after being dispatched on Pikmin Throw or side smash missions.

Pikmin order and location can be shuffled as desired with repeat use of Pikmin Order. The first down special recalls all Pikmin instantly, and the next down special forces them into standard order (R-Y-B-W-P!). If they're already by Olimar's side and in default order, Pikmin Order sends the one in front to the back of the line without performing an attack (all Pikmin attacks except down smash also shuffle the line by one; down smash sends the first two Pikmin to the back of the line!)

Inevitably, you'll still need to fight with solo Olimar sometimes, when Pikmin are all currently KO'd or out on errands clinging to foes. Neutral attacks, all tilt attacks, and neutral air attack are possible without Pikmin assistance. These can make do in a pinch, but it's imperative to harvest more helpers in a hurry.

OLIMAR VITALS

MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

MOVEMENT RANKS	
Ground speed:	D (48)
Air speed:	D (71)
Falling speed:	D (58-61)
Weight:	F+ (67-69)

PICKING PIKMIN

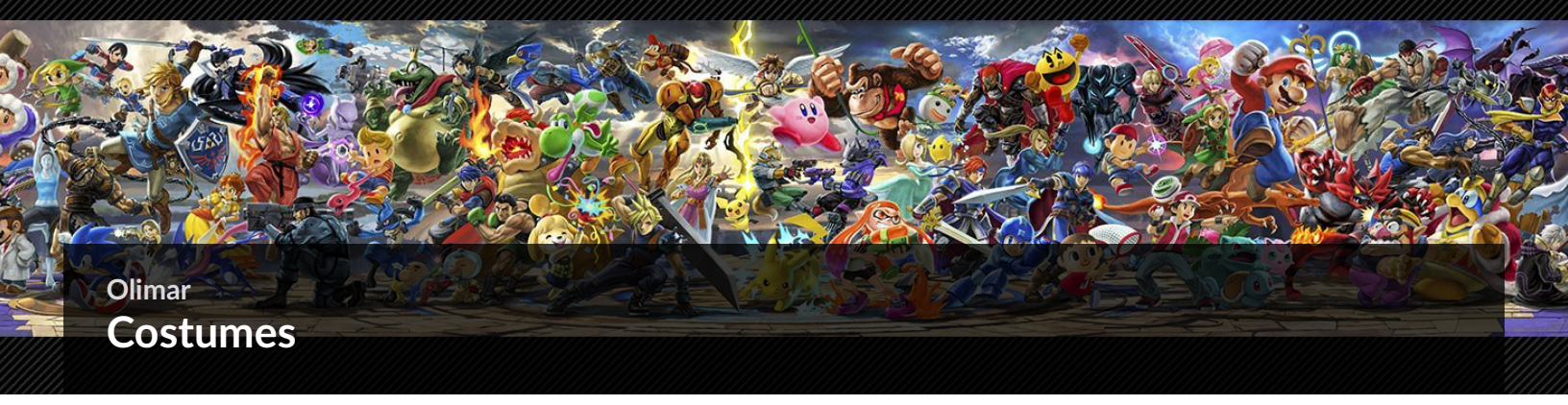
Playing Olimar often involves rebuilding the Pikmin lineup to prioritize different things. As the match develops and your Pikmin take losses and force you to patch up the team on the fly, getting back to "ideal" setups might require any combination of ditching and plucking Pikmin. From the consistent start of red/yellow/blue, there are clear beginning pathways to good setups:

For focusing on grabs, an ideal team is red/blue/white, which requires that you toss the yellow Pikmin off a ledge and pluck up a white one next.

For focusing on pokes, you want the strongest options in red/yellow/purple. Blue isn't so bad either; mainly you want not to use white for physical attacks. You have to ditch both a blue and white Pikmin before plucking up a purple one.

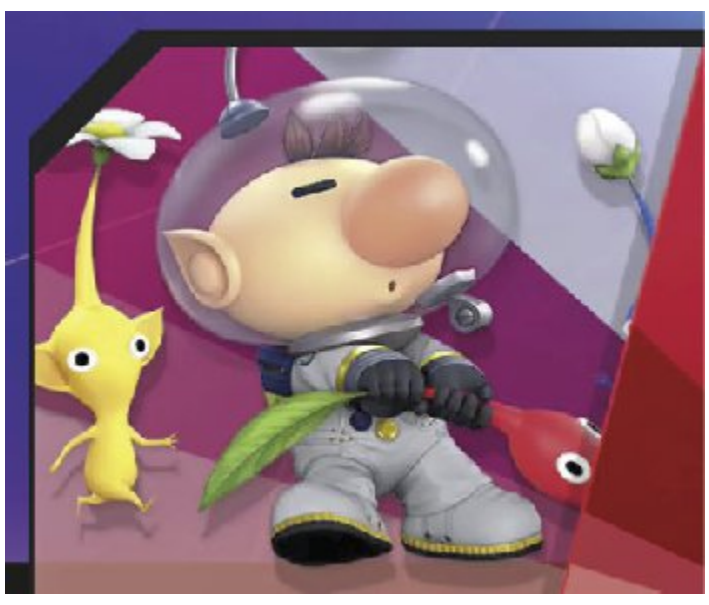
For focusing on Pikmin Throw, yellow/blue/white is ideal. (An argument could be made for purple over blue as a heftier change-up). All you have to do here is ditch the red Pikmin and pluck a white one.

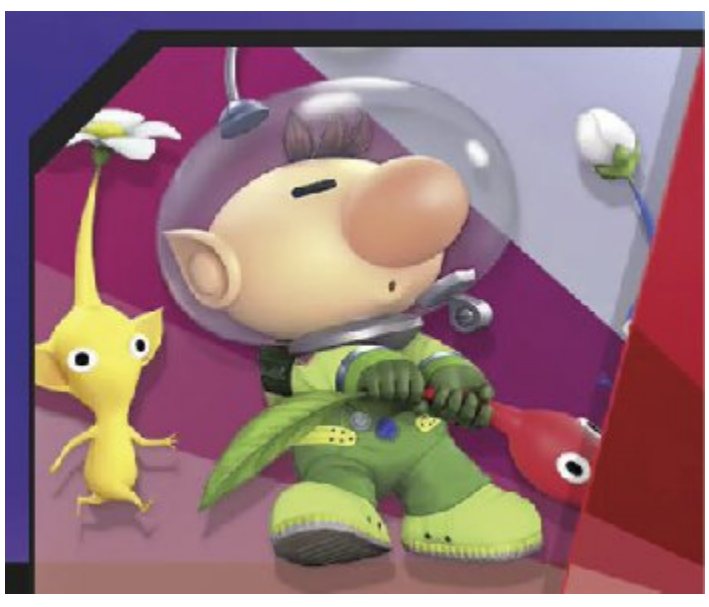
PIKMIN	HP	PLUS (+)	MINUS (-)	BEST FOR
Red	6	Fire attack, strike and shield damage	Throw damage	Smash/air moves and shield pressure, up/down throw (for follow-ups), foes weak to fire
Yellow	6	Electric attack, bigger hitboxes, higher Pikmin Throw arc	—	Ease of hits, Pikmin Throw, foes weak to electricity
Blue	8	Throw damage, can be tossed into water without dying	—	Pikmin durability, raw throw damage
White	5	Grab range, Pikmin Throw damage, longer Pikmin Throw arc, poison damage	Strike damage, hitstun/shield-stun	Pikmin Throw, grab attempts
Purple	11	Strike and shield damage	Range for Pikmin Throw, side smash, and grabs	Pikmin durability, smash/air moves and shield pressure

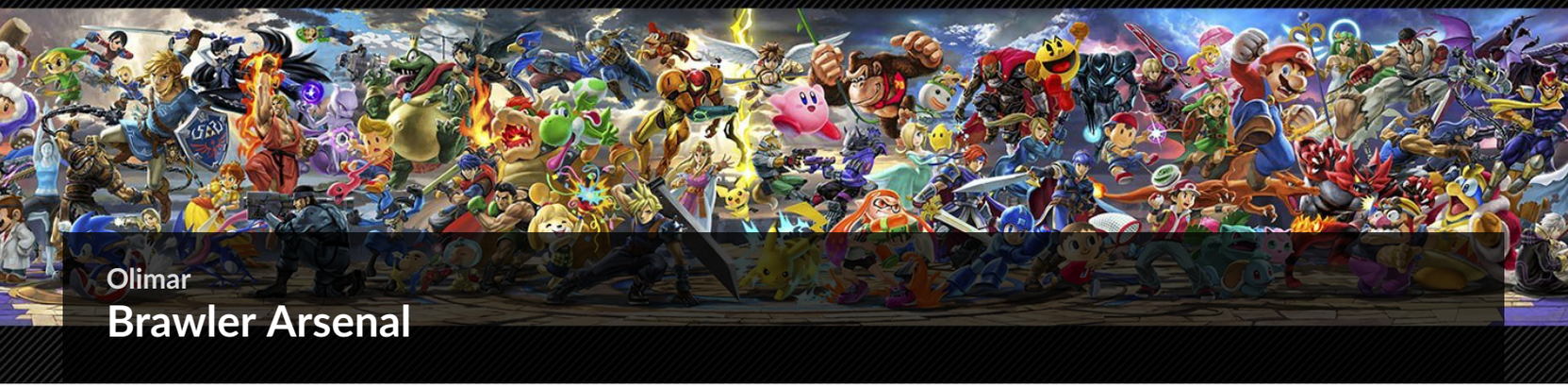


Olimar

Costumes







Olimar
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	4	Max damage at fist after first active frame. Hold for auto-combo. Doesn't involve Pikmin.
Neutral attack 2	4	Max damage at fist. Knocks foe away. Doesn't involve Pikmin.

The industrious captain strikes with a one-two punch combo. He doesn't need any Pikmin for this attack, so it's a staple of his offense and defense. It's not the fastest jab combo in the world, but it's serviceable, and both hits are safe from guaranteed striking counterattacks on block! The best foes can do is cancel their blocking with a shield grab up close, but they can't hit back just because they block Olimar's neutral attack punches.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	7, 4	Knocks foe into potential juggle position. Doesn't involve Pikmin.

Showing off more gymnastic agility than you might expect, Olimar flips heels-over-head toward foes with a cartwheel attack. This move hits twice if you connect with early frames, launching victims up into a jugglable position in midair. Hit late and it still pops them up, but inflicting less damage.

If shielded, dash attack leaves Olimar at a disadvantage up close. However, he usually pushes through a blocking enemy's body during the cartwheel. If you dash attack into the front side of a challenger, you usually end up right behind them, so they can't retaliate with shield-grabbing, and instead have to try some attack that gives them back coverage, like an up tilt or down smash or short hop neutral air attack.

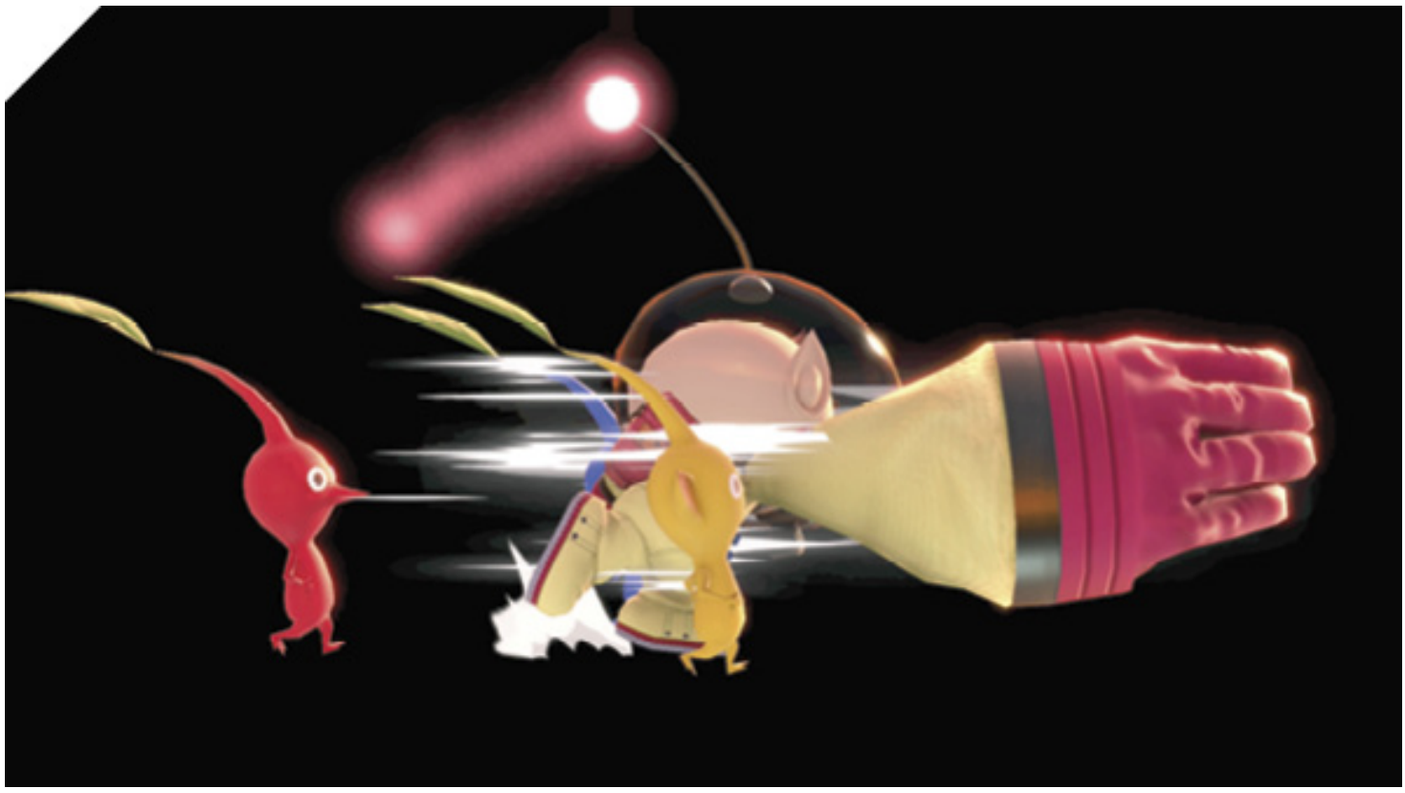
DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible. Doesn't involve Pikmin.
Wake-up attack (faceup)	7	Intangible. Doesn't involve Pikmin.
Wake-up attack (facedown)	7	Intangible. Doesn't involve Pikmin.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	11	Knocks foe away. Doesn't involve Pikmin.
Up tilt	0.6x5, 4	Double-sided attack. Knocks foe into potential juggle position. Doesn't involve Pikmin.
Down tilt	6	Pops foe off feet. Doesn't involve Pikmin.

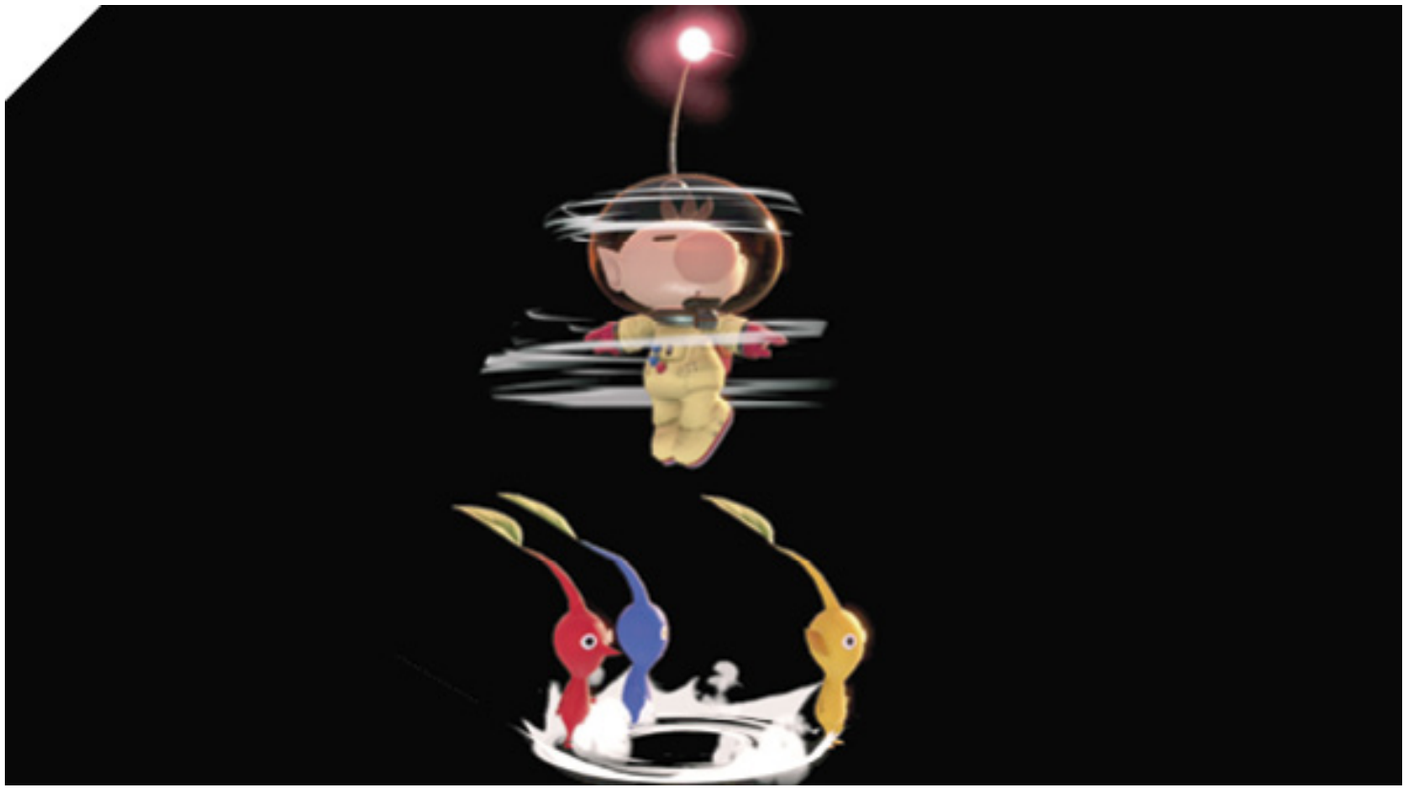
SIDE TILT



Olimar winds up (taking a long time for a side tilt) before issuing a big slap in front. In terms of use, think of this like an unchargeable side smash, which doesn't require that you use Pikmin.

Red, yellow, blue, and purple Pikmin-powered smash attacks are strictly better than this move, hitting faster and harder. This is one of the slowest tilt attacks in the game, so you might be better off relying on "instant" dash attacks or short-hopping neutral air attack when you need a Pikmin-free ground poke (the most consistent way to do a dash attack from what looks like a standing start is to flick and hold the control stick to start the dash, then immediately flick the C-stick). But if you want a KO-capable move without any Pikmin around, side tilt's the only option.

UP TILT



Taking a little hop in place, Olimar pirouettes upward, hitting to both sides with a flurry of weaker strikes before popping up anyone in the way with a twirling headbutt. Enemies on either side on the ground are pulled into the blender of hits and launched upward. At low percentages, you can usually combo up tilt into itself at least once before jumping to attempt more hits.

Up tilt is great, covering both sides up close as well as the airspace just above Olimar, and without requiring a Pikmin helper to pull it off. But watch out against smaller targets or crouching enemies, because it can miss over their heads, even point-blank. It's also unsafe from immediate retaliation if shielded.

DOWN TILT

Olimar slides forward, bopping anyone in the way with a helmet headbutt. It hits with the same speed up close as up tilt, but with a much lower profile. Like up tilt, it can be punished if shielded, though it's not quite as unsafe, and doesn't provide the same visual cue that Olimar will be briefly open afterward. On the plus side, it doesn't miss close, small enemies in front like up tilt often does.

SMASHES

MOVE	RED	YELLOW	BLUE	WHITE	PURPLE	NOTE
Side smash	20.3-24.3	14.5-17.4	14.5-17.4	11.6-13.9	23.2-27.8	Max damage close to Olimar. Knocks foe away.
Up smash	18.2-21.8	13-15.6	13-15.6	10.4-12.5	20.8-25	Launches foe into potential juggle position.
Down smash	15.4-18.5	11-13.2	11-13.2	8.8-10.6	17.6-21.1	Double-sided attack. Knocks foe away. Rotates two Pikmin in order.

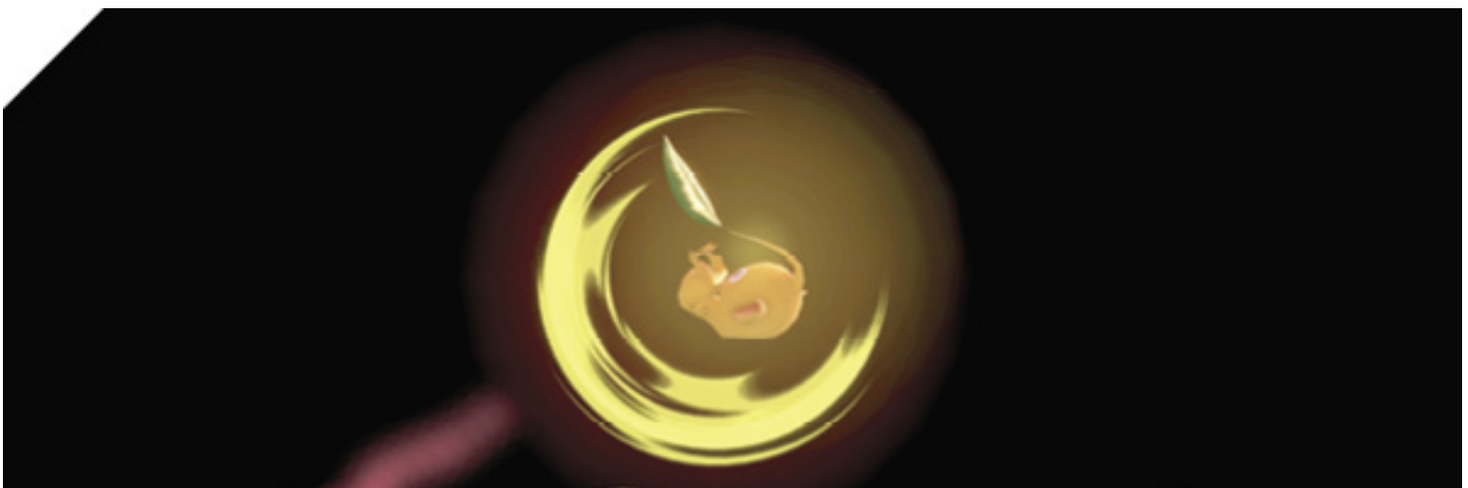
SIDE SMASH

Olimar grabs the next Pikmin and hurls it straight ahead. This is a fast and powerful side smash attack, hitting faster (and usually much harder) than Olimar's Pikmin-free side tilt. The tossed Pikmin travel out to about the distance of two dashes, giving this great range (with the exception of the heavy purple Pikmin).

When you're well-stocked with the Pikmin team you want and not immediately under threat by rushing opponents, the main decision to make is whether to harass the enemy with constant Pikmin throws (ground or air) or side smashes (dominating forward ground space). The only remotely negative thing to say about this fantastic move is that Pikmin in flight might get knocked out before they meet their targets, but that's just life on the Super Smash Bros. battlefield when your weapons are basically big ants. It's a bit like if Cloud had to worry about his Buster Sword being KO'd during his long-reaching pokes. If Pikmin are defeated as you pepper foes with side smashes, Pikmin Pluck rapidly replenishes them.

Damage is highest right when the Pikmin are released, up close to Olimar, and drops off quickly as a Pikmin flies toward the end of its travel. Amazingly, with any Pikmin type except white, Olimar is safe from guaranteed strike reprisals when this is shielded up close (though foes can still emerge from blocking with a shield grab before Olimar can jump or dodge).

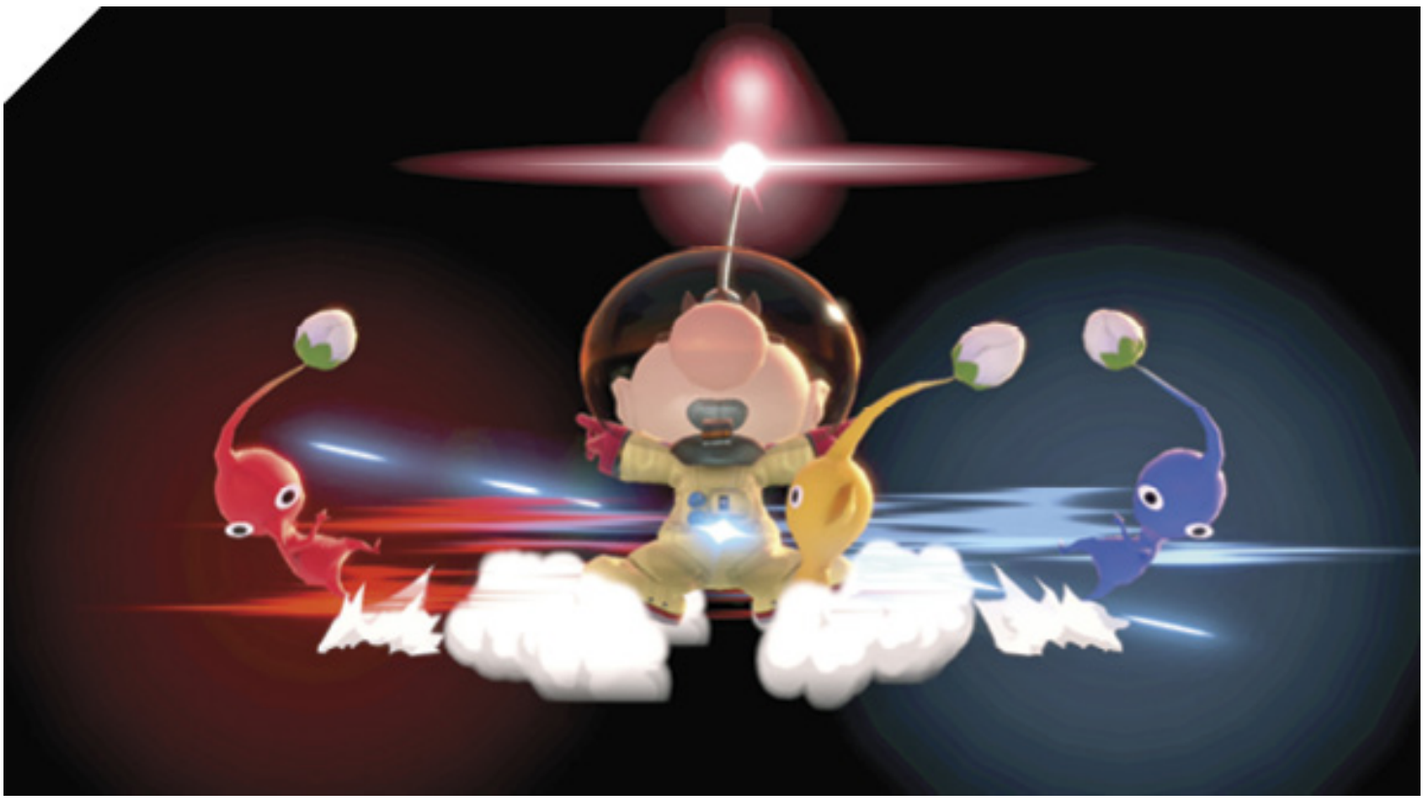
UP SMASH



Olimar flips the next Pikmin in line straight up in the air directly in front of him. It takes twice as long to hit as up tilt, but doesn't whiff over small fighters in front. At the outset, there's a big hitbox in front of Olimar, as well as one above. Once the Pikmin is clear of Olimar and traveling upward, there's just a hitbox around the little helper. It spins up to cover as high as short hop height.

Aside from offering great coverage in front and above, up smash also hits enemies behind, but only if they're flush against Olimar at start-up. What's more, up smash with most Pikmin is safe from guaranteed strike reprisal when blocked either front or back. The only risky Pikmin for this strike is, as usual, the white one, which inflicts a lot less shield-stun on defenders.

DOWN SMASH



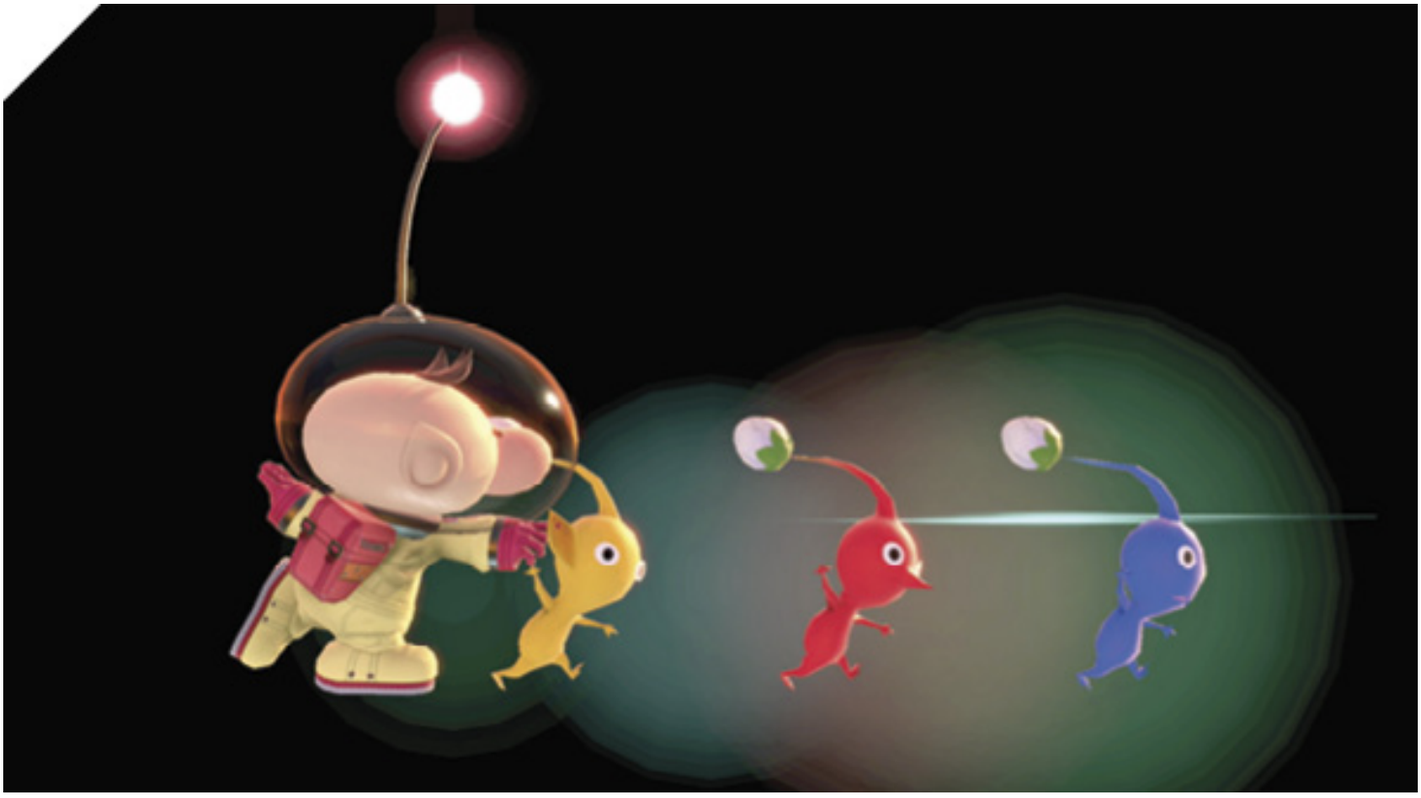
This requires at least two Pikmin alongside Olimar for the full attack. Olimar directs the two Pikmin to spread out, striking at both sides simultaneously. This is Olimar's fastest smash attack (much faster than side tilt, too), affording him breathing room front and back. Down smash is relatively safe from punishment shielded, unless it's the white Pikmin doing the attacking.

Since this attack needs two participating Pikmin, it rotates two at a time, so you move right to the third in line for the next Pikmin move. If there are only two Pikmin present, they don't change positions! With only two Pikmin, you can use down smash repeatedly to keep hitting with the same desirable Pikmin (red and purple in this case). If only one Pikmin is available, Olimar sends the solo helper forward, getting no backward coverage.

GRABS

MOVE	RED	YELLOW	BLUE	WHITE	PURPLE	NOTE
Grab attack	1	1	1	1	1	—
Front throw	6.7	8.4	14.2	7	7	Forward throw.
Back throw	8.6	10.8	18.3	9	9	Backward throw.
Up throw	1.2, 6.4	1.2, 8.4	1.2, 15	1, 7	1, 7	Hurls foe up into potential juggle position.
Down throw	1.2, 6.7	1.2, 8.4	1.2, 14.2	0.8, 7	1.6, 7	Bounces foe off ground into potential juggle position.

GRABS



To grab, Olimar requires at least one Pikmin alongside him. Instead of grabbing with his own two hands, he sends the little helper(s) forward to do it. This works sort of like a tether grab, in that the Pikmin running forward are slower than typical grabs, but reach much farther ahead. This throw is slow up close, so take advantage of the range to avoid getting jabbed or grabbed up close before the Pikmin even move.

The more Pikmin you have, the longer the grab reach is. With one Pikmin, a grab's range is as far forward as a dash. With three Pikmin, it's about a dash and a half—huge grab reach and one of Olimar's big strengths.

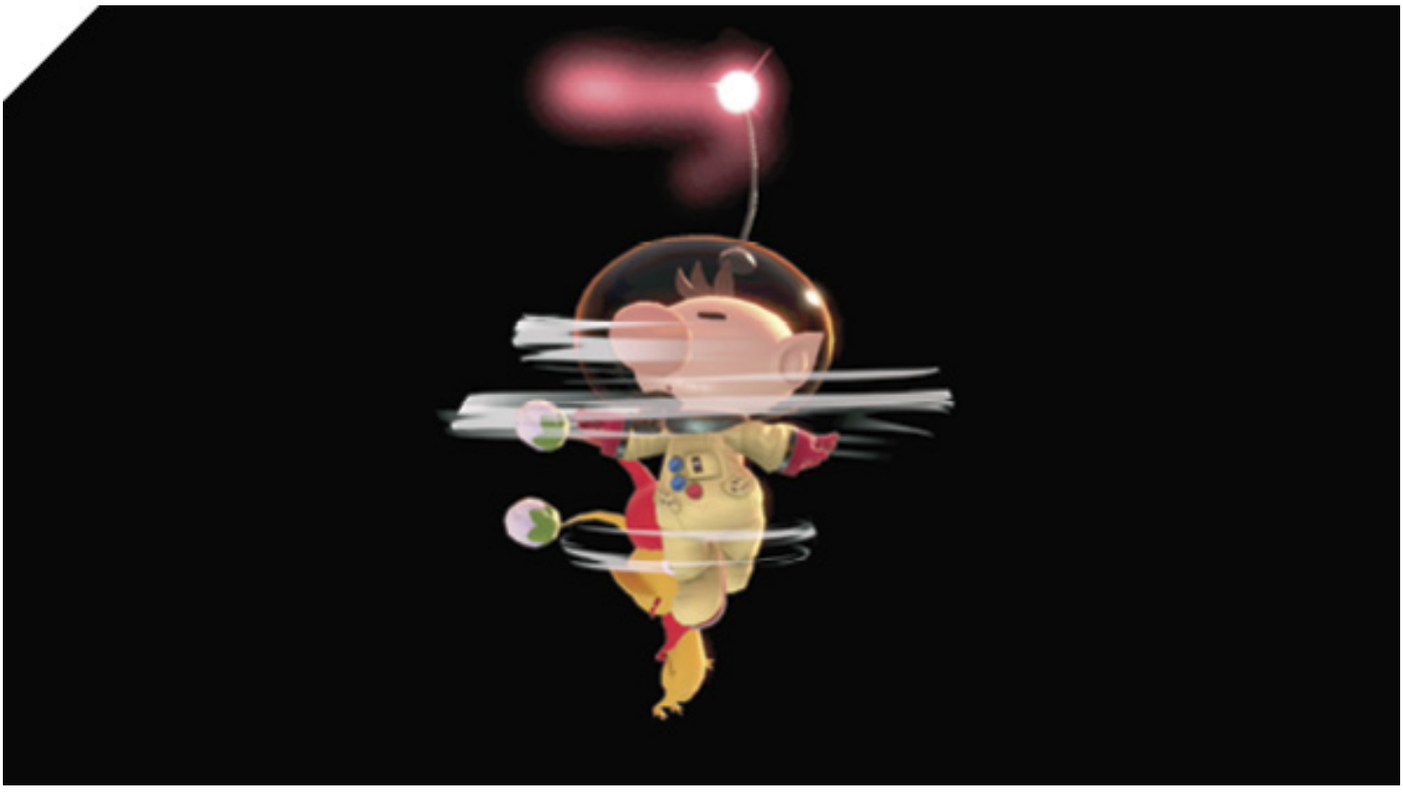
The throw selection is pretty typical, with front and back throws choosing a stage edge to press toward, and up and down throws offering different kinds of potential options right afterward. The variety is more in which Pikmin you use for the initial grab. For max reach, go for a grab with a white Pikmin up next. If you're purely interested in throw damage, the blue Pikmin is your pick. And, while the red Pikmin's throw damage is lower, this leads to better follow-up juggle position after up and down throws, making red the best choice for combos and mix-up pressure.

AERIAL ATTACKS

AERIALS

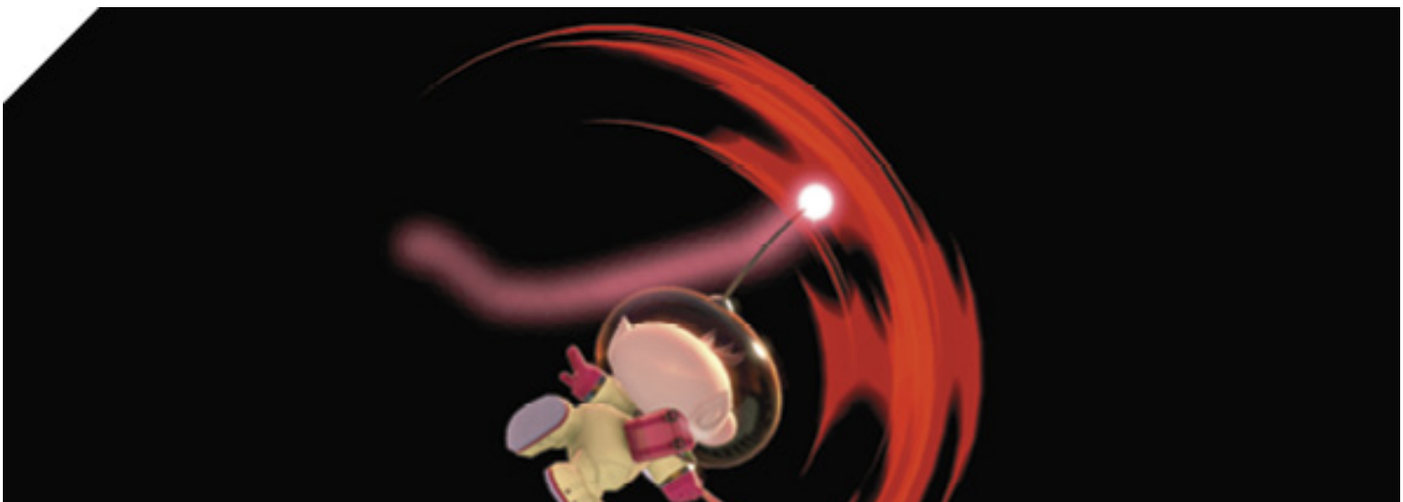
MOVE	RED	YELLOW	BLUE	WHITE	PURPLE	NOTE
Neutral air attack	1.5x4, 2	1.5x4, 2	1.5x4, 2	1.5x4, 2	1.5x4, 2	Doesn't involve Pikmin.
Forward air attack	11.9	8.5	8.5	6.8	13.6	—
Back air attack	15.1	10.8	10.8	8.6	17.3	—
Up air attack	12.6	9	9	7.2	14.4	Launches foe into potential juggle position.
Down air attack	12.6	9	9	7.2	14.4	Meteor smash on clean hit.

NEUTRAL AIR ATTACK



Olimar stretches out his arms and spins five times, creating hitboxes everywhere on his body. His head, arms, and legs are all at threat. This attack starts fairly quickly and is active a long time, making it a good all-purpose jumping move. It's also the only air attack Olimar can access if no Pikmin are nearby. It's good falling in on standing enemies, going air-to-air with fliers, and short-hopping right out of shield-stun as a retaliatory change-up.

FORWARD AIR ATTACK



Olimar swings a Pikmin forward by its stem (ouch!), swatting anyone in front. It hits in an arc from up-forward to down-forward, with the Pikmin's hitbox extended generously in front of Olimar. Don't use this or other directed air moves without Pikmin coming along.

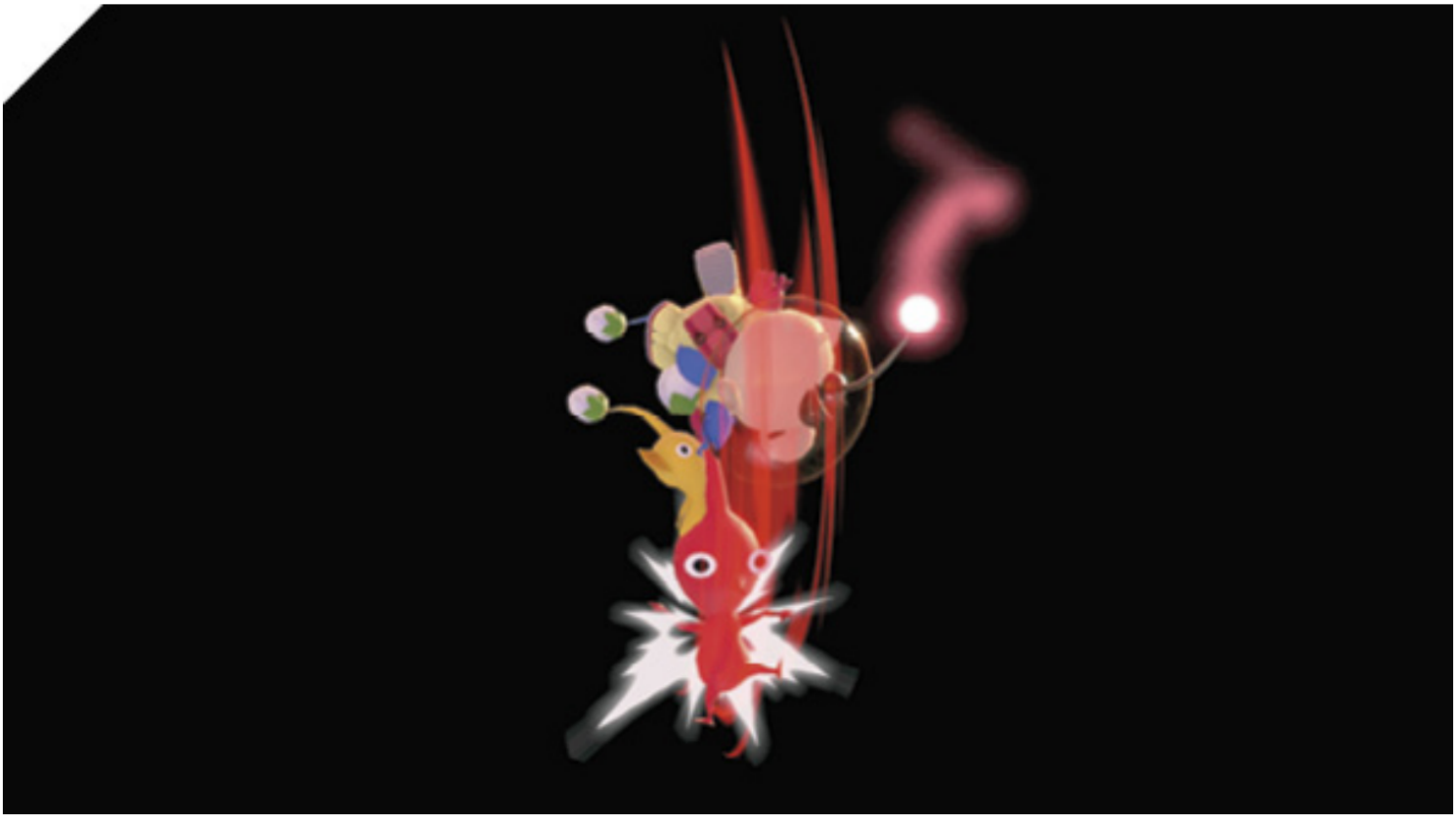
BACK AIR ATTACK

Olimar turns in midair and swings a Pikmin behind him, arcing it from down-back to up-back. While forward air attack starts out aimed upward, back air attack starts out aimed downward. Because of this, although forward air technically starts up faster, they both hit a standing or low-altitude target at about the same time if done during an aggressive short hop.

UP AIR ATTACK

Olimar waggles a Pikmin over his head, sweeping it from diagonally above and behind, to above and in front, finally waggling it straight up toward the end of the active period. This is a good warding move to anti-air enemies incoming from the skies, or to juggle tumbling targets. It hits relatively fast, and can even work falling at ground targets, setting up immediate up tilt if it hits them as Olimar lands.

DOWN AIR ATTACK



Olimar grabs a Pikmin and swings it quickly straight down. The Pikmin hitbox extends linearly a long way, making this great for falling on enemies and spiking tumbling or recovering targets. The hitbox extends so far down that it even works during short hops for slapping opposing foes' fingers just as they try to recover to a ledge for safety!

Hitting someone below with a direct hit straight down spikes them, potentially scoring a KO outright offstage, or bouncing them off the floor for a juggle follow-up midstage.

SPECIAL MOVES

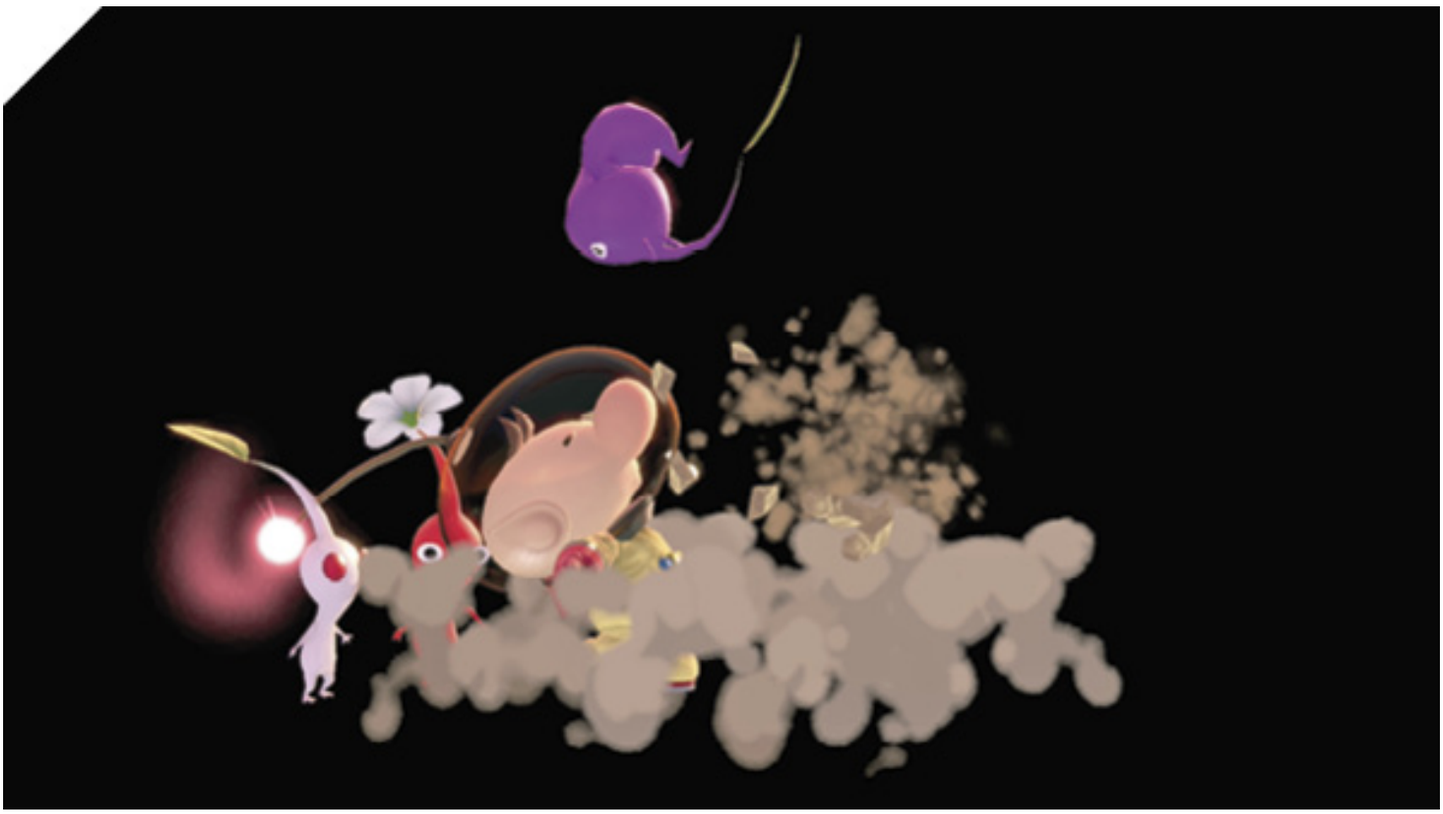
SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	—	Useful only on ground. Picks next Pikmin in order (R-Y-B-W-P).
Side special	Varies	See table.
Up special	—	Winged Pikmin lift decreases with Pikmin helpers and frequent use.
Down special	—	Recalls and rearranges Pikmin. Brief super armor just after initial frame.

PIKMIN THROW

RED	YELLOW	BLUE	WHITE	PURPLE
2xN	2xN	2xN	4.7xN	6

NEUTRAL SPECIAL: PIKMIN PLUCK



This special is useful only on the ground. You can try to use it in the air, but it results in a feckless Olimar gesturing uselessly. Used on the ground, it plucks up another Pikmin from the earth, if there's space for a new member on Olimar's field team.

Pikmin have small amounts of health, from the weakest (white) at 5, to the sturdiest (purple) at 11. Therefore, a handful of anyone's attacks can defeat any individual Pikmin, but it's easy for you to replace them. Opponents will probably be more focused on dodging through the Pikmin attacks than squishing them, so usually when you lose them, it's to incidental hits in the chaos, or because they plunged off the side of the stage. To rearrange your team on purpose, you might toss certain colors off yourself!

SIDE SPECIAL: PIKMIN THROW

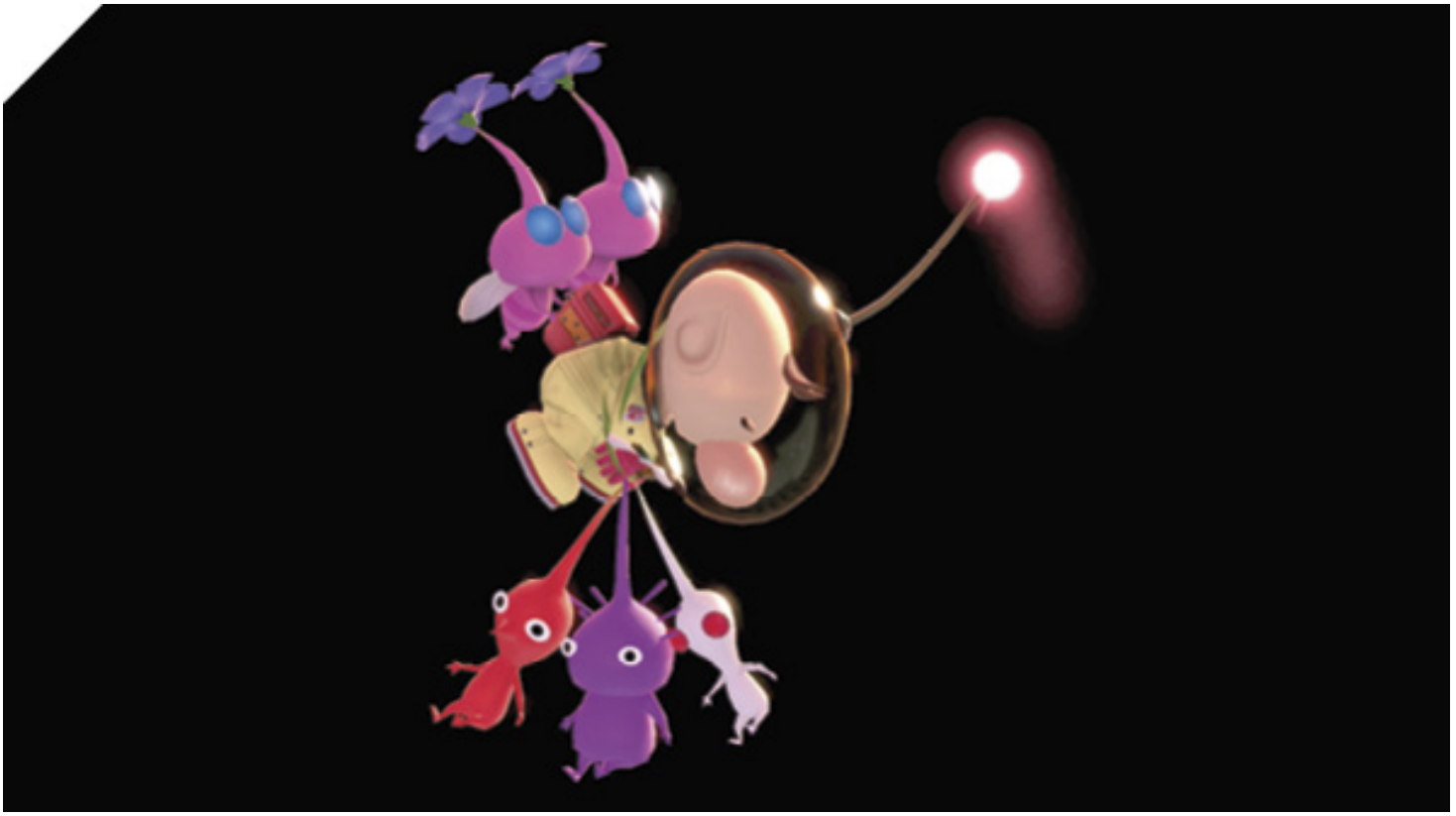
During Olimar's defining move, he tosses the next Pikmin in line far forward, quicker than any of his smash attacks (though not quite as fast as up tilt or down tilt). For a special move that's basically a projectile, this is extremely fast. It can also potentially travel extremely far, since the Pikmin is an active projectile all the way until the ground. Jump, double-jump, and use Pikmin Throw at the apex, and you toss a Pikmin quite a long way. Pikmin Throw has very little start or end lag, so it's easy to toss all three Pikmin during the same jump, filling the airspace in front of Olimar with grasping threats.

When any Pikmin except purple gets near a foe who isn't shielding already, they cling to them. If a Pikmin isn't knocked off by attacks that hit them, they swat over and over while clinging, hitting up to 10 times or more! Most Pikmin are capable of dishing out up to 20% damage after a connected Pikmin Throw. The lower a target's damage percentage, the easier it is for a clinging Pikmin to stack up lots of hits. On medium-to-high-damage victims, Pikmin can't hit as many times.

Pikmin Throw is capable of extraordinary damage, if enemies don't attend to the Pikmin quickly. The best part is, Olimar doesn't have to do anything but toss the little helpers. Their damage adds up over time without Olimar's attention. The worst part of Pikmin Throw is that it takes up a lot of the thrown Pikmin's time, so they aren't available for Olimar again until returning. To recall Pikmin under duress, Pikmin Order can be used anytime.

Like all Pikmin moves, each Pikmin is subtly (or not so subtly) different. The heavy purple Pikmin doesn't travel as far as the rest, and doesn't cling; it just thuds into the victim like a big rock! This makes it more like a typical projectile. The yellow Pikmin's flight path is different from most of the rest, arcing upward more to fall more sharply downward. Like with all yellow Pikmin actions, the hitbox is considerably bigger. Finally, and most importantly, the white Pikmin is capable of much more damage off Pikmin Throw, over twice as much as any other helper! It also flies out the fastest and farthest, though it's the easiest to squish.

UP SPECIAL: WINGED PIKMIN



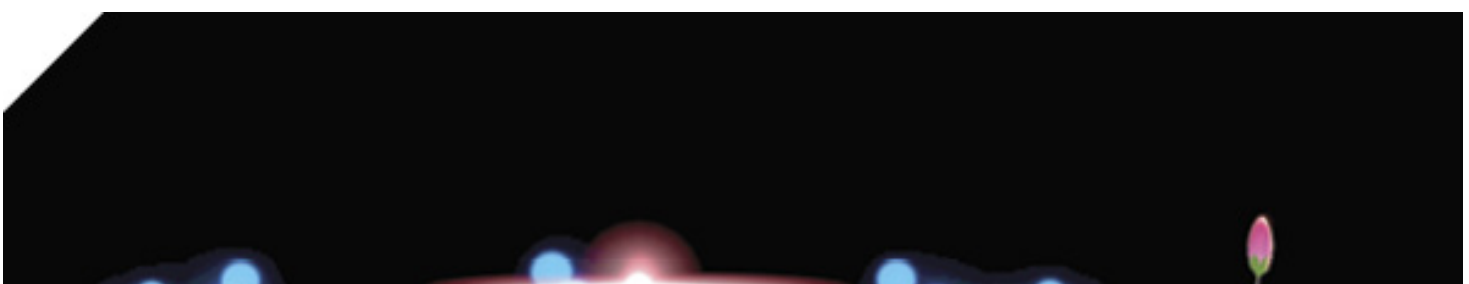
A pair of Winged Pikmin arrive to lift Olimar to safety. Like Villager and Isabelle's Balloon Trip, this is a movement-oriented special, with no attack hitbox. The control stick allows nimble movement as long as the Winged Pikmin's energy holds out, but once they're exhausted, Olimar falls helpless to earth. It's possible to use any of Olimar's air moves during Winged Pikmin, but the Winged Pikmin depart immediately and he's helpless until landing after that too, so this is more for defensive warding than any offensive applications.

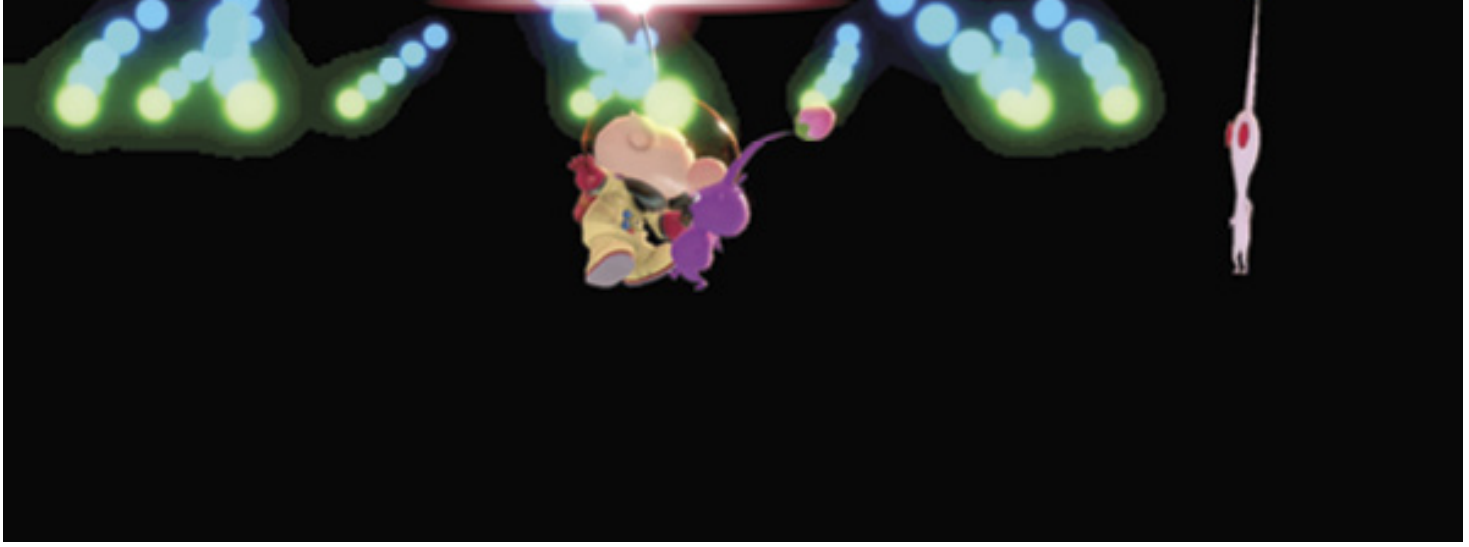
Olimar is extremely maneuverable while being carried by Winged Pikmin. How long they carry him depends on how recently they've been summoned, and how many support Pikmin tag along for the ride. If you're using Winged Pikmin repeatedly, and taking all three current Pikmin with Olimar, Winged Pikmin doesn't last long at all. But if the Winged Pikmin are well-rested and no Pikmin are taken with, this up special lets Olimar travel farther and faster in midair than almost anyone else can.

In recovery situations, this means you might want to doom a Pikmin or two with quick Pikmin Throws before using Winged Pikmin. Tossing Pikmin right before a recovery attempt might help cover Olimar's ascent, while also reducing weight and increasing the travel potential of Winged Pikmin.

If you simply use Winged Pikmin while your Pikmin were away on errands (hitting foes after Pikmin Throw, basically), they'll probably be able to catch up with Olimar after he lands. If you get badly separated, use Pikmin Order to recall them quickly.

DOWN SPECIAL: PIKMIN ORDER





With a blow of a whistle, Olimar orders Pikmin to form up and order themselves. Olimar himself, after the first frame of start-up, gains super armor for a tenth of a second, which is a pretty lenient period (the timeframe for a perfect parry requires releasing shield with a twentieth of a second before an attack makes contact, so trying to absorb stuff with Pikmin Order's early period of super armor is twice as easy as that). Because of this, Pikmin Order has use for absorbing attacks in some situations without flinching.

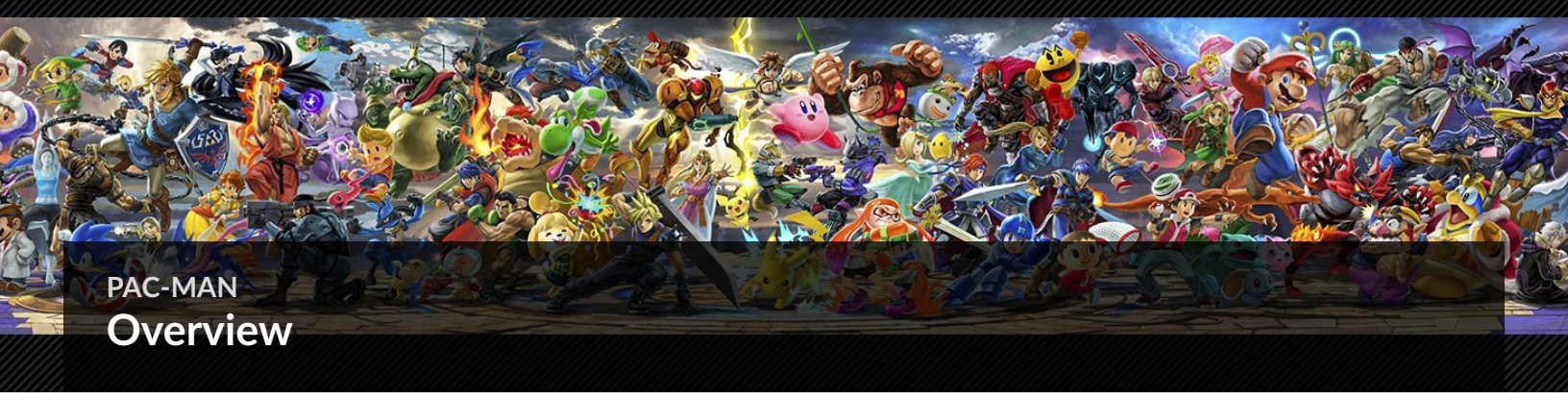
Olimar goes through super armor frames while whistling no matter what when you use Pikmin Order. The Pikmin's actions depend on where they are when the whistle blows. With Pikmin dispersed, attending to various tasks (like clamping down on foes, returning from missed Pikmin Throws, or dragging back useful items), Pikmin Order forces them all to rendezvous at Olimar.

If all Pikmin are already following Olimar, Pikmin Order forces them to align themselves in the standard order: red, yellow, blue, white, purple. For instance, if you've deployed purple, blue, and red Pikmin, they form up on Olimar in order red-blue-purple.

If all Pikmin are already formed up on Olimar and they're already adhering to the standard order, then they rotate forward. In the previous example, if three Pikmin are already aligned on Olimar in order red-blue-purple, they then rotate to blue-purple-red.

FINAL SMASH: END OF DAY

Olimar and the Pikmin family board a high-flying rocket ship as Bulborbs clamor in the foreground. The rocket can be aimed a little on the way up and on the way down, and causes heavy damage on impact if anyone is in the way!



PAC-MAN

Overview

PAC-MAN is a floaty middleweight fighter with an unconventional move set drawn from the *PAC-MAN* games.

While PAC-MAN deals relatively low damage and can't extend his combos as efficiently as other fighters can, his eccentric fighting style gives him a distinct advantage when his moves are used properly. His projectiles become items that can be picked up and thrown for added pressure, his trampoline can be used to launch himself higher and higher with repeated uses, and his odd Fire Hydrant waterspout shots can cause unpredictable effects for the enemy.

While PAC-MAN's special moves have extended uses for him after they're deployed, most of these uses can be turned against him. His fruit projectiles can be picked up and thrown by enemies, his trampoline can be destroyed or used to extend the opponent's air time, Fire Hydrant can be launched back at him, and Power Pellet can be knocked out of the air, disabling PAC-MAN's follow-up.

Your main objective with PAC-MAN is to find ways to set up his odd, yet versatile, special moves. Most of them require some kind of prohibitive start-up period, whether it's from charging his neutral special or planting his Fire Hydrant. This means you have to defend yourself against aggressive foes with your solid aerial attacks (forward air and back air are particularly effective for deterring offense).

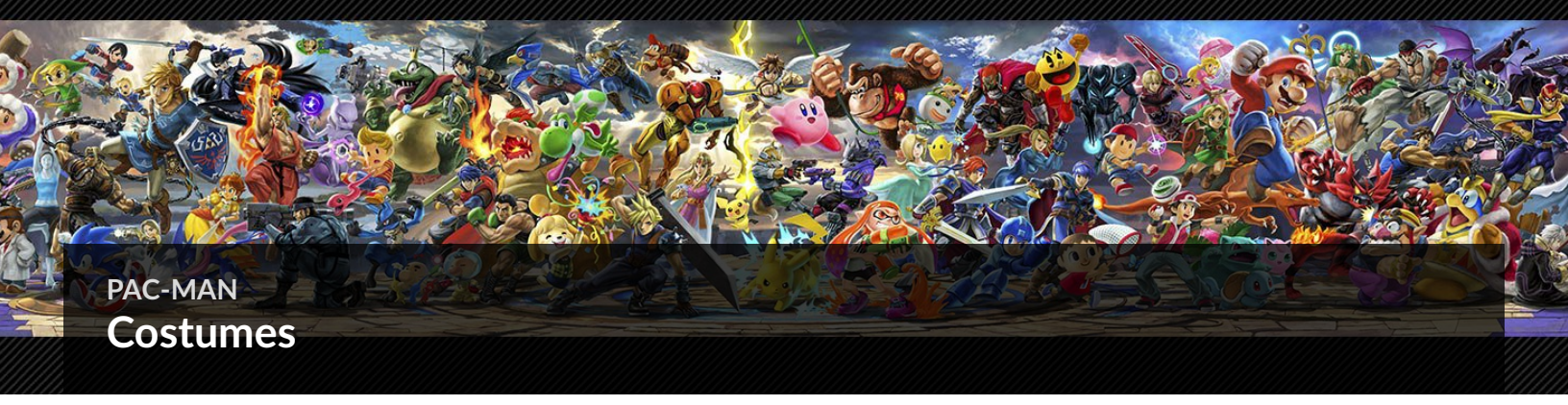
Once you earn a launcher-type attack, such as throw or dashing attack, you can start charging neutral special in order to find one of the more powerful projectiles, like Boss Galaxian. From there, you can throw out your threatening projectile and follow it up with Fire Hydrant setups, forcing foes to respect the waterspout pushback, especially near stage ledges.

PAC-MAN can crouch walk (faster while walking forward) and wall-jump, and has access to several flexible air-mobility tools.

PAC-MAN VITALS

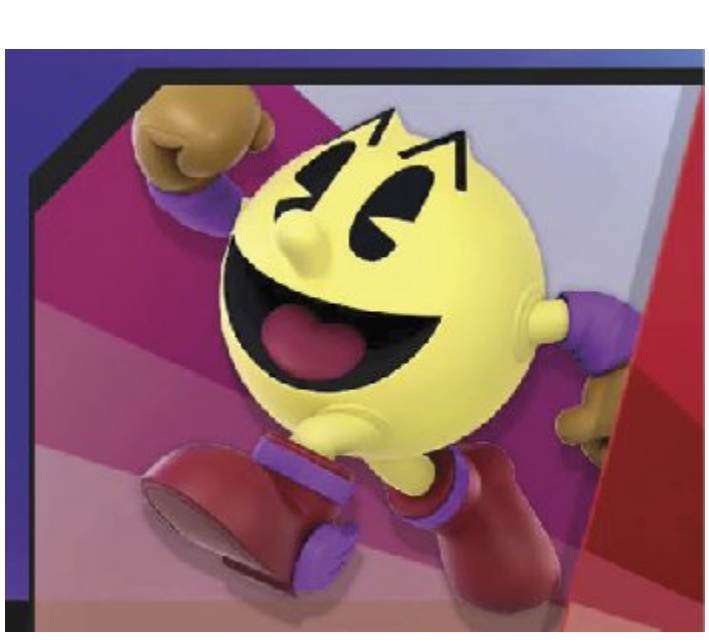
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	Yes
Tether:	No
Wall jump:	Yes
Wall cling:	No

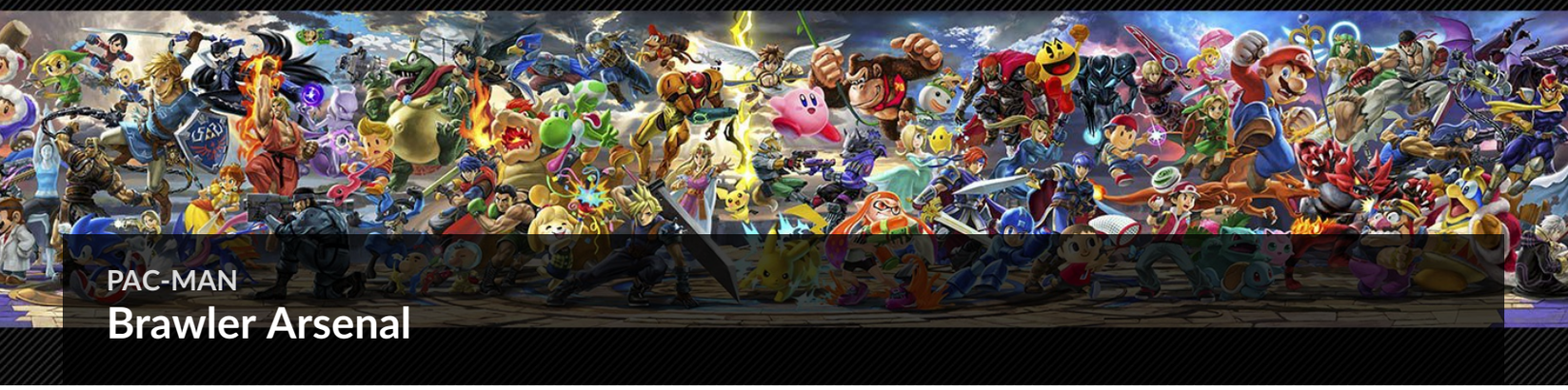
MOVEMENT RANKS	
Ground speed:	D+ (40-41)
Air speed:	C+ (36-37)
Falling speed:	D (58-61)
Weight:	C+ (36-39)



PAC-MAN

Costumes





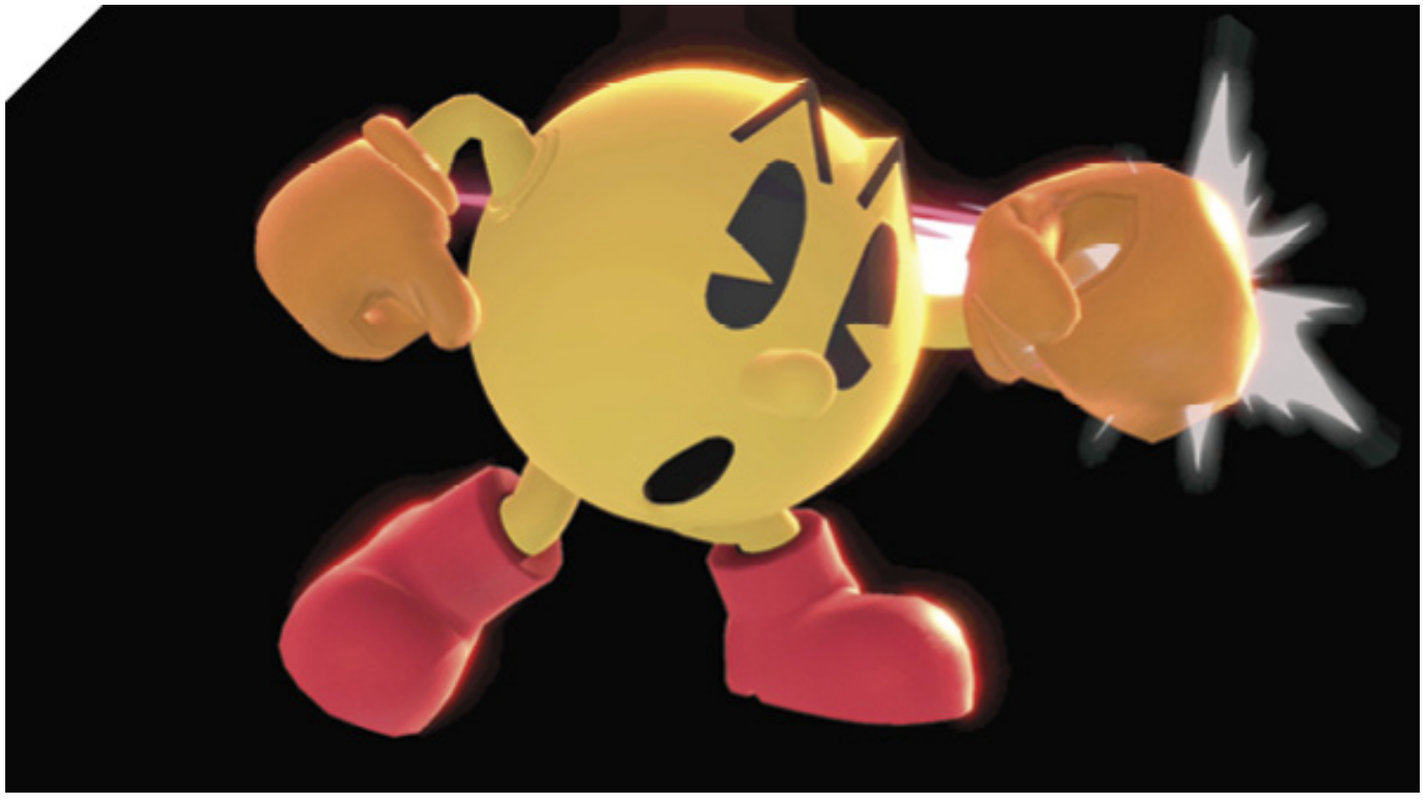
PAC-MAN
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2	Hold to repeat attack.
Neutral attack 2	2	—
Neutral attack 3	4	Knocks away.



PAC-MAN lunges forward with a close-range one-two punch combo, then completes the sequence with a somersault backflip kick, knocking away foes. PAC-MAN's first jab has moderate start-up speed, but short reach. His follow-up jabs cause him to lunge forward, extending his reach. Neutral attack combo is best used to quickly stuff enemy aggression or extend low-altitude knock-up combos (such as from a deep up air attack).

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	2x3, 4	Launches up and away for potential follow-up. High advantage on shield. Windbox before hit.

PAC-MAN turns into his 2D wedge-shape form and assaults the enemy with several chomp attacks before launching them into the sky for a potential follow-up.

PAC-MAN's dash attack is unique in that it's safe when shielded (you're actually at a frame advantage!), thanks to its remarkably low lag. You can potentially score a follow-up air attack, depending on the enemy's shuffle.

You can use dash attack to evade foes by crossing over them, forcing them to turn around to chase you. It also has a short windbox effect, right before the attack begins to hit, allowing you to push around ledge-recovering opponents.

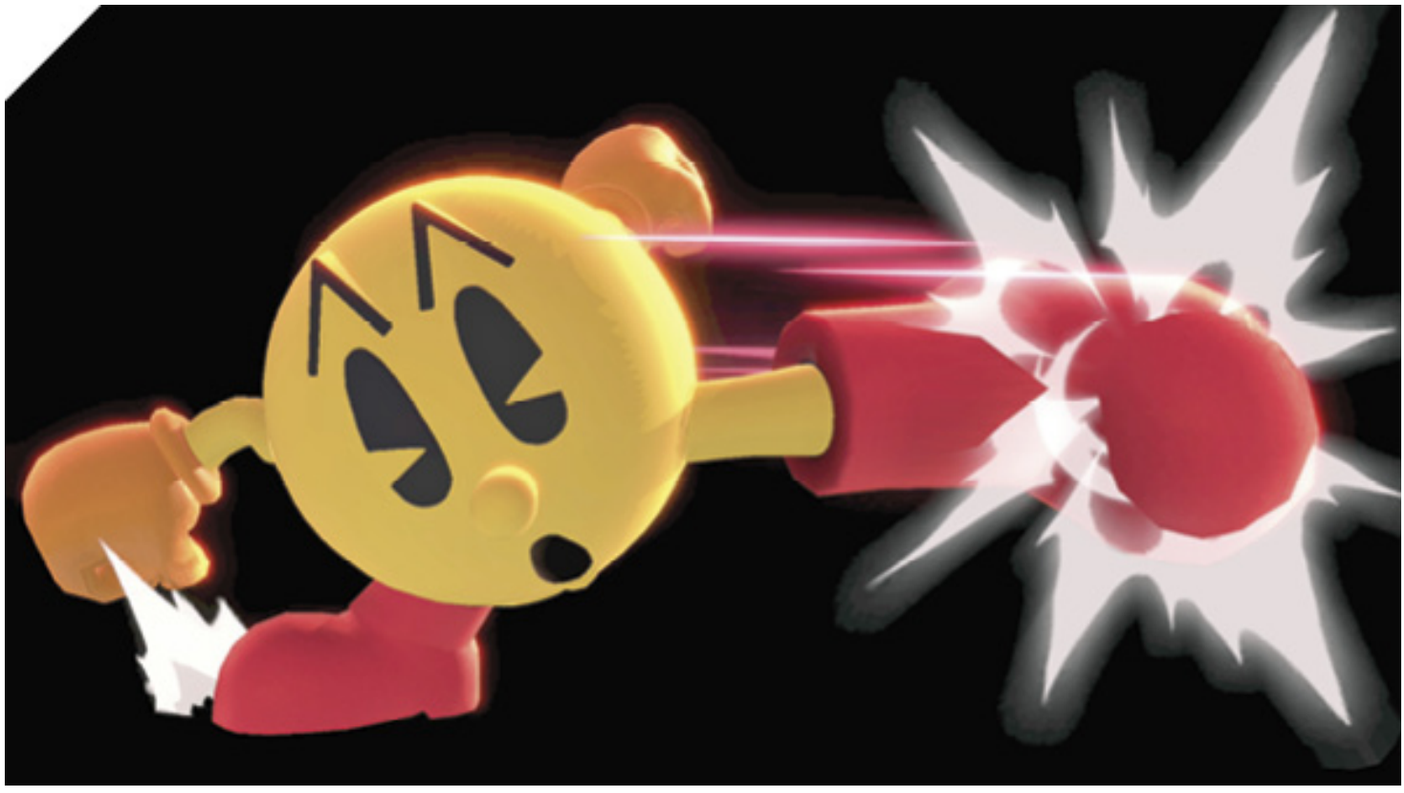
DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	8	Knocks back. Can cause standing hitstun. Can be angled up or down.
Up tilt	6.5	Fist intangible. Knocks directly above for potential follow-up.
Down tilt	6	Launches away.

SIDE TILT



PAC-MAN quickly extends an enlarged boot out in front of him, stopping foes in their tracks. PAC-MAN's big boot kick can be angled up or down using the control stick. Side straight kick variant of this attack boasts superb reach, with the tip of PAC-MAN's boot extending a high-priority hitbox that can stuff enemy aggression.

The up-angled version can be used as a situational anti-air (against short hops, for example), as its hit coverage extends slightly above PAC-MAN's head, at an angle.

Down-angled side tilt can be used to punish recovering opponents just as they grasp a ledge, before their intangibility kicks in, or as a poke against ledge-hangers. You can throw out quick down-angled side tilts to bait the enemy into ledge-rolling or ledge-jumping, and from there, you can follow up with the appropriate punish.

UP TILT

PAC-MAN drives his giant-sized fist directly above him and launches foes into the air long enough for him to follow up with an attack.

Although the hit coverage of this attack is narrow with no horizontal range, it has very little lag, allowing you to throw it out repeatedly against foes above you. If you manage to hit a fighter out of the air, you can follow up with another up tilt (if hit at a low altitude), up air, or up special.

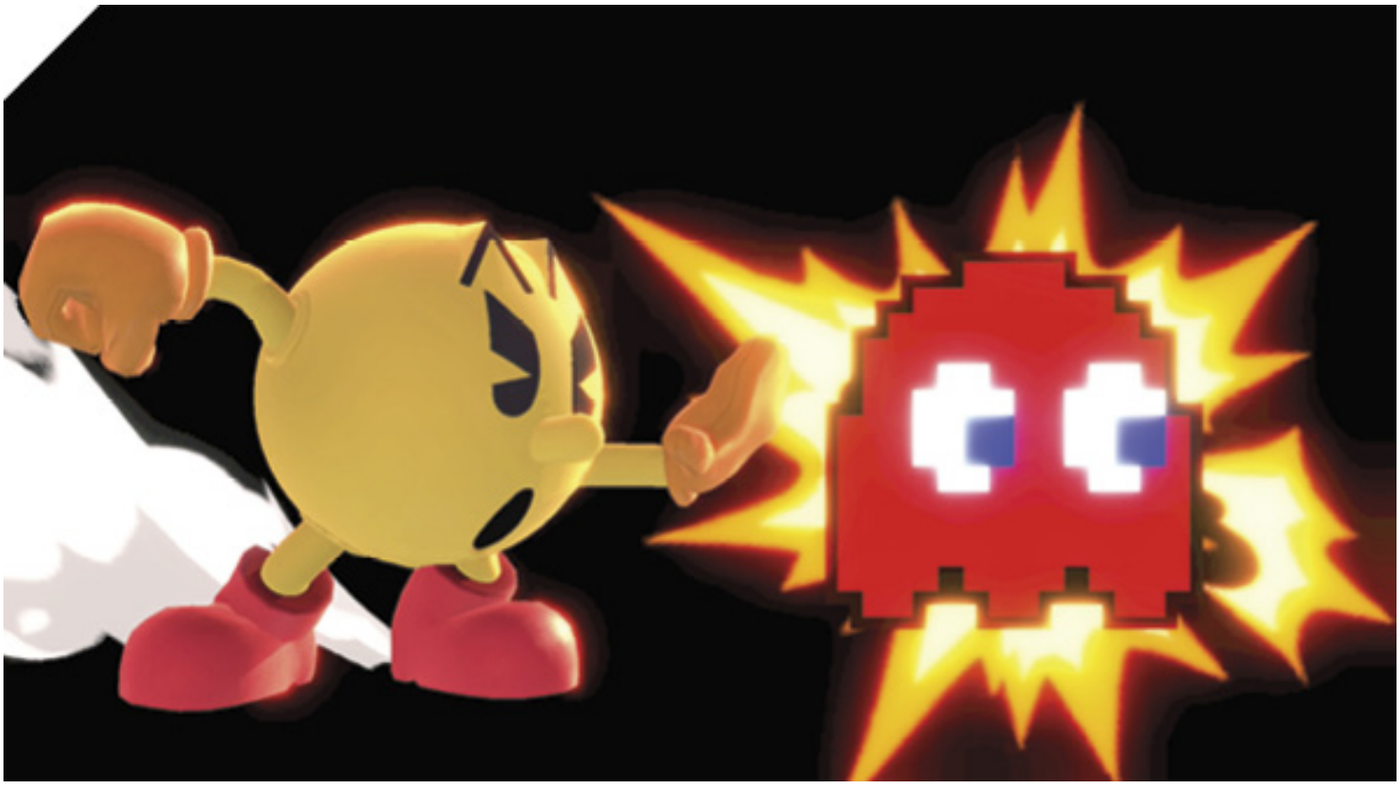
DOWN TILT

PAC-MAN turns into a wedge and chomps at the opponent's feet, knocking them away. Unlike most down tilt attacks, PAC-MAN's down tilt isn't a low-profile type, since he's still a big circular wedge. But it's quick, safe from counterattacks when shielded (and safe to most shield grabs if well-spaced). You can poke at grounded foes with down tilt to chip away at their shields safely. On hit, it can cause a tech get-up situation, as it knocks down at certain damage percentages. From there, you can follow up with a safe dashing attack or dashing-grab mix-up.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	16	Launches away, high launch power. Ghost hit deals more damage.
Up smash	3, 14	Launches directly above.
Down smash	13	Knocks away. Double-sided attack. Deals more damage with early hit.

SIDE SMASH



PAC-MAN summons Blinky, a red ghost, in front of him that launches foes away with a high amount of power. PAC-MAN's ghost attacks have pronounced hit effects, covering large areas wherever they appear. When spaced out, it can be difficult for the enemy to challenge these ghost attacks.

Side smash can be used as an edge-guarding attack to finish off opponents recovering onto a stage. Beware that it's highly vulnerable on whiff and when shielded.

UP SMASH

PAC-MAN whips his fist into the air and conjures Inky above him. Inky launches enemies sky-high. Up smash begins with a point-blank frontal strike. If this hits an enemy, it knocks them up into Inky.

While the attack has poor horizontal range, Inky can KO most fighters around 120% damage.

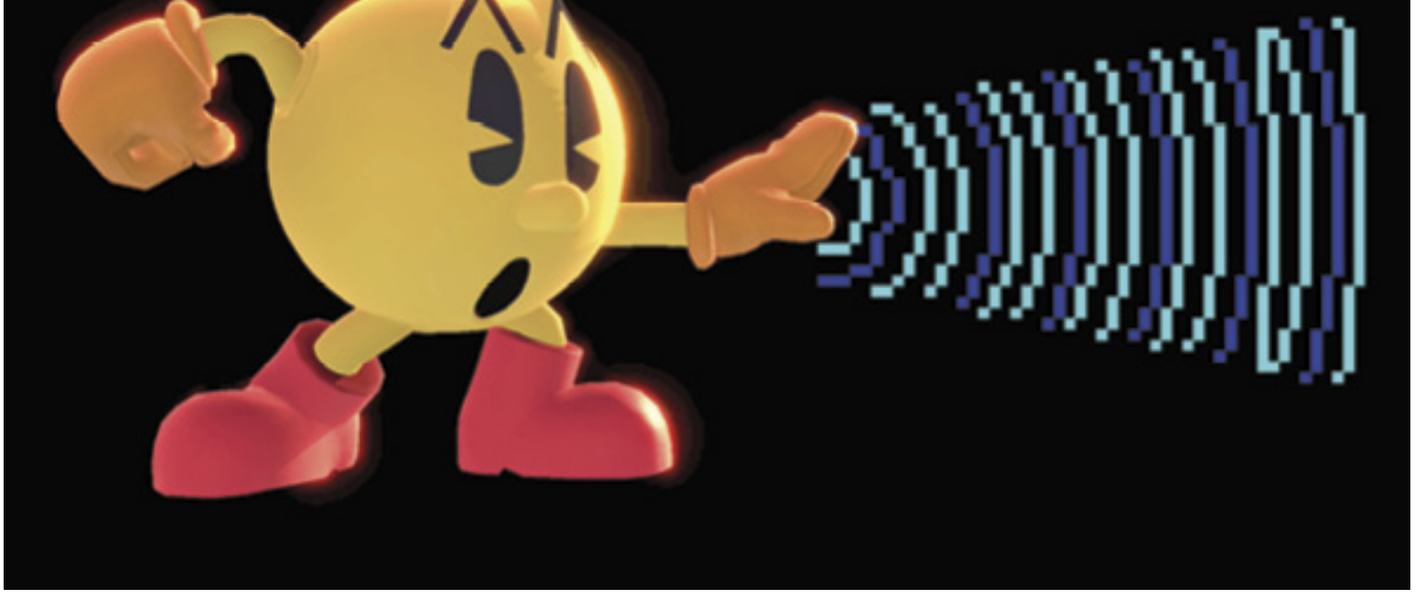
DOWN SMASH

PAC-MAN extends both hands out to his sides, summoning Pinky behind him and Clyde in front. The ghosts clear out foes nearby, launching them back. Down smash is best saved for free-for-all battles when you're surrounded by multiple enemies. In one-on-one battles, it can leave you extremely vulnerable due to its high end lag. If you need to defend yourself from enemy aggression, you're better off using side tilt or side smash.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	8	Forward throw.
Back throw	11	Backward throw, high launch power.
Up throw	5	Launches directly above for potential follow-up.
Down throw	10.5	Knocks away.

GRABS



PAC-MAN emits a tractor beam with a range that extends farther than his side tilt attack, ensnaring foes hit by it. PAC-MAN's grab is unique compared to the rest of the cast; it starts up slowly, but has incredible reach.

Down throw deals a good amount of damage while allowing you to go for a mix-up with your amazingly safe dashing attack. If the opponent shuffles up, you can try to punish their air move; if they go for a tech get-up, you can go for your safe dashing attack to punish them. If you think your opponent will go defensive by putting up their shield, you can attempt another tractor beam grab instead.

AERIAL ATTACKS

AERIALS

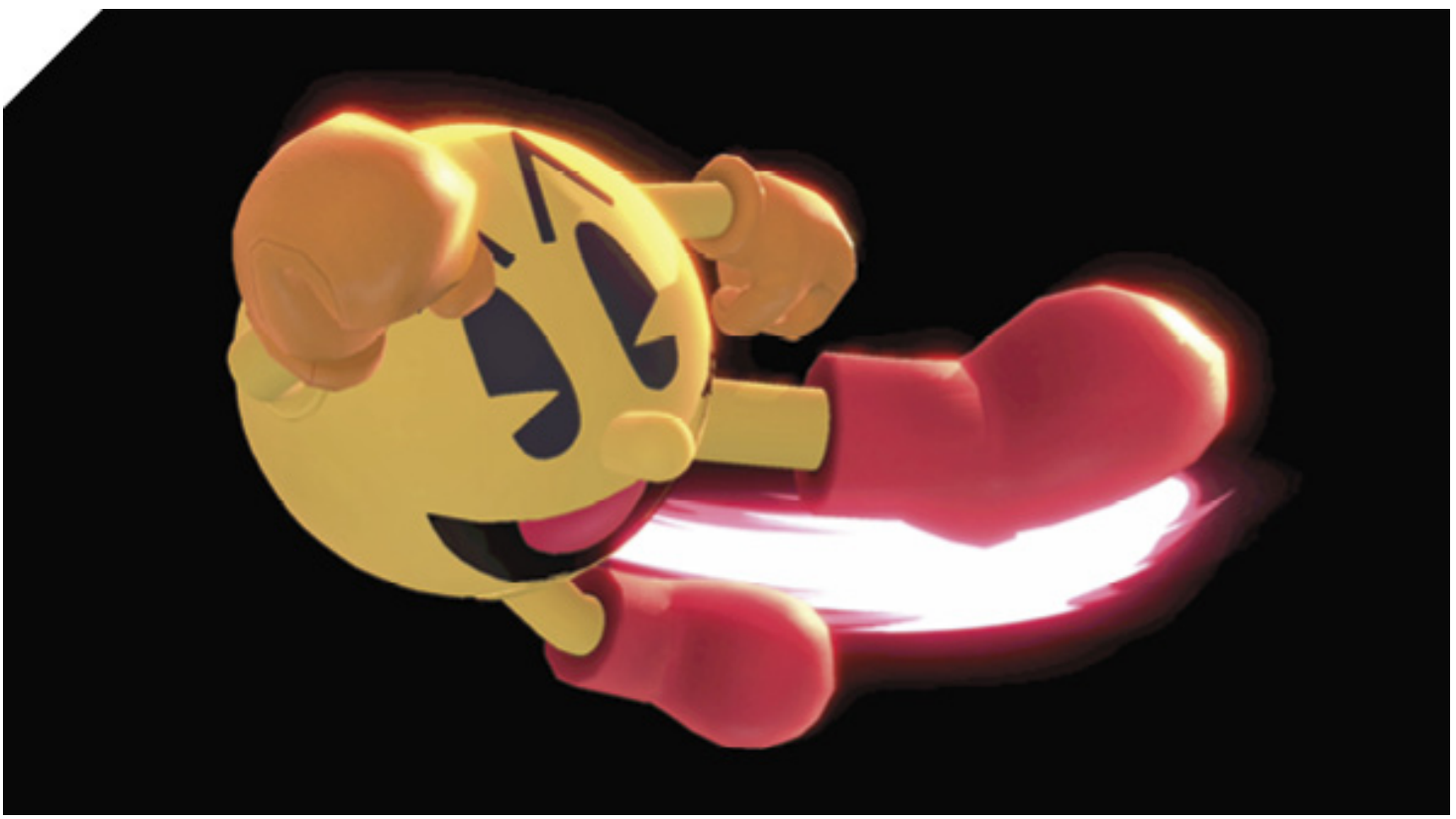
MOVE	DAMAGE	NOTE
Neutral air attack	10	Knocks up and away for potential follow-up. Damage falls off, deals most damage early.
Forward air attack	7.7	Knocks away.
Back air attack	11.8	Knocks back, low knockback. Early hit deals more damage.
Up air attack	10	Launches up and away at slight angle for potential follow-up. Causes slight float effect.
Down air attack	2x3, 7	First three hits drag. Last hit launches up and away.

NEUTRAL AIR ATTACK

PAC-MAN transforms into his wedge form and chomps nearby foes in a circular pattern, knocking them up briefly. Neutral air attack starts up quickly and deals the most damage at the beginning of the animation. Neutral air attack is an excellent defensive attack and can be used just after blocking an attack, since PAC-MAN's shield grab isn't a viable option. Neutral air attack starts up quickly, and because it's a circular hitbox, it hits even the smallest fighters if buffered from a short hop.

It has considerable air lag, but a short landing lag, so it's not easily punishable if you throw it out defensively. Its main drawback is that its hitbox is about the size of PAC-MAN's hurtbox (i.e., he's vulnerable to attacks while he's attacking).

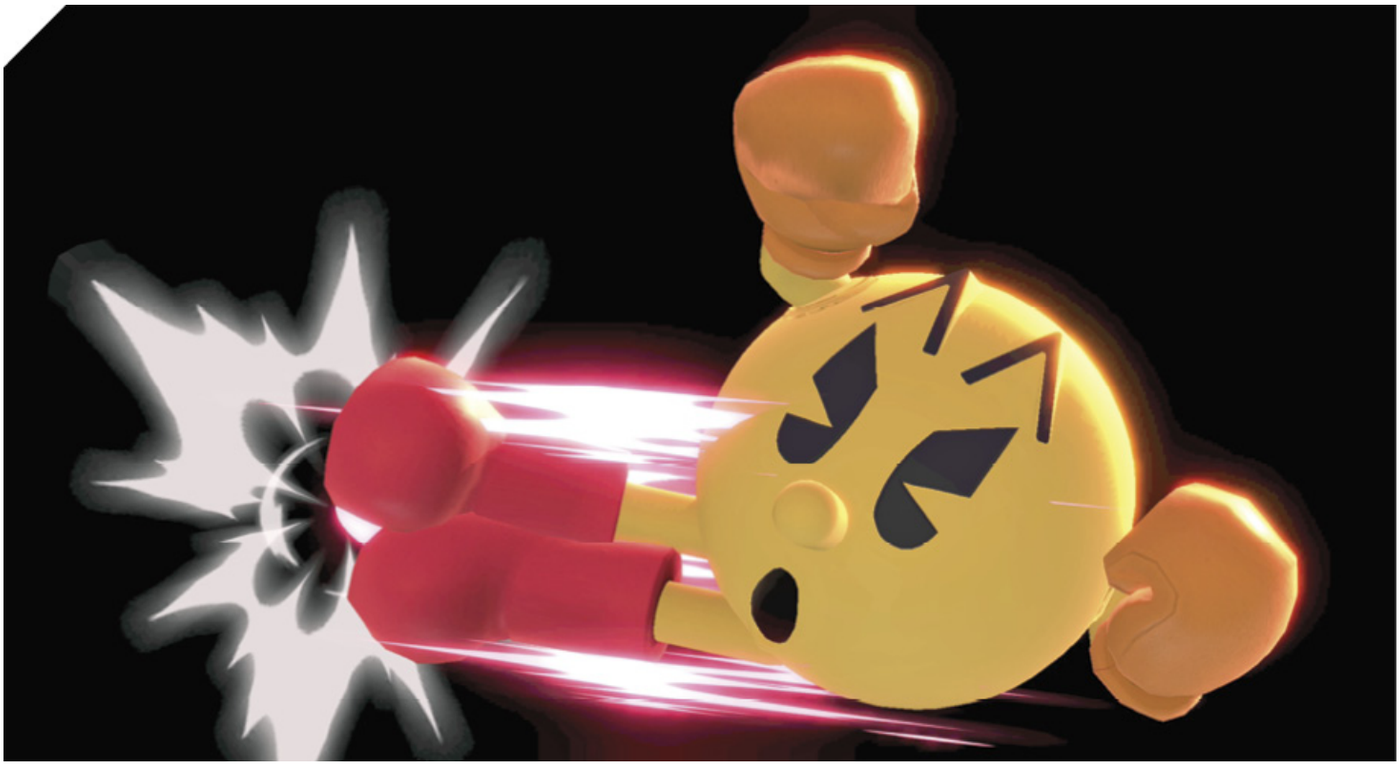
FORWARD AIR ATTACK



In midair, PAC-MAN performs a swift spinning roundhouse kick in front of him, knocking away foes. Forward air attack is as fast as PAC-MAN's jab and has an extraordinarily short animation time with very little air lag. You can throw it out twice in a jump and still double-jump, as you become actionable early.

You can go for a jump pre-emptive forward air, then descend on grounded foes with a down air surprise attack. You can also use forward air as a defensive "walling" technique by short-hopping straight up, then fast-fall into an immediate forward air, deterring advancing foes.

BACK AIR ATTACK



PAC-MAN drives his legs behind him for a rear-hitting dropkick attack. Back air attack persists for a significantly long time, making it your best air-to-air attack. Back air can be used to defend yourself while your back is facing the enemy, stifling the enemy's forward aggression. Its extended hitbox makes it a strong tool for harassing offstage foes.

Because back air is more effective than forward air attack in most air-to-air engagements, try to keep your back facing the ledge whenever you have an opponent recovering offstage.

UP AIR ATTACK

PAC-MAN performs a somersault attack in the air that covers a wide angle. He kicks out in front, then arcs the attack up above and behind him. Up air attack can knock foes up for a potential follow-up up air combo. It also causes PAC-MAN to float slightly. Up air is a strong anti-air with decent start speed and great angle coverage, hitting in front and behind.

With its float effect, you can short-hop and fast-fall into up air to hit grounded fighters. Against low-damage foes, you can combo into up-angled side tilt or your neutral attack combo. To make the attack safer, cross over the enemy and hit with the rear portion of the kick.

DOWN AIR ATTACK

While airborne, PAC-MAN dances on an opponent's head with a multi-hit stomp attack. The first three kicks cause a dragging hit effect, while the last hit launches the enemy up and away. Down air attack has a high amount of air and landing lag, but it inflicts great damage if all of the hits connect.

Short hop down air can be used offensively against grounded foes. It can be shield-grab-punished, but if you cross over the opponent, you're likely to land safely (although at a slight disadvantage against turnaround attacks).

SPECIAL MOVES

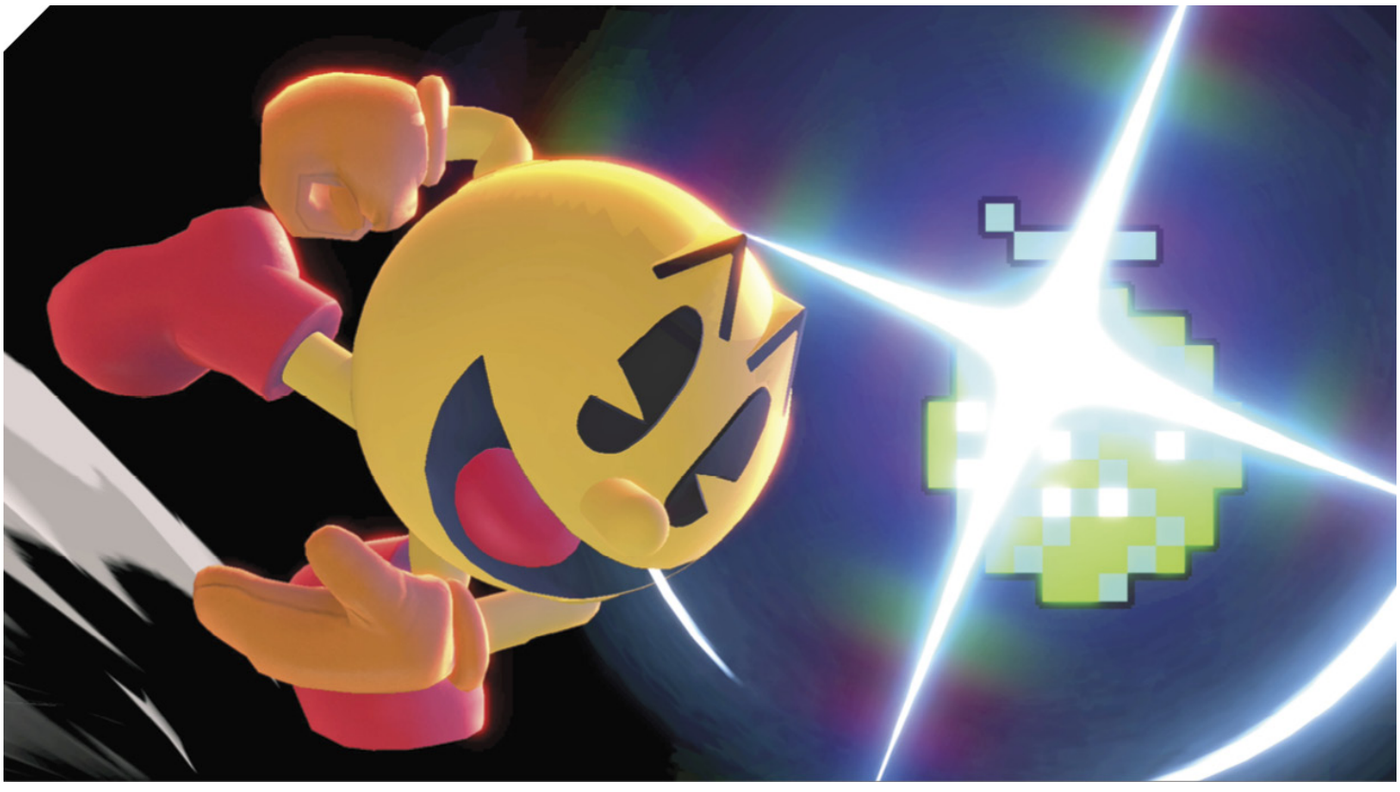
SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	Varies	See table.
Side special	4 to 5, 6	Knocks up and away. First hit damage varies. Pellet controllable. Pellet can be hit.
Up special	5	Launches directly above. Trampoline can be destroyed.
Down special	Drop: 9, Launched: 13	Launches up and away. Water pushes all fighters. Can be launched with smash attacks.

BONUS FRUIT DAMAGE

OBJECT	DAMAGE	NOTE
Cherry	3.3	Knocks up and away.
Strawberry	5	Knocks up and away.
Orange	6.5	Launches away.
Apple	8.5	Launches up and away at slight angle.
Melon	11	Launches up and away at slight angle, high launch power.
Galaxian	8x2 (loop hit)	Launches up and away at slight angle. Can hit multiple times.
Bell	6.5	Stuns for one second, then launches up and behind.
Key	15	Launches up and away, high launch power.

NEUTRAL SPECIAL: BONUS FRUIT



PAC-MAN cycles through a list of fruits and objects. Once he selects one, he attacks the enemy with it. The first neutral special input begins “charging” Bonus Fruit. During charge, various fruits and projectiles are cycled (like a slot machine). Pressing Attack or Special causes PAC-MAN to grab the item and throw it in front of him. Each item has its own unique effects, varying in damage, trajectory, and range.

Bonus Fruit charging can be canceled and stored by inputting a direction (dodge roll), jumping, or shielding. After you store-cancel the move, the next time you tap Special, you release your stored projectile. So to continue charging, you have to hold Special instead. For example, if you have an apple stored, you can tap Special to throw the apple, or you can hold Special to continue cycling through projectiles, starting at apple (with melon being next).

A large part of PAC-MAN’s game revolves around intelligent use of his Bonus Fruit special, including the item-generation property. Most Bonus Fruit projectiles turn into interactable items whenever they hit an enemy or wall. If you’re quick enough, you can grab these items to throw at the enemy. While Boss Galaxian doesn’t turn into an item when it hits an enemy, it drops from the air as an item if it hits a wall, so in specific situations, you can use it to help you recover offstage.

It's important to note that, like most interactable items, opponents can pick up your projectiles. This can be debilitating since, while one of your items exists in some form, you can't activate Bonus Fruit, causing a whiff animation when you try.

Cherry: Cherries are thrown a short distance, bounce once before dissipating, and deal low damage with a low knockback effect. They're best used if you need to quickly generate an item. Bounce the cherry off a nearby opponent's head, then jump up to grab the cherry so you can throw it again!

Strawberry: Strawberries are like cherries, except they pack a bit more punch.

Orange: Unlike cherries and strawberries, oranges don't obey the rules of gravity, and fly horizontally through the air a great distance before they dissipate. They're good for horizontal stage control.

Apple: Apples are slammed into the ground and bounce several times. They deal much more damage than the other fruits and have more launching power. They make for exceptional long-distance attacks to force the enemy into repositioning.

Melon: Melons float through the air slowly, but deal even more damage than apples. While slow, they're excellent offense-covering projectiles. You can use a melon's on-screen presence to cover your follow-up attacks. If a melon hits, you can follow up with a guaranteed forward air attack for a two-hit combo.

Boss Galaxian: Boss Galaxian flies forward, then loops up and around before flying away. The Galaga ship can hit multiple times if spaced out, so that the enemy is struck by the looping trajectory of the ship.

Bell: The bell's trajectory is unique; it flies up-forward a set distance, then slams straight down. You can use the downward trajectory to obliterate ledge-hanging foes! The bell stuns foes whether they're hit while midair or grounded, giving you enough time to land a high-powered attack.

Key: Keys are flung forward at a high velocity and deal the most damage out of all of the Bonus Fruit projectiles. A key's speed makes it difficult to react to, so it can be a powerful KO tool against offstage foes.

SIDE SPECIAL: POWER PELLET

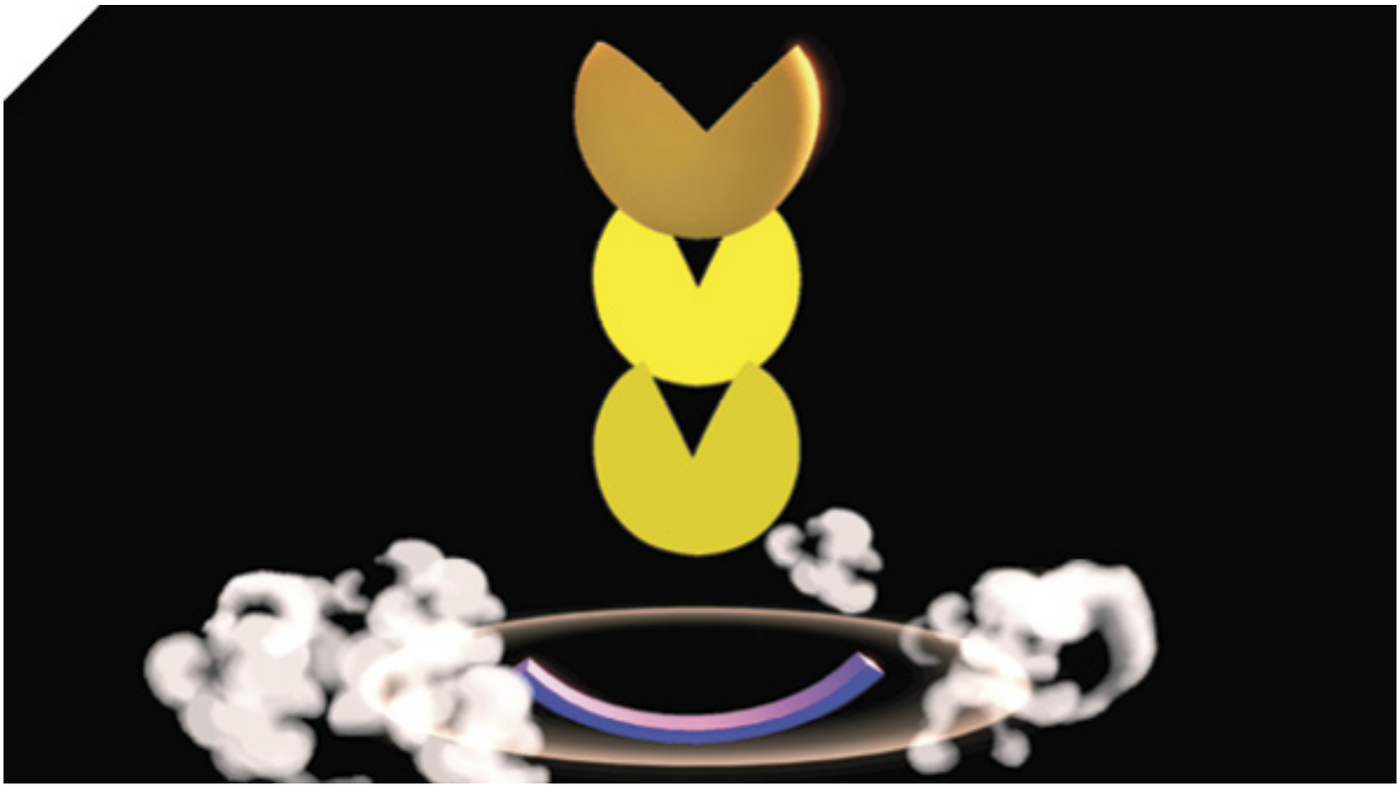
PAC-MAN summons a row of pellets, then transitions into his pellet-chomping wedge form, eating up the pellets and chomping on foes in his path. When the pellets are released, you can heavily influence their pathing using the control stick (thus, controlling where PAC-MAN will attack). You can manipulate the pellet path so much that you can cause PAC-MAN's chomp attack to loop around.

Power Pellet is a vital part of PAC-MAN's recovery game. It's flexible, allowing you to launch PAC-MAN in almost any direction as long as you can control the pellet pathing well. When you're offstage recovering, use Power Pellet to attack your edge-guarding foe. Alternatively, you can direct the pellets toward the ledge or over the opponent, using your chomp momentum to throw you over them.

If an opponent hits your Power Pellet as it's being deployed, the attack is canceled and PAC-MAN's chomp attack is interrupted, potentially resulting in you losing a stock. If you're too predictable with your offstage Power Pellets, foes can take advantage by striking at your pellet, causing you to fall.

Power Pellet cannot be special-reversed, so initiate the move with the direction you want the pellets to go.

UP SPECIAL: PAC-JUMP



PAC-MAN jumps higher with repeated use of the trampoline. The trampoline has a set amount of health, so astute foes can attack it to stifle your mobility.

With PAC-MAN's grab having an abysmal start-up time, he doesn't have access to strong shield grabs that most fighters use to punish shielded attacks. Happily, Pac-Jump can be used as an alternative out-of-shield option; upon releasing your shield, hold the up direction and the Special button to immediately launch an extremely quick launcher attack to punish the enemy's shielded attack.

Since anyone can bounce off the trampoline, you can use it to set up tricky scenarios. For instance, if an enemy is offstage below a ledge, you can meet them in the air with a Pac-Jump, leaving a trampoline midair and beneath them, forcing them to land and bounce off the trampoline and into your attacks unpredictably. Of course, offstage trampolines can also help your opponent recover.

DOWN SPECIAL: FIRE HYDRANT

PAC-MAN drops a heavy Fire Hydrant under him. If he throws it out midair, it can land on and damage foes beneath him. PAC-MAN's Fire Hydrant can be launched away as a projectile if it's struck with powerful attacks, like side smash and down air attack. While flying through the air, the hydrant becomes a high-powered projectile with high launching power.

The water spouted from the Fire Hydrant affects everyone, including PAC-MAN. You can use push effect to maneuver around in situations where you'd normally be unable to, such as while charging up a smash attack or during a down throw.

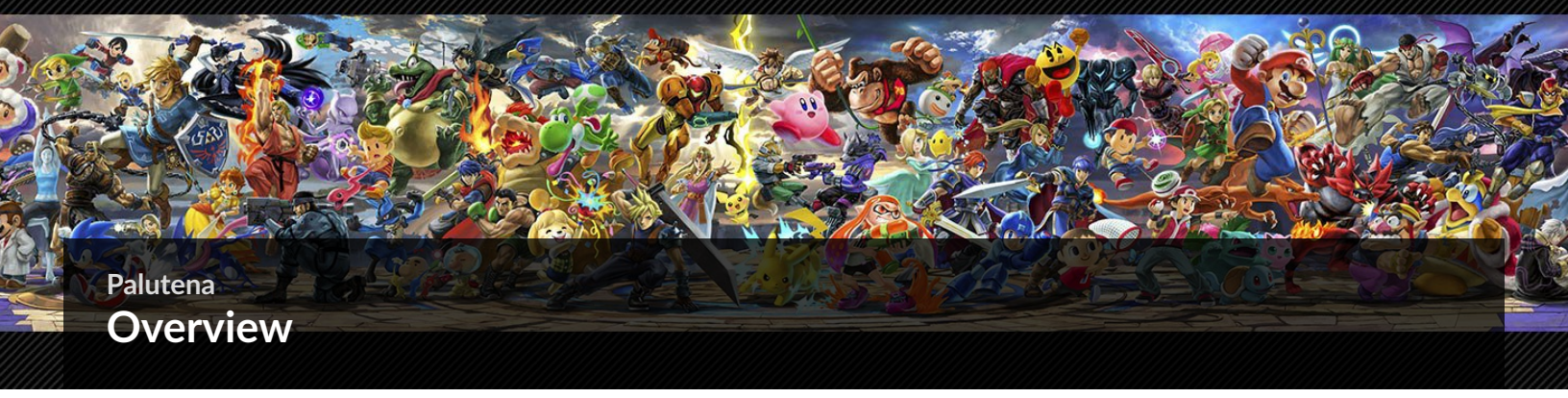
If PAC-MAN is above the Fire Hydrant, it spouts water vertically (pushing fighters up into the air), and if PAC-MAN is positioned at the sides of the Fire Hydrant, it spouts out water horizontally in both directions, pushing fighters away. The water-spouting effect is a profoundly powerful tool for PAC-MAN's edge-guarding game. If you drop a hydrant near a ledge, you can force out mistakes, as the opponent has to avoid the pushback of the waterspouts. An effective tactic is to throw the enemy off the stage, drop a hydrant, then stand guard on top of the hydrant (since it's considered a solid object). React to your opponent's predictable movements and meet them in the air with your own aerial attacks to keep them offstage.

Astute opponents can counter your Fire Hydrant tactics by attacking the hydrant as soon as it's released. While the hydrant is anywhere on-screen, you can't summon another one, so your Fire Hydrants should be used judiciously.

Fire Hydrant is an incredibly versatile attack, especially when used while you're airborne. You can drop the hydrant on enemies attempting to juggle-trap you to cover your aerial descent, or to attack ledge-recovering foes (drop it right over the ledge to hamstring your opponent's recovery!).

FINAL SMASH: SUPER PAC-MAN

PAC-MAN transforms into a giant PAC-MAN and moves across the screen at high speed. You can adjust the direction a bit with each crossing. The landscape doesn't affect this giant PAC-MAN, and any opponents he eats are launched.



Palutena

Overview

Palutena is a unique fighter with unconventional moves and mobility. She's on the taller end, making her slightly more vulnerable to combos than most, but this is balanced by her excellent ground movement, thanks to her faster-than-average walking and dashing speeds.

While most of her attacks have relatively slow start speeds, they deal damage reliably, especially her neutral attack combo. Her grab game is incredibly strong, especially when factoring in her solid ground mobility and superb grab range. But her other ground attacks can be lackluster in most close-range skirmishes. Unlike other tilt attacks, most of Palutena's tilt attacks are cumbersome and relatively easy to punish.

Her forward air attack and back air attack stand out in her aerial arsenal, allowing her to attack safely off of deep short hop attacks. When combined with her uncontestable dash attack, you can set up potential grabbing opportunities and juggles.

At close and midrange, Palutena's game plan revolves around safe pokes and spacing. When you can create distance, you can begin focusing on pestering opponents with projectiles and set-distance explosions, forcing out enemy mistakes.

Palutena's old Reflect Barrier special has been replaced by an incredibly powerful zoning tool, Explosive Flames (with her projectile-reflecting properties added to her Counter special). This change opens up dramatic potential in her space-control game plan, allowing her to readily punish and control foes at midrange.

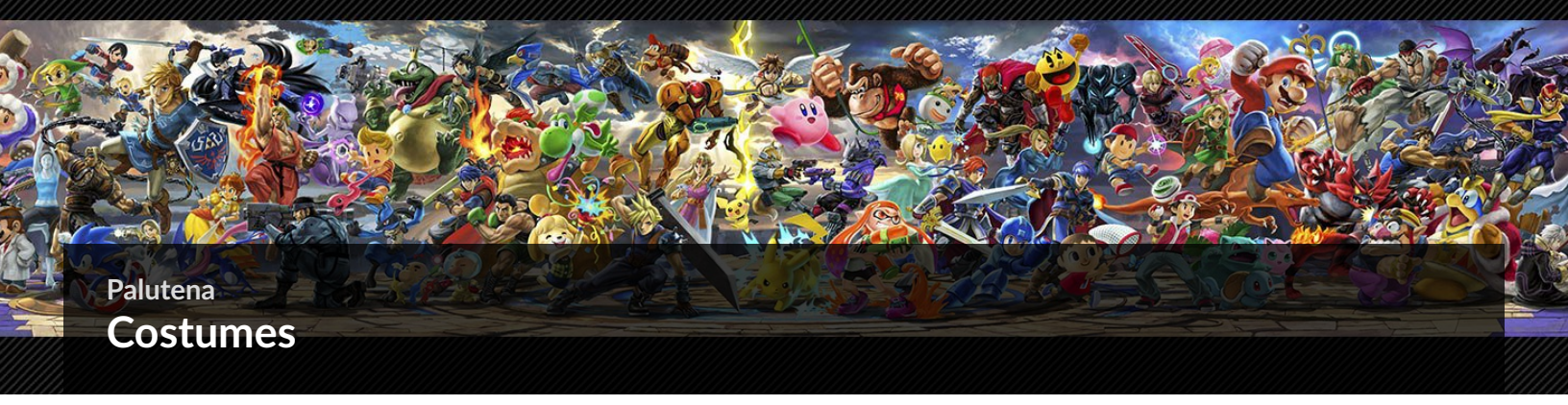
PALUTENA VITALS

MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

MOVEMENT RANKS	
Ground speed:	B (16)
Air speed:	C- (54)
Falling speed:	C (44-47)
Weight:	C- (48-49)

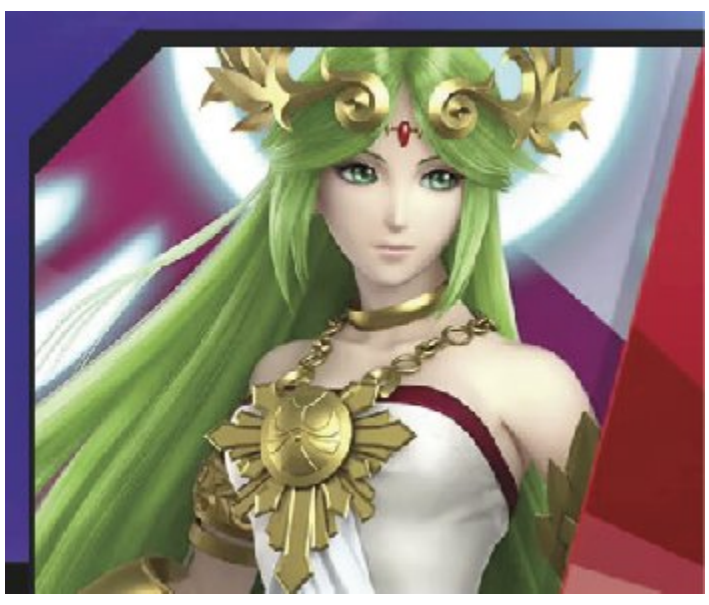
PALUTENA SHIELD ATTACKS

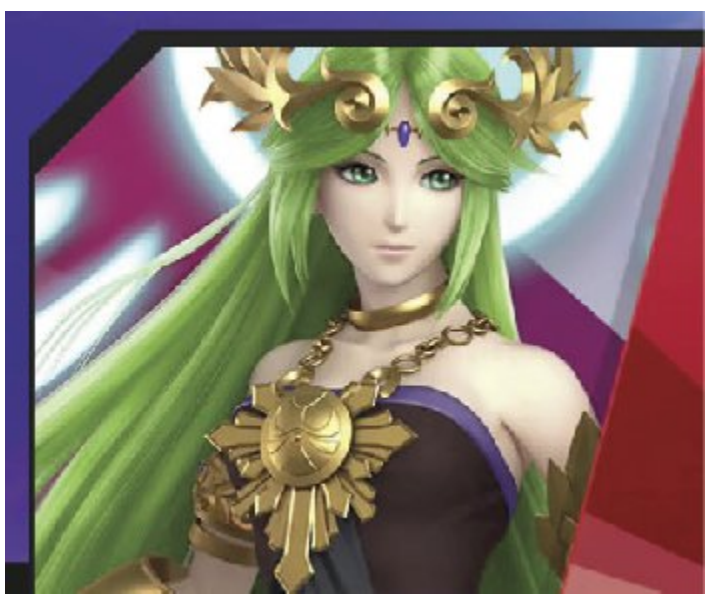
Palutena's dash attack and back air attack nullify incoming attacks. Palutena essentially wins in any potential clashing effects when using dash attack and back air.

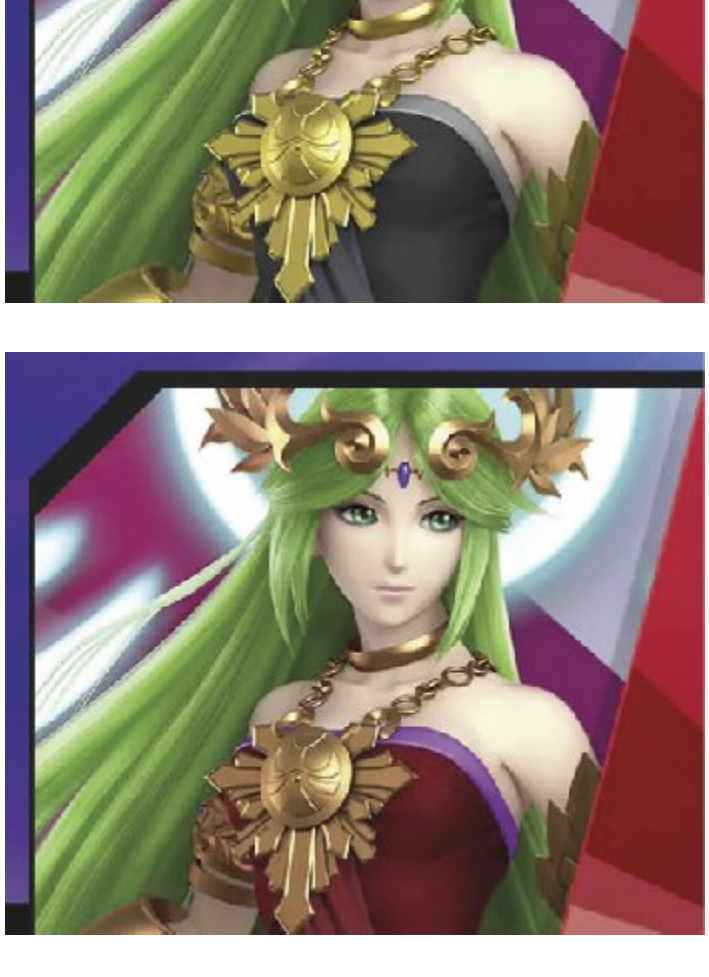


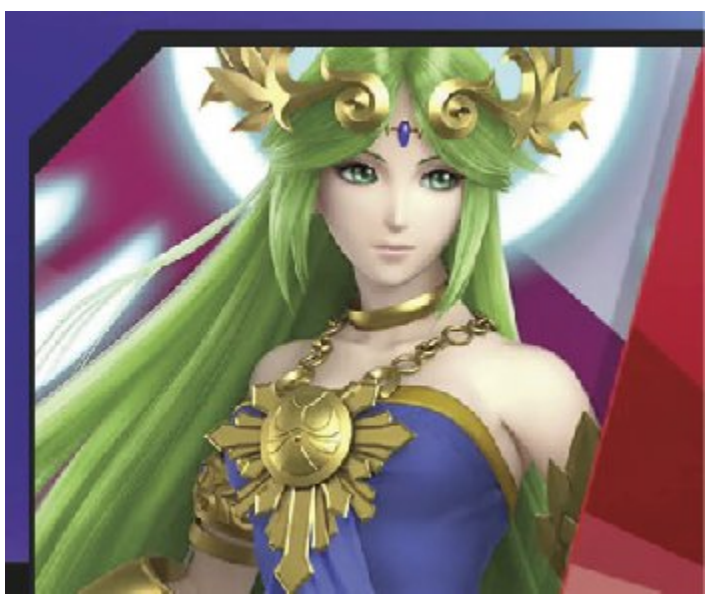
Palutena

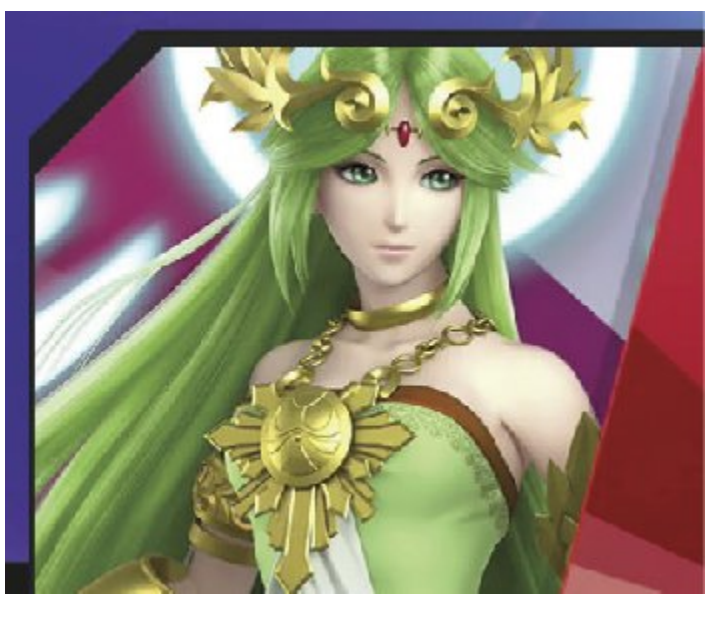
Costumes

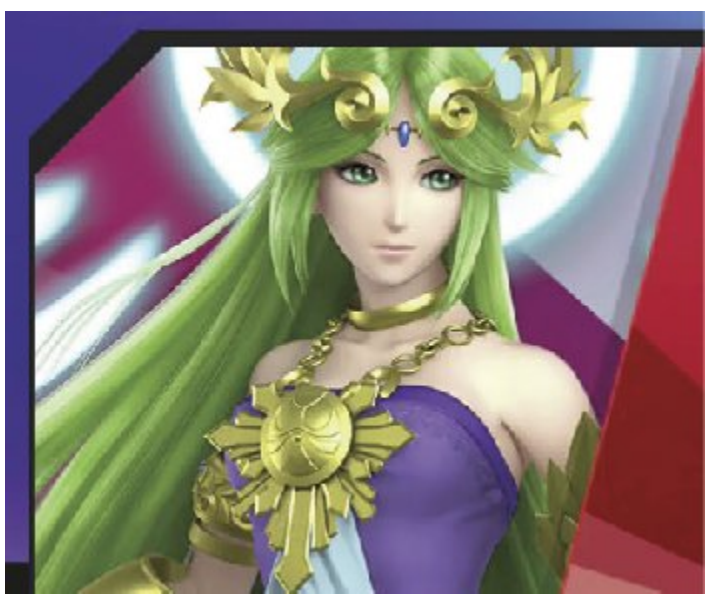


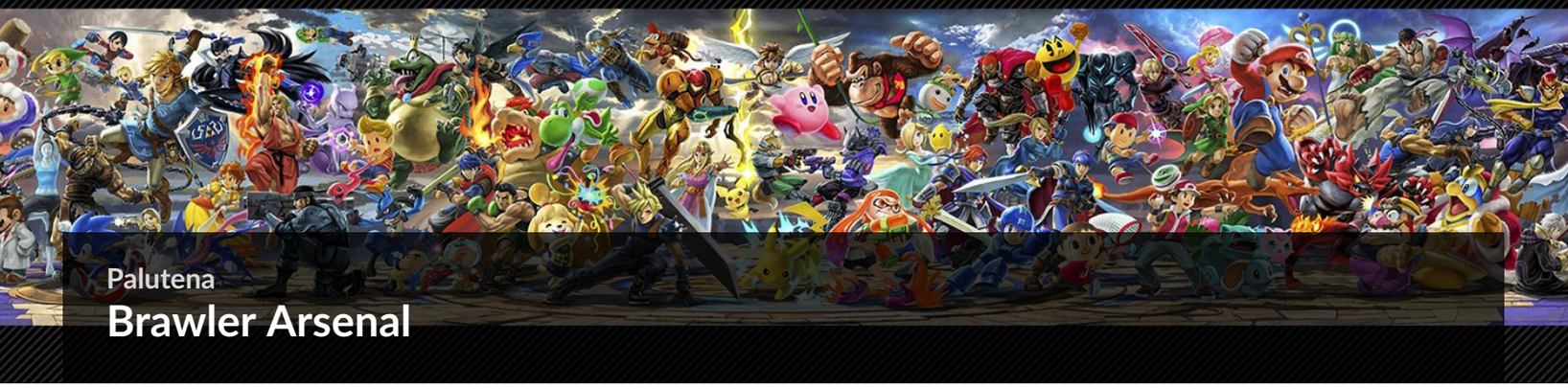












Palutena
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	3	—
Neutral attack 2	0.6xN, 3.5	Launches away. Repeat Attack input to loop.

Palutena extends her staff in front of her, activating bursts of light emanating from its orb. She ends the attack with a launching staff swing. Palutena's neutral attack combo is one of the best in the business for dishing out damage reliably. While the first attack is lackluster in speed and range, the follow-up light-burst attack boasts impressive reach and deals solid damage on anyone hit by it.

Applying her neutral attack effectively can seem unwieldy since you usually whiff the first attack in order to get the light bursts out in front of you. Thanks to its knockback, you can use neutral attack 2 to space and poke, deterring enemies and creating distance.

Neutral attack isn't a great out-of-shield option, but it's an alternative to shield-grabbing when you're out of range to do so.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	9	Launches up and away at a slight angle. Nullifies incoming attacks with "shieldbox." Early hit deals more damage.

While dashing, Palutena quickly extends her shield in front of her, blowing past most enemy attacks and launching them into the air.

Palutena's dash attack is one of her best tools in her move set. It hits very quickly, especially for a dash attack, and it has a unique move-decimating property that makes her uncontestable and uninterruptible to most other attacks. On hit, this attack launches the opponent up into the air for potential mix-ups and combos.

Since her dash attack is so effective for catching descending enemies at a distance, you can begin incorporating dashing grab in these situations, as your opponents may be conditioned to air-dodge or shield upon landing. Essentially, any opportunity that allows for a good dash attack is also an opportunity you can go for a grab.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	6, 7	Launches away, high knockback.
Up tilt	1.4x5, 2.5	Initial hits pop up into final hit that launches up for potential follow-up.
Down tilt	8.5	Knocks away.

SIDE TILT

Palutena throws out her staff in front of her, causing two consecutive strikes as it magically rotates in place. Enemies struck by the staff are knocked away.

Palutena's side tilt is slow and generally difficult to use in the neutral game, but punishes on-the-spot dodges and certain ledge recoveries thanks to its persistent hitbox.

UP TILT

Palutena levitates her staff into the air above her, spinning it in place and striking foes multiple times before sending them vertically into the air. Up tilt can be used to punish on-the-spot dodges and makes for a decent ledge-guarding tool that can punish ledge jumps and other low-altitude recovery options.

DOWN TILT

Palutena leans down and flings her spinning staff low to the ground before her, hurling away nearby enemies.

Palutena's down tilt is considerably slow to start, but has a sizable active window that can be used to punish rolls and dodges. However, like her other tilt attacks, it's not an optimal move to use in the neutral game since it leaves her vulnerable.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	16	Launches away, high knockback. Has wind effect that pushes enemies away. Deals more damage with inner wing.
Up smash	16	Launches directly above. Has remarkably tall hitbox.
Down smash	15	Launches up and away, high knockback. Double-sided attack. Has wind effect that pushes enemies away. Deals more damage with inner wing.

SIDE SMASH

Palutena unleashes a horizontal wing attack. Enemies within range of her wings are knocked away, while those just beyond them are blown back by the wind-force generated. While Palutena's side smash attacks aren't great attacks to throw out in the neutral game, they have unique wind effects that shove nearby foes away (without dealing damage). This wind effect's hitboxes are known as "windboxes," since they're separate hitboxes that extend farther than her normal wing hitboxes.

These windboxes are the main reasons to use side smash. With a proper edge-guarding setup and preparation, you can use these highly persistent windboxes to blow recovering enemies out during their ledge-recovery options, forcing them to grab the ledge, or potentially knocking them out if they make a mistake during recovery.

UP SMASH

Palutena raises her staff into the air, summoning a massive pillar of light in front of her that extends high into the sky. The beam of light launches foes it contacts. This giant column can be used to hit enemies at jump height, but is also effective for punishing air dodges. Thanks to its long active window, up smash is great for edge-guarding, as it covers most of the possible ledge-recovery options, including hitting enemy fingers just when they try to grab a ledge.

Naturally, up smash can be used to attack foes on higher platforms.

DOWN SMASH

Palutena slams her angel wings downward by her sides, clearing out the area in front and behind. Like her side smash, foes just past her wing attack range are blown back by the gales she produces.

The wind effect of this attack is a bit weaker, pushing opponents back with less force than side smash. The attack on down smash covers both sides, so it can be used to punish rolls or hit enemies landing behind you.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	9	Forward throw.
Back throw	10	Backward throw.
Up throw	8	Launches foe up for potential follow-up combo attack.
Down throw	5	Launches up and away for potential follow-up combo attack.

GRABS

Palutena's grab reaches farther than most grabs in Super Smash Bros. Ultimate, and isn't too bad for speed either. It's not among the fastest, but it's faster than heavyweight and tether grabs. Its reach extends considerably far in front of her, well beyond the average fighter's grab range. This makes her grab an excellent complementary attack to her dash attack. Essentially, you can force 50/50 decisions onto your opponent by mixing up your dash attack with your dash grab.

Palutena's up and down throws lead into the most potential damage. Against foes around 30% damage, up throw into up air attack and down throw into forward air attack are guaranteed combos. Her front and back throws boast high knockback distance, ideal for finishing off opponents near the lateral blast zones.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	1.4x6, 5.1	First six hits of attack drag enemy around; final hit launches away. Can drag with fast fall to set up mix-up opportunity as foe lands (before final hit of attack).
Forward air attack	10	Knocks back.
Back air attack	14	Knocks back. As attack extends, nullifies incoming attacks with Palutena's "shieldbox."
Up air attack	1x5, 5	First five hits pop up and drag enemy. Last hit launches directly above.
Down air attack	11	Direct hit causes meteor smash.

NEUTRAL AIR ATTACK

Palutena twirls her staff around her in midair, striking enemies up to six times, with the final hit launching up foes at an angle. Neutral air attack has several applications. In combos, you can start with neutral air attack and follow up with another neutral air attack (or any of her other aerial attacks). However, it has considerable landing lag from a short hop, so it's not a move that should be thrown out too often in the neutral game.

It can be used to get back onto a stage if you're coming from beneath. Drop from a ledge, double-jump, and force the enemy to shield your neutral air attack while crossing them up. It makes for a solid edge-guarding attack if you meet airborne opponents far off a ledge with your multi-strike hitboxes, potentially knocking them out.

FORWARD AIR ATTACK

Palutena performs a jumping side kick infused with a light aura, popping up foes hit by its radiance. Forward air attack is an excellent combo-initiator. Off deep forward air, you can follow up with several options. Forward air into dash attack or another forward air are possibilities.

With well-timed low-altitude forward air attacks, you can pressure a strong offense as long as you time the attack accurately (its active window is relatively short). Short hop fast fall forward air is one of your best attack sequences.

BACK AIR ATTACK

In midair, Palutena uses her shield to bash foes behind her. Like dash attack, Palutena's back air attack is uninterruptible when colliding with opposing attacks. This is your primary edge-guarding attack, so you should be deliberately standing with your back facing the ledge whenever you force an opponent into ledge-recovery mode. With timing, you can punish most ledge-hanging options with back air. Short-hop in place, and back air is an effective ledge-pressuring tool. Also use this tool when meeting enemies far off a ledge to knock them out in air-to-air combat.

UP AIR ATTACK

Palutena raises her staff into the air, emitting a brilliant aura that ensnares foes with multiple hits before launching them vertically into the sky. This is one of your main killing moves while in the advantage state. While it has considerable end lag, preventing you from using it and an additional aerial attack from a jump, you can use double-jumped up air attacks to alleviate some of this lag.

In certain scenarios, you can use up air to punish enemies guarding an edge by connecting with the tip of your staff from beneath the platform.

DOWN AIR ATTACK

While airborne, Palutena delivers a downward light-imbued kick that spikes foes into the ground. Down air attack is relatively fast, but is active briefly, with only the first frame having a meteor smash effect. Against grounded foes, down air causes an add knockback effect, as it launches the enemy behind you. This sets up potential follow-ups, but it can be punished if shielded.

SPECIAL MOVES

SPECIAL MOVES

MOVE	DAMAGE	NOTE
Neutral special	3.5x3	Projectile angle is determined by enemy position upon Special button input (their position is "snapshotted").
Side special	1.5x5, 5.5	Two variants: one performed with control stick flick and one without. Flicking the stick extends explosion hitbox distance.
Up special	—	Intangible during Warp effect.
Down special	Varies	Counterattack damage is based on damage of parried attack. Can reflect projectiles.

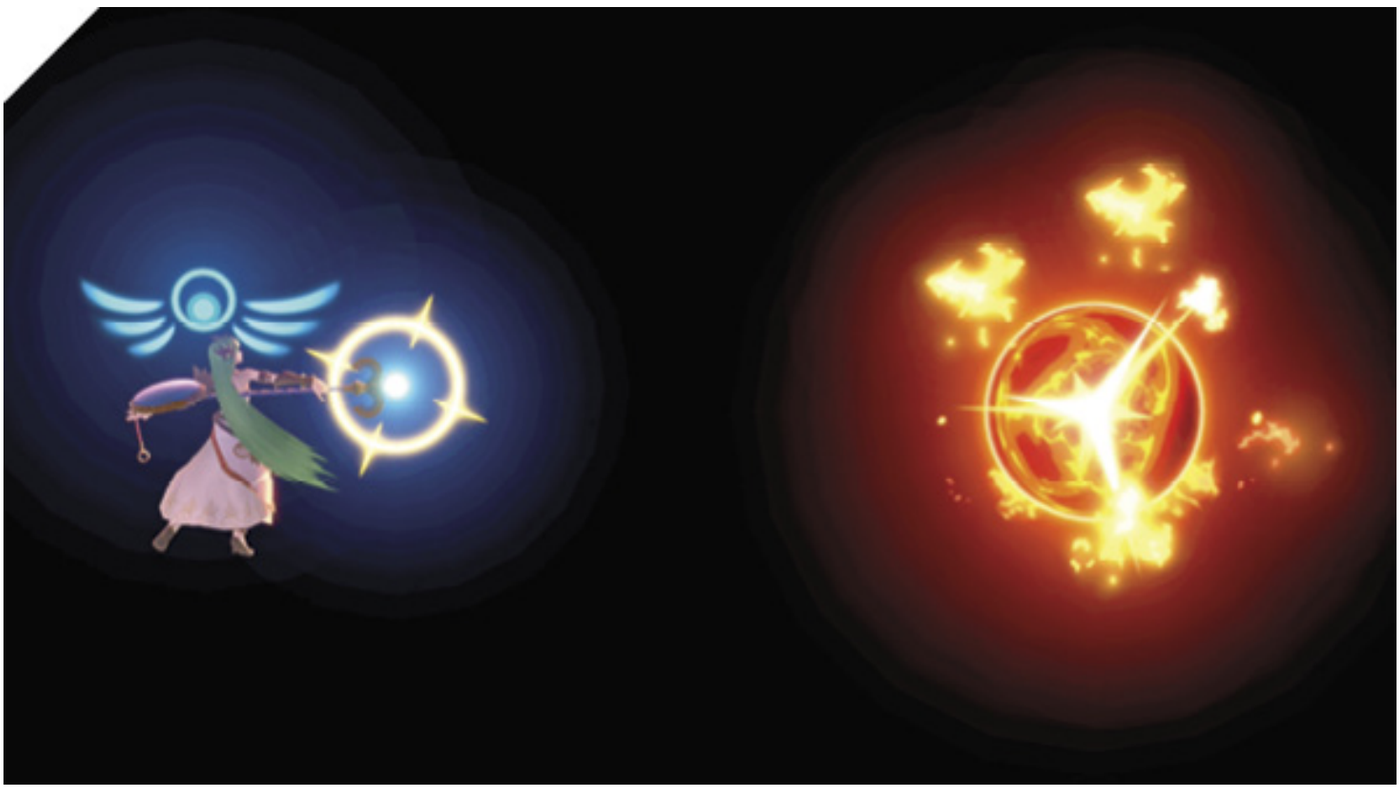
NEUTRAL SPECIAL: AUTORETICLE

Palutena fires energy blasts directly at a nearby foe. The angle of the energy blasts is determined by the enemy's current position immediately upon performing the move (as soon as you press neutral special). In other words, if you hit neutral special when a foe begins to fast-fall, your energy blasts fire into the air while the enemy completely avoids them.

While it's an important part of your toolkit, this projectile-barrage attack should be used sparingly in your neutral game. If you're predictable with it, you can either be punished or forced to sacrifice space. Use it harass opponents who have limited mobility or have used their double jump pre-emptively. Otherwise, it can be used to force an approach.

Autoreticle synergizes well with Explosive Flame. If you connect with a close Explosive Flame (non-flick version), you can usually combo into Autoreticle. Or from long range, if you can force your opponent to reposition, a follow-up Autoreticle can deter their direct approach.

SIDE SPECIAL: EXPLOSIVE FLAME

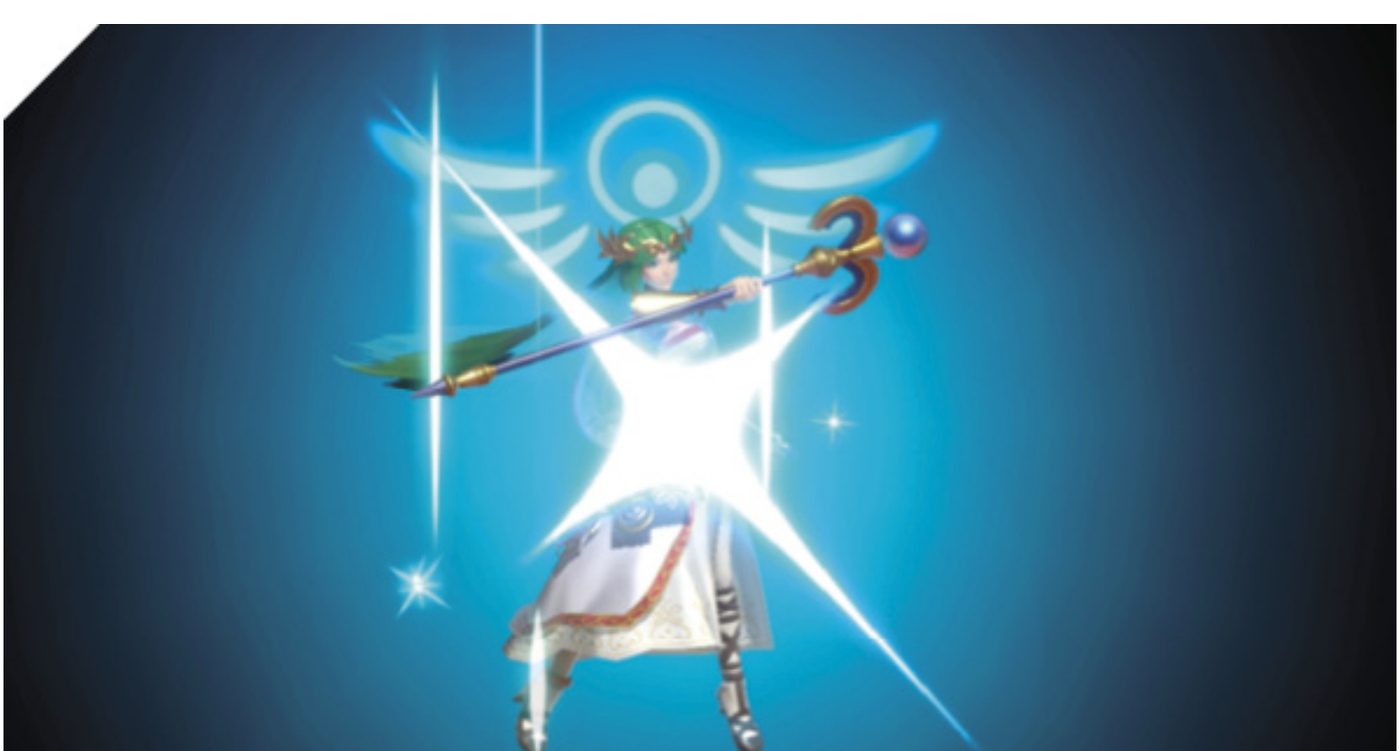


Palutena sets off an expanding flame that explodes a set distance in front of her. Unlike conventional projectiles, Palutena's Explosive Flame always detonates at its location, even behind foes standing in front of you.

Explosive Flame is your main midrange harassment and zone-control tool. Against foes with limited mobility options, it can be incredibly difficult to deal with due to its large area of effect, forcing enemies to reposition themselves or take shield damage.

Non-flick Explosive Flame (close-range version) can be used as a combo-starter since it launches enemies above you, perfectly setting up a follow-up hop forward air combo at low percentages. Alternatively, you can follow up with Autoreticle.

UP SPECIAL: WARP



Palutena teleports in any direction, becoming invulnerable during her brief disappearance window. Warp is a remarkable recovery escape tool. However, its landing lag from the air can make it punishable, especially if your opponent can predict your teleport direction. If you Warp toward the ground from the air at an angle, it causes a sliding effect, followed by considerable landing lag.

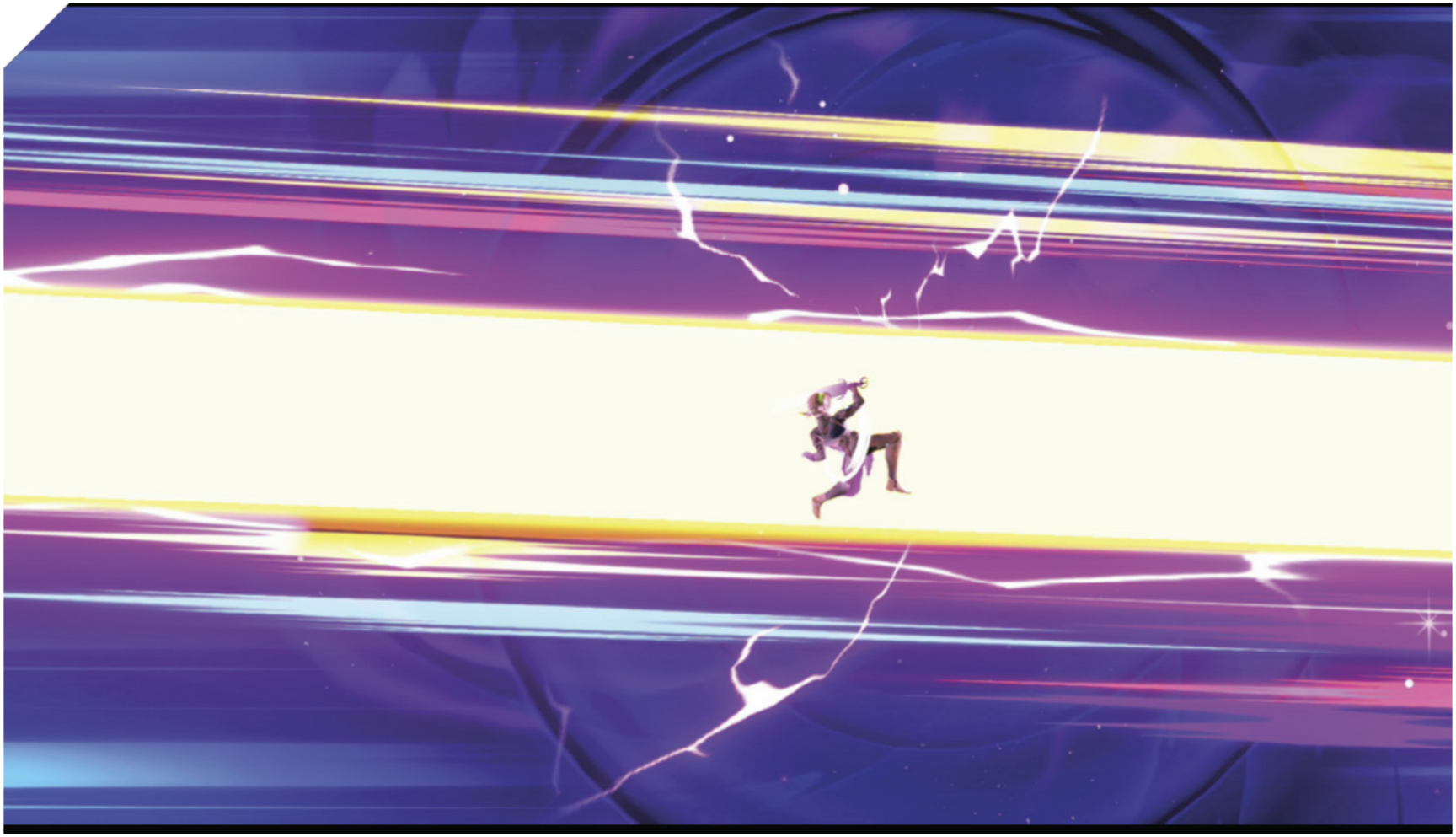
You can mitigate this with a ledge-canceling technique. Whenever you land by a ledge and slide off, you're allowed to immediately act (canceling the sliding landing lag). For instance, if you angle your teleport and aim toward the ledge of a platform, you can immediately double-jump out of the falling-slide animation. Alternatively, you can cancel into another teleport. Essentially, you're free to act in an airborne state. Learning how to maneuver certain stages with this technique goes a long way, so make sure to practice ledge-canceling and eliminating your Warp recovery on stages like Battlefield!

DOWN SPECIAL: COUNTER/REFLECT BARRIER

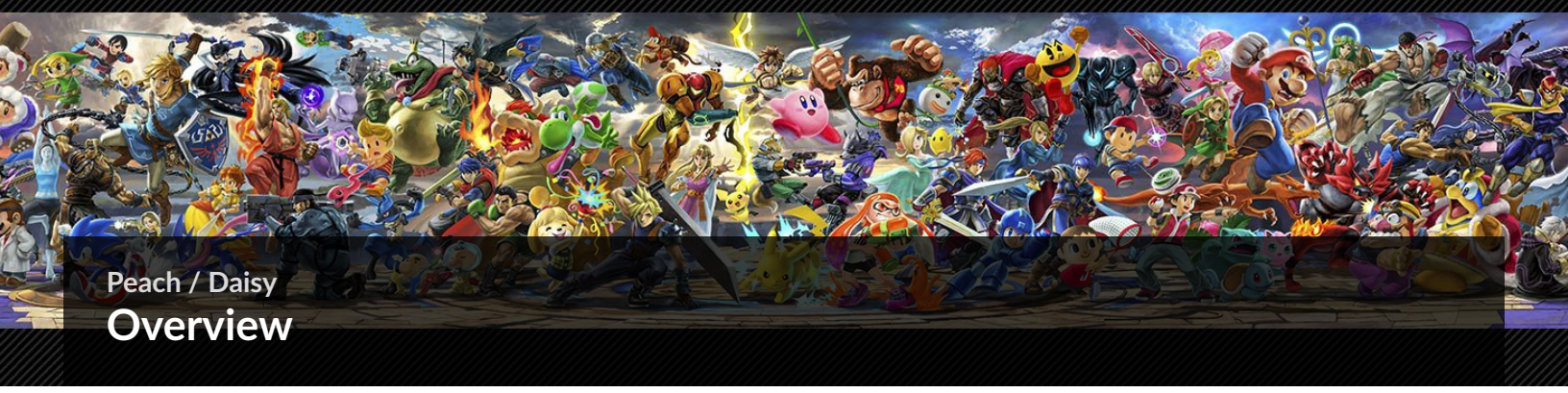
Palutena doubles as a counterattack parry and projectile reflector. On a successful attack parry, she counterattacks with a radiant light blast, dealing damage based on the damage of the enemy's parried attack.

Thanks to the added reflector property of Palutena's old Reflect Barrier, Counter can be used in multiple situations. While you generally don't use down special to parry attacks (since it's a high-risk maneuver for a moderate reward in damage), being able to reflect projectiles at the same time is a huge boon.

FINAL SMASH: BLACK HOLE LASER



Palutena creates a black hole to draw in her opponents. She follows up with a wide laser beam to damage and launch anyone caught in the attack. The black hole can capture several fighters, and the beam deals more damage to those caught in the black hole.



Peach / Daisy

Overview

The princesses of the Mushroom Kingdom and Sarasaland don't need rescuing in this brawl. These nimble pixies can take care of themselves. Peach and Daisy are functionally the same, but differ in the colorful symbols they make appear during several moves (Peach emits hearts, while it's all daisies around Daisy).

Whichever ruler you select, she comes equipped with strong air pokes, unique specials like the Toad counter and the Vegetable pull, and an unsurpassed floating ability. Once during each airborne state, Peach and Daisy can totally halt vertical momentum and float in place, able to glide left and right. While floating, normal actions are possible. To float automatically at the apex of a jump, hold down the Jump button or hold up on the control stick. (This works whether jumping to normal altitude, or short-hopping from the ground with a Jump button tap or with Attack+Jump together). To choose a different float height, either hold up or the Jump button after having used up her jump and double jump, or tap down on the stick while starting to hold Jump (this stops you from blowing a double jump early, saving it for after floating ends). This even works while standing on solid ground, resulting in a one-inch-high float, great for aggressive and unique ground movement.

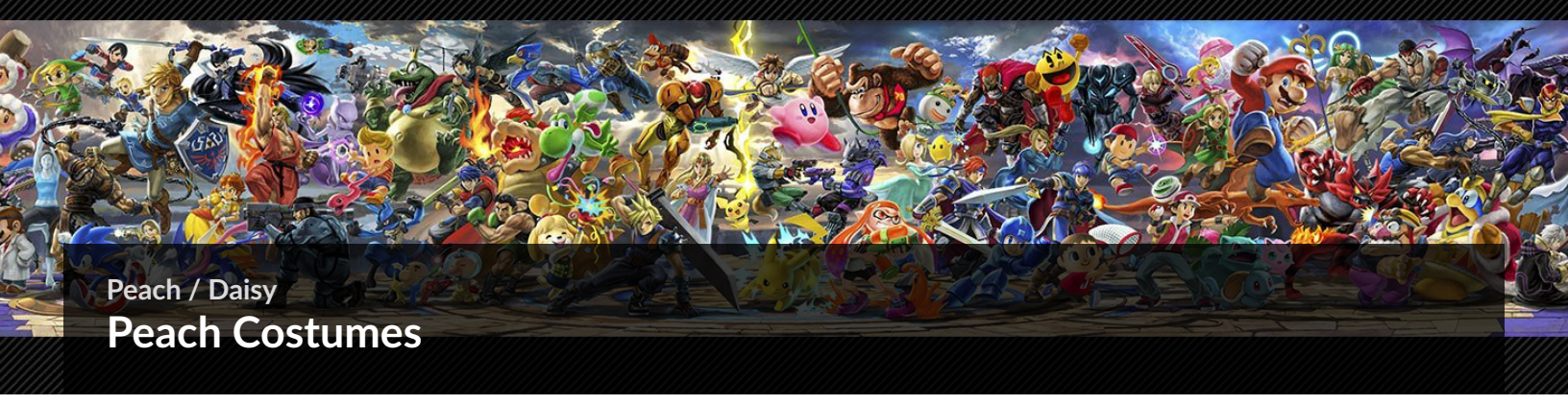
You can only float once per airborne period, but you can use the gliding portion of Peach/Daisy Parasol too. Getting hit out of the air doesn't reset the ability to float or double-jump, but it allows you to use another upward-lunging, downward-gliding parasol special move.

Mastery of Peach and Daisy's agile and extremely variable movement, along with their myriad options incorporating Vegetables into their already strong brawling game, is the key to dominating the competition as the fairest royals in two kingdoms.

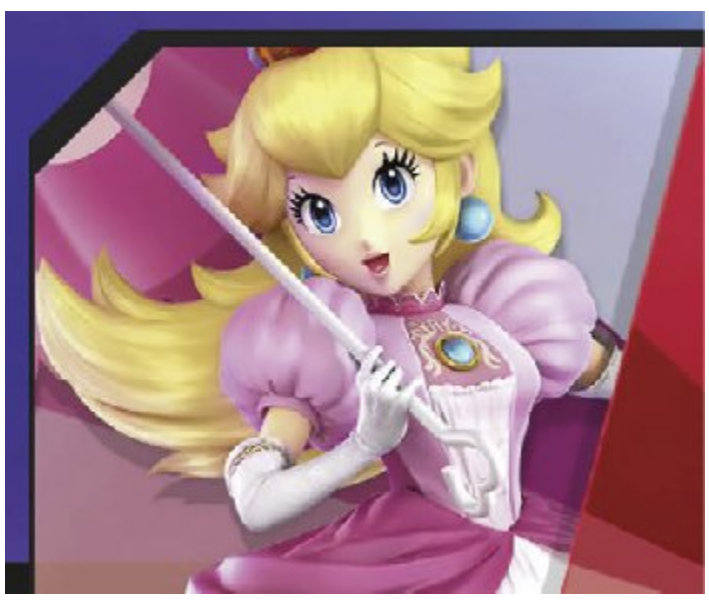
PEACH AND DAISY VITALS

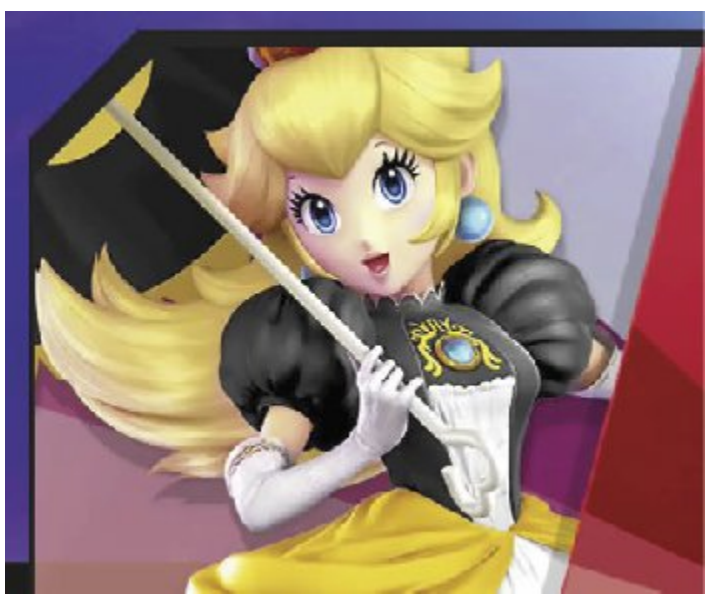
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

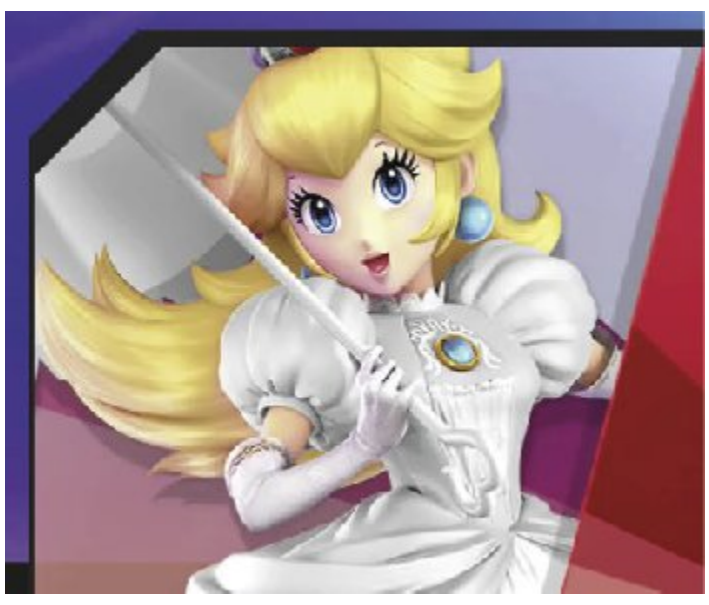
MOVEMENT RANKS	
Ground speed:	D (53-56)
Air speed:	C (45-47)
Falling speed:	F (74-75)
Weight:	D (53-54)

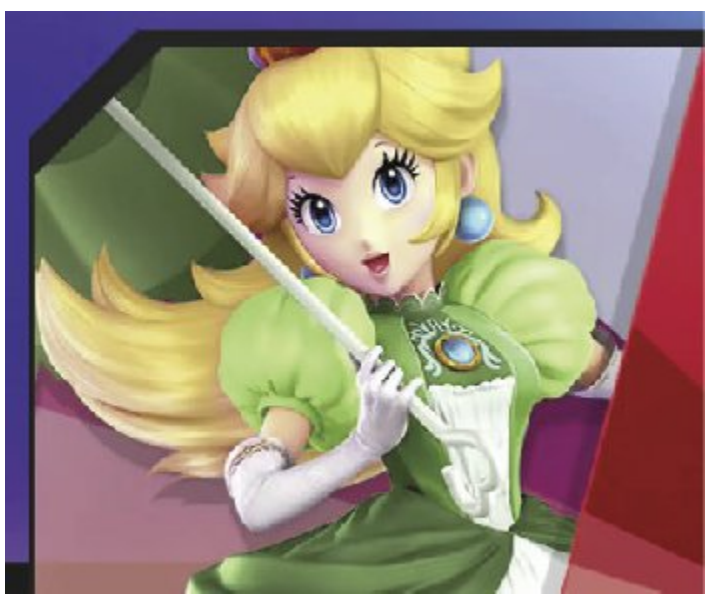


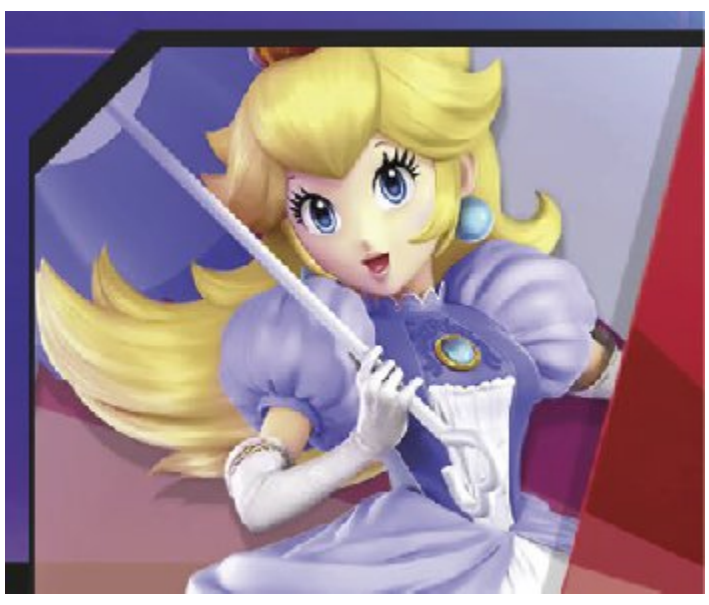
Peach Costumes

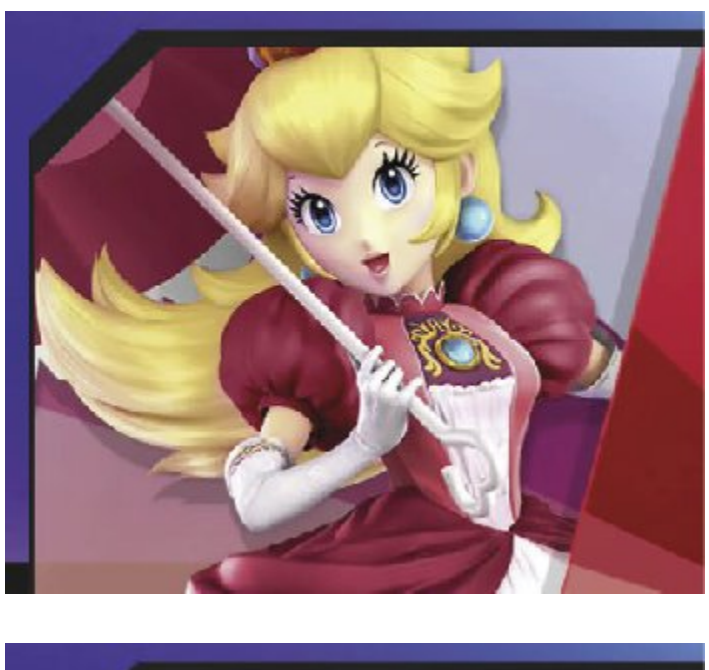


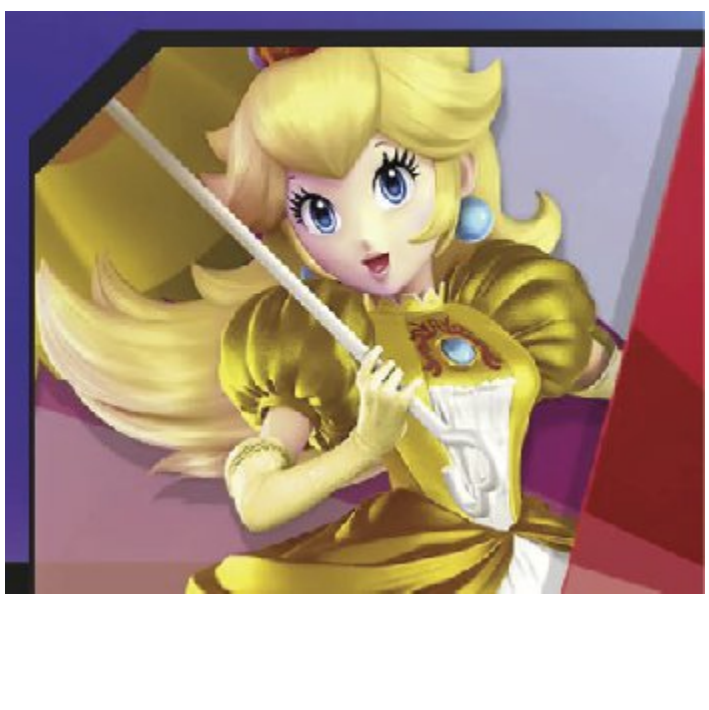


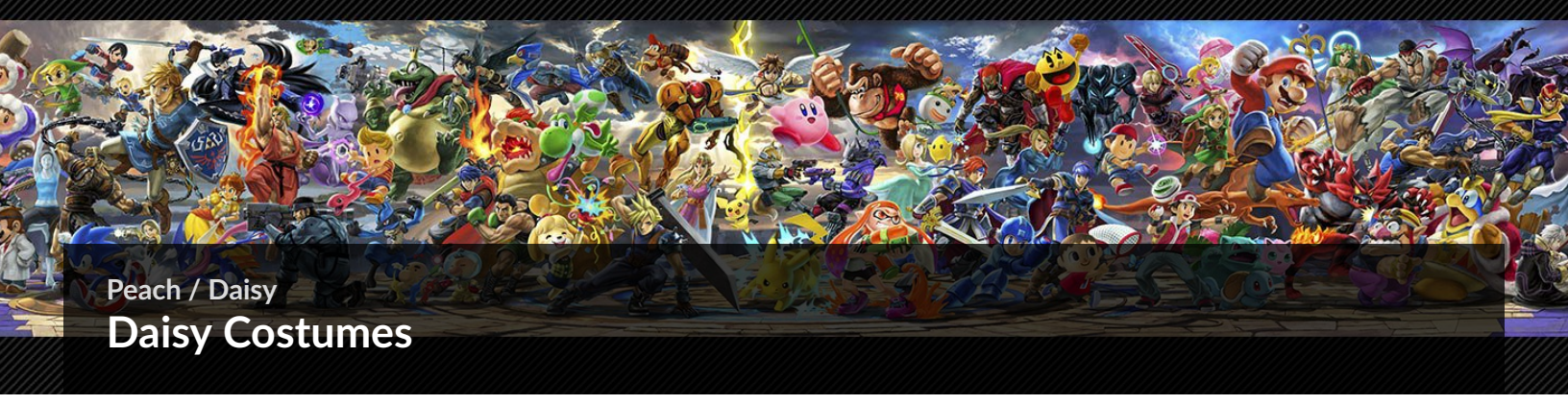




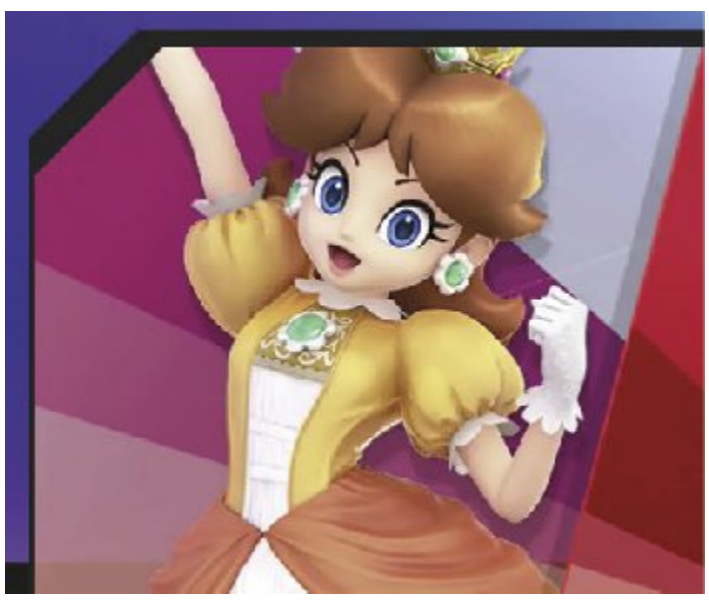


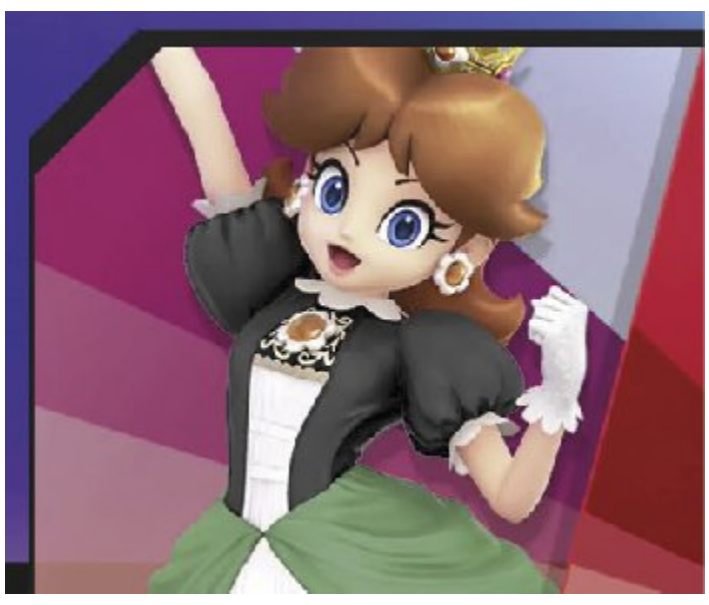


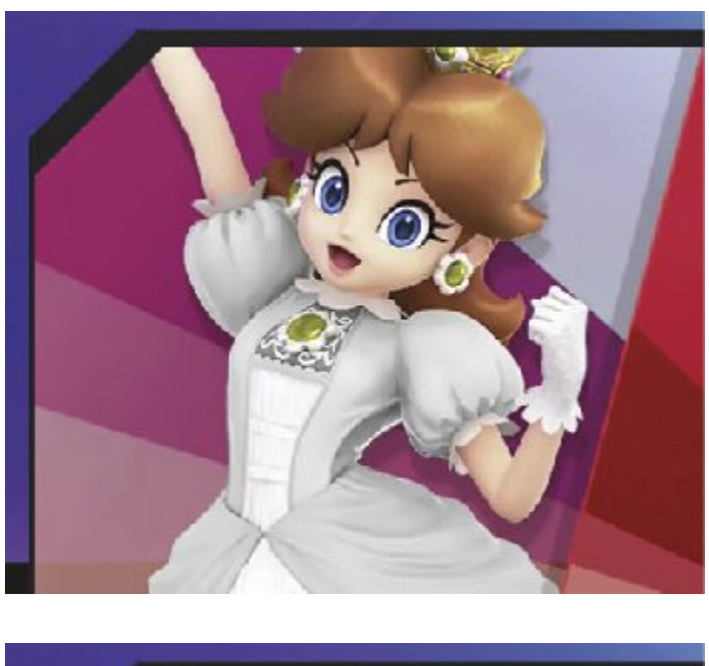


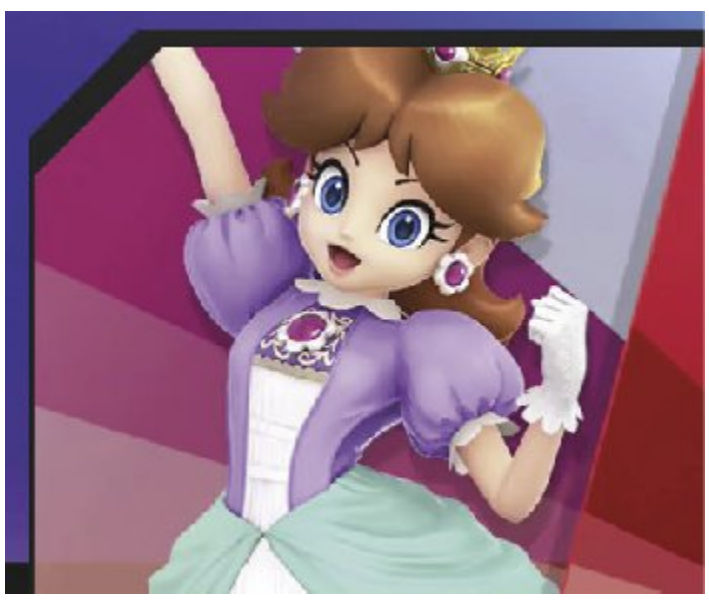


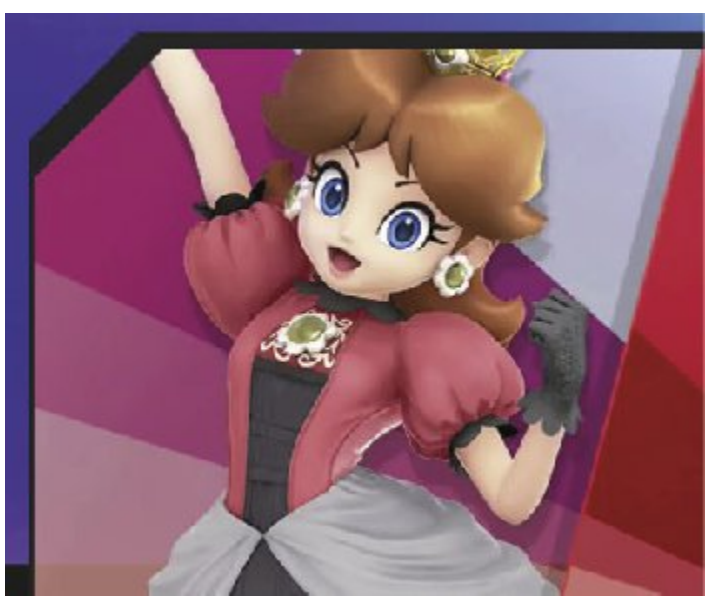
Daisy Costumes

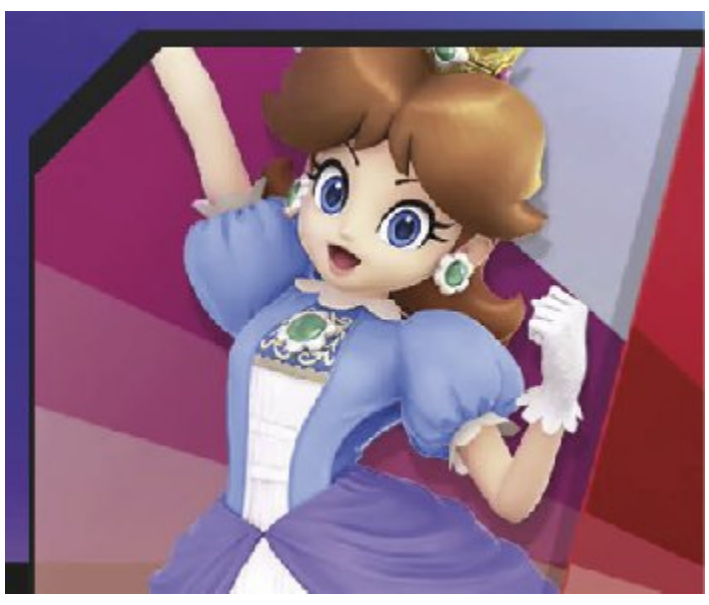


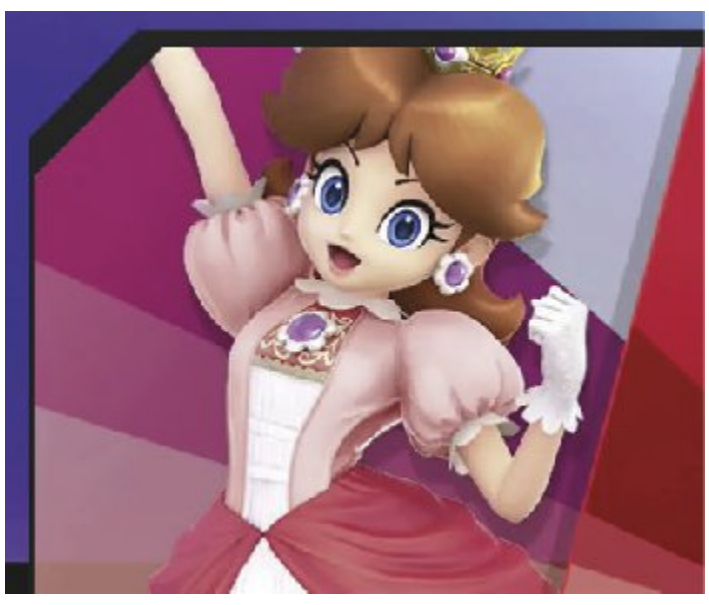


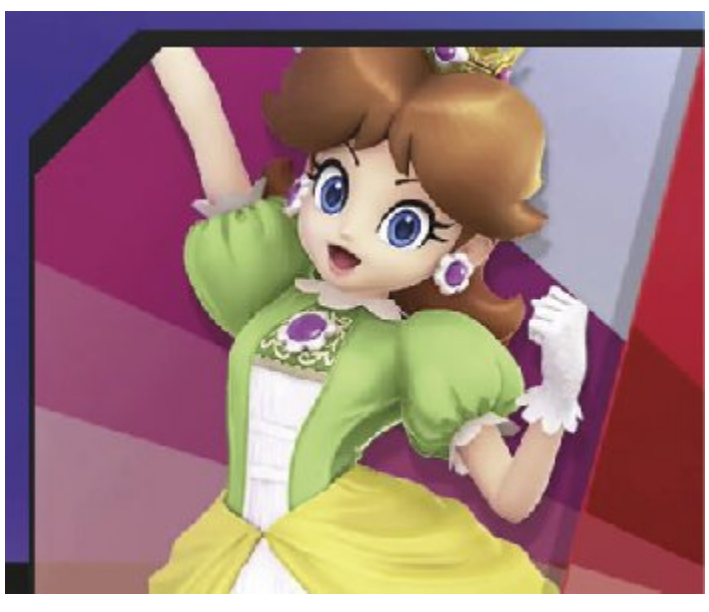


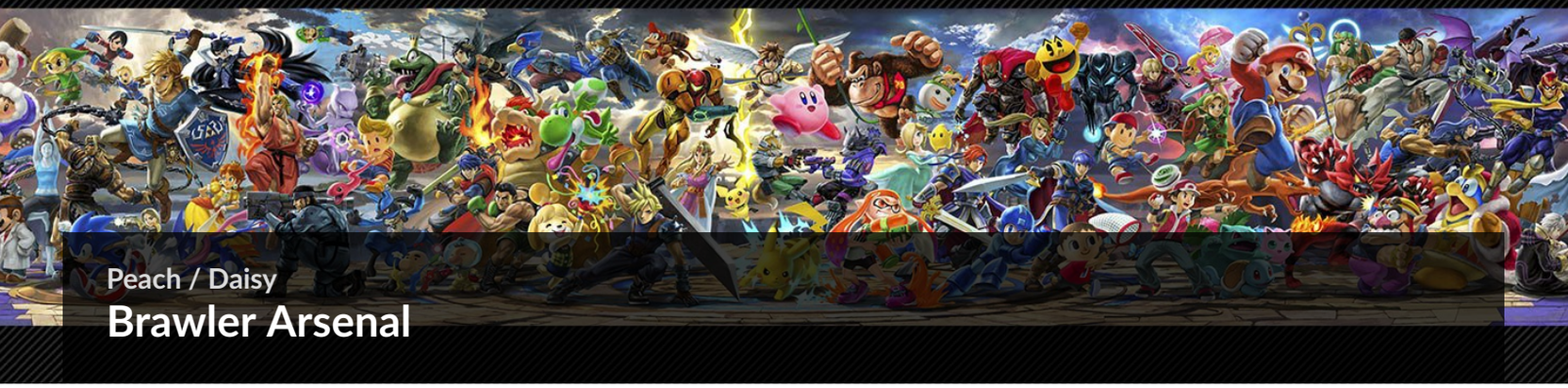












Peach / Daisy

Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2	—
Neutral attack 2	3	—

A quick two-hit combo available to both Peach and Daisy. The first hit is as fast as any attack in the game, great for beating challengers to the punch in point-blank scrambles, or for retaliating after dropping shield. Having a near-instant basic attack synergizes well with Daisy and Peach's fast movement speed and grabs. The only caveat is that this one-two sequence does low damage.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	4, 6	—

On a run, the princesses can attack by jutting both arms straight forward, then spreading them wide. The initial double-arm jut and the arm spreading are two different attacks, which combo into each other naturally. Dash attack allows quick attacks to the side, and follow-ups after launching moves and throws that knock the enemy away low, around ground level.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	8	Launches foe into potential juggle position.
Up tilt	10	Max damage on heart/daisy. Launches foe into potential juggle position.
Down tilt	7	Launches foe into potential juggle position.

SIDE TILT

This slick high kick has good reach and launches victims into a tumble, creating a great opening for a juggle follow-up. The kick does the most damage at the foot, and less farther up the kicking leg. It's not notably fast, though not as slow as most smash attacks either.

UP TILT

This all-purpose up tilt punch is quite useful. It strikes way above the princess crowns with a gorgeous symbol (for Peach a heart, for Daisy a…daisy), striking safely overhead. Rare for an up tilt attack, it also strikes on both sides around the princess (though for a bit less damage). It's good quick anti-air versus short hops and falling enemies, and a tool for starting and perpetuating juggles.

DOWN TILT

Either princess crouches with a sweeping kick. This low-profile attack has decent reach, and always trips the victim up into a comboable tumble. At low percentages you can side/up tilt or side/up smash immediately, then chase your target with jumping strikes. Against more battered challengers, you'll have to jump after them right away after sweeping.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	15-21/18-25.2/13.5-18.9	Neutral = golf club. Up = frying pan. Down = tennis racket.
Up smash	17	Most damage on raised hand. Surprisingly good lateral coverage for up smash.
Down smash	3x6, 4	—

SIDE SMASH

Either princess swings with a variety of blunt instruments. The royals come equipped with a surprising selection, offering different ways to beat up opponents.

Input standard side smash (tapping straight left or right) for a golf-club swing. Of the attacks, this is not only the easiest to consistently produce, but also has the best hitbox by far (it's less like swinging a golf club and more like swinging a big watermelon wedge).

For a frying-pan swing, start side smash, then immediately hold up on either stick (control and C-stick both work for selecting alternate weapons, a handy tool to remember to improve consistency). This attack has the smallest hitbox (pretty much conforming to the pan), but swats the victim up into the best tumbling position for you to jump after them with juggle attempts.

Finally, for a tennis-racket slice, start side smash, then hold down on either stick. Nailing someone with the tennis racket sends them sailing far and low. It's the worst for chasing and juggling a foe, but the best when they're backed to a ledge.

When charging side smash, it's easy to select the desired weapon every time; charge side smash, then wiggle one of the sticks up and down, and you'll see the princess quickly swap between options before swinging. Getting the weapon of choice during quick, uncharged side smashes requires you to start side smash, then immediately hold up or down. Like with some run-and-pivot maneuvers, you might find that using separate controls for this can make it more consistent than trying to do it all on the control stick (like, for frying pans: smash with a control stick flick, then hold the control stick up, or smash with the stick plus Attack, then hold the control stick up).

UP SMASH

This is a harder-hitting version of up tilt, dealing heaviest damage with a centered hit above the princess, inside the luminous heart/daisy. Strike someone above with the center of the symbol for the best launch potential. They'll be in position for you to either follow them up to try for further hits, or to watch them tumble down, looking to juggle with more anti-airs.

The sides of up smash offer decent coverage to either side of Peach or Daisy. Damage is highest above, on her hand, a bit less around the head, and least to either side. For pure anti-air purposes, up tilt is still better, since it's quicker and has a bigger hitbox above Peach's/Daisy's head.

DOWN SMASH

Peach and Daisy drop to the ground for a tripping spin kick. Down smash hits to both sides six times, offering good coverage. The finishing kick then flips the victim away at a low angle, like the tennis-racket variant of side smash. Depending on how the victim is blended up by the repeated kicks, they can be launched to the front or back of the princess.

Having several quick hits to front and back makes down smash useful in a number of different scenarios. It can hit multiple enemies at once on both sides, and it's good for chipping at shields, thwarting defenders trying to dodge-roll past, and edge-guarding.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	2, 8	Forward throw.
Back throw	2, 9	Backward throw.
Up throw	2, 6	Launches foe into potential juggle position.
Down throw	1, 7	Bounces victim off ground behind princess.

GRABS

Peach and Daisy put the trusty concierge Toad to use with their grab attacks, just like with their neutral special countermove. After the princess snags the defender with her grab animation, Toad joins in for the follow-up attacks or throws. Peach and Daisy have quick grab speed, not the very best but not far from it, which jives well with their superfast neutral attacks and dominating short-hop air pokes.

With a Vegetable in hand, immediate grabs aren't possible. One option is to throw the turnip straight up before immediately going for a grab; this has the benefit of potentially protecting Peach/Daisy if the grab misses. If the grab works, using a down or up throw will actually bounce them into the Vegetable off the throw, leaving them vulnerable to even more hits if you act fast!

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	13	Damage decreases after initial frames.
Forward air attack	15	—
Back air attack	12	—
Up air attack	4, 6	Launches foe into juggle position.
Down air attack	2x3, 5	Last hit launches foe into juggle position.

NEUTRAL AIR ATTACK

Peach and Daisy spin quickly with both arms outstretched, the action resembling a horizontal propeller tipped slightly forward. Anyone hit by the whirling arms is swatted away too quickly for subsequent twirls to catch them. Though it might look like a multi-hit attack, it's more like an attack that's periodically active. The first twirl of arms deals full damage, and the rest are basically halved. This is the quickest attack for the princesses in midair, with good coverage in front and a bit above and behind. This makes it the best in midair scrambles when you're not quite sure where threats will end up, like when flipping out of a tumble. But when you have time to line up an attack, forward air attack and down air attack are more potent.

FORWARD AIR ATTACK

Peach and Daisy swing forward with a big hooking crown slap, potentially while moving a long distance forward in midair. The princess deals max damage with her hand holding the crown, with a bit less damage dealt farther up the swinging arm. The attack hits first at an upward angle before arching forward. There's momentary downward coverage at the end of the attack, but it's not an attack intended for aiming at stuff just below. It's great for attacking other airborne fighters air-to-air, for short-hopping at standing defenders, and to use as a pseudo ground attack while floating very low.

BACK AIR ATTACK

Daisy and Peach lunge backward in midair, their signature symbols highlighting the impact point of the body bump. Like a lower-powered version of Peach/Daisy Bomber, without the far lateral trajectory. The hitbox on this move is like a cannonball over the back of the princess, hitting a big area but only to her back.

This air attack is laggy hit or shielded and hard to follow up. Your main use of it is likely to be reactionary, because someone approaches from behind while you're airborne. When facing your quarry, forward air and down air are better attacks.

UP AIR ATTACK

Peach and Daisy do an upward double-wave, leaving rainbow trails with their back-to-front swipes. If the first swipe hits, the second will combo, with the second hit the stronger of the two.

This excellent air attack covers all upward angles, and is great for jousting air-to-air with brawlers above, or for continuing juggles. For example, after popping someone up with a low-floating down air attack, you can float forward and catch them with both hits of up air. And with Vegetable in hand, against someone high above, you can throw the turnip upward, then jump and up air to supplement it.

DOWN AIR ATTACK

This four-hit stomping air move is one of Peach and Daisy's signature attacks. The initial three hits deal a bit of damage, followed by a fourth hit that pops recipients up into a vulnerable position. Whether they're popped up behind the princess or in front of her depends on where the final attack connects. Aim to hit cleanly with just her kicking leg to launch them forward, ready to be carried farther upward with up air attack or Peach/Daisy Parasol. If the final hit strikes farther back, like with the princess's hip, the target will be bounced up behind her. Try to aim for the clean bounce to maximize the reward for successful down air attacks.

Because down air is four consecutive kicks, hitting them all during a jump's normal arc isn't really practical. But down air syncs up perfectly with her floating ability to make the princess into a veritable aerialist.

You can short-hop with down air and keep holding Jump for a rising attack that naturally becomes a short-hop-height float. To attack even lower, essentially repurposing down air as a grounded attack, start a one-inch float by tapping down while holding the Jump button first, then execute the move. This is powerful kicking at foes both midscreen and around stage edges. A low-floating down air attack aimed just over a ledge can potentially interrupt someone's last-gasp grasp.

Higher in a jump (or similar airborne interval), you can choose where to float by tapping down and holding Jump (the down tap stops you from using up your double jump first, if you still have it). This lets you precisely aim down air stomp kicks at any altitude. Floating left or right dragging repeated stomp kicks just over targets requires finesse, but is a powerful tactic at all heights.

SPECIAL MOVES

SPECIALS

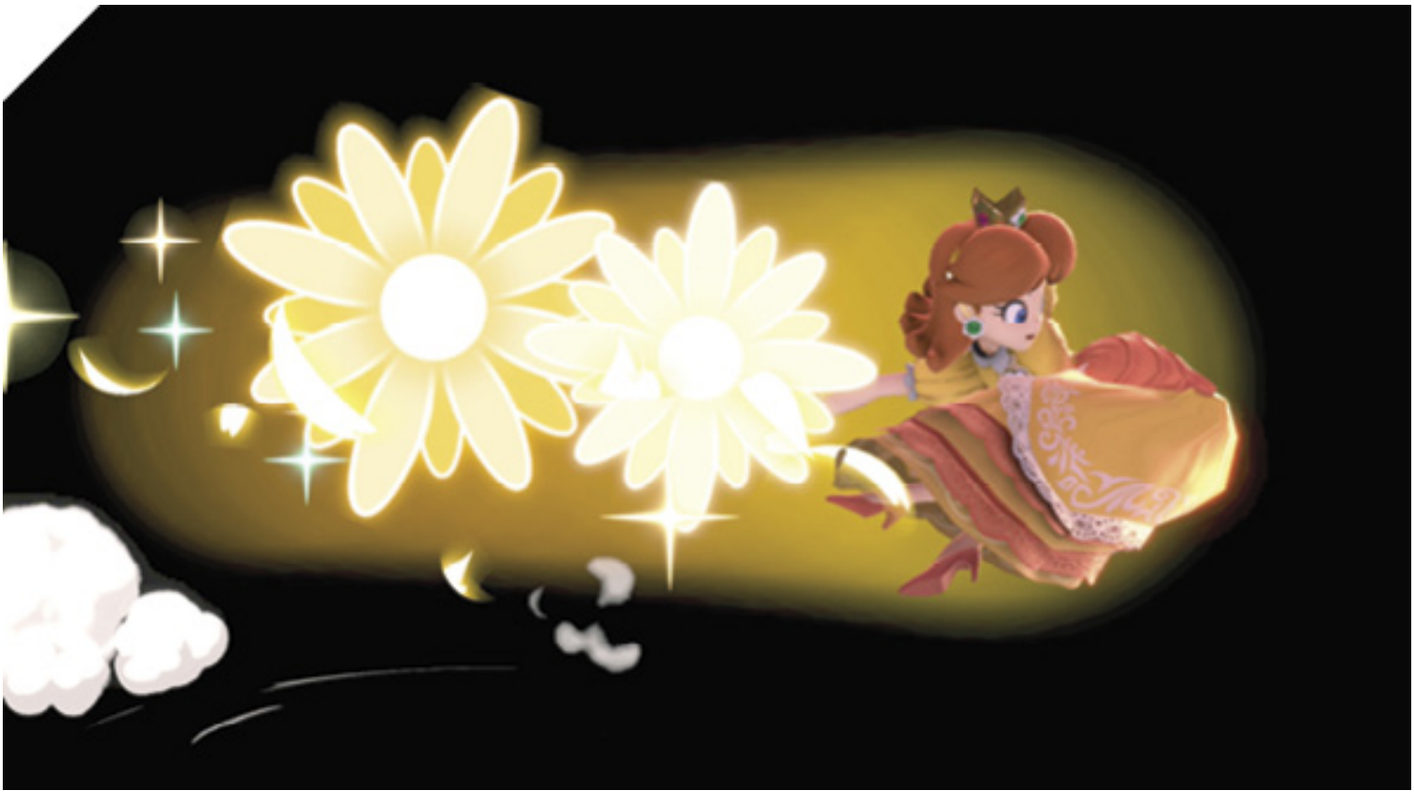
MOVE	DAMAGE	NOTE
Neutral special	3.5x6	Countermove. Activates if opponent strikes Toad.
Side special	12	Bounces off on contact.
Up special	3, 1x4, 4	2 damage from parasol while drifting afterward.
Down special	8.6-33.8	Pulls turnip. Variable results.

NEUTRAL SPECIAL: TOAD

Peach and Daisy briefly hide behind their trusty old friend, Toad (a different Toad for each princess), who steps in to serve as a shield. While Toad is flashing, any incoming attack causes him to retaliate with his countermove, a cloud of poisonous spores that can repeatedly hit anyone in the way.

Toad counter can be used on the ground or in the air. Using Toad in midair slows falling momentum. Beware that opponents expecting lots of Toad counter attempts can just wait for Toad to appear, then roll through Toad to punish the princess.

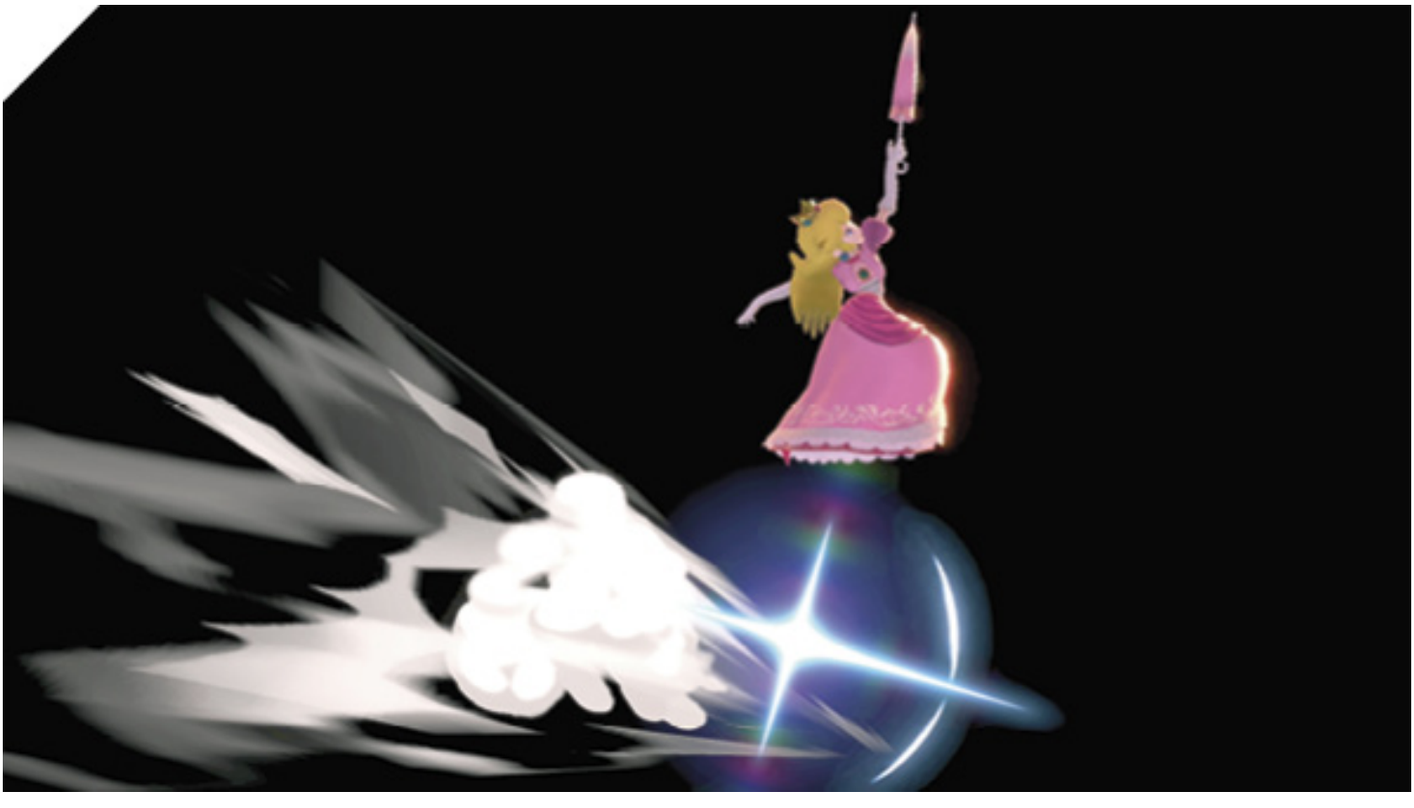
SIDE SPECIAL: PEACH/DAISY BOMBER



Her majesty rockets sideways suddenly, trailing multicolored hearts or daisies. Aside from Vegetable tossing, side special is Peach and Daisy's fastest long-reaching attack. Anything she smacks into gets knocked away by the speedy hip bump, while the princess bounces off into an airborne state. She retains whichever jumping options saved during the airborne period. Nail someone with Peach/Daisy Bomber on the ground, and it's just like jumping—you have a double jump and float to work with. When jousting with side special against airborne targets, it depends on whether you already used up the double jump or float before the bounce.

Aside from the obvious direct-attack use, Peach/Daisy Bomber is yet another option for her majesty's elite recovery game. Between her quick speed, floating ability, Peach/Daisy Parasol lofting and gliding, and Peach/Daisy Bomber's far lateral travel, the princess has many options for returning to the stage without being obvious about her trajectory.

UP SPECIAL: PEACH/DAISY PARASOL



The princess springs upward with a powerful parasol punch, launching anyone in the way quickly upward with heavy knockback. After she ascends behind short-jump height, the extended parasol can catch anyone in the way for a few weaker hits, before the parasol's opening caps it off. After the parasol is opened, the princess glides back down to the ground, falling speed greatly reduced. To fall faster, tap down to collapse the parasol; tapping up again reopens it, slowing fall speed again. Altering speed while steering left and right can help the princess be less predictable falling back down. As a small added bonus, the deployed parasol is actually an attack, inflicting 2 damage on anyone hit by it.

Peach/Daisy Parasol can score the full number of hits on a juggle, but tends not to unless you hit an opponent who's slightly higher than Peach or Daisy (like after popping them off the ground with a close-range up tilt).

DOWN SPECIAL: VEGETABLE

Standing on solid ground, Peach and Daisy pluck a huge turnip from the ground, Super Mario Bros. 2-style. Armed with a fresh Vegetable, the princess has offensive and defensive item options even in tournament-style modes with items disabled. Now inputting Attack or Grab tosses the turnip. Tap the control stick in the desired direction at the same time to increase the toss's speed, distance traveled, and damage.

Turnips can be used as basic projectiles, but they excel used as aggressive first options when going after opponents. The princess can act again almost immediately after hurling a Vegetable, and she can throw it horizontally or vertically. Coupled with her air mobility and attacks, she can create all kinds of combos and follow-ups by chasing in after a turnip she's just chucked. For example, a lateral turnip throw chased by Peach/Daisy Bomber (side special), or a vertical throw chased by Peach/Daisy Parasol.

Vegetables have defensive uses too. Pull one up and throw it straight up in the air; what goes up must come down, so anyone approaching you has to account for the delayed threat of the turnip returning to earth. You can even catch the defensive turnip before it lands if no one interferes, whether to toss it up preemptively again or to shift gears and go after foes, preserved Vegetable in hand.

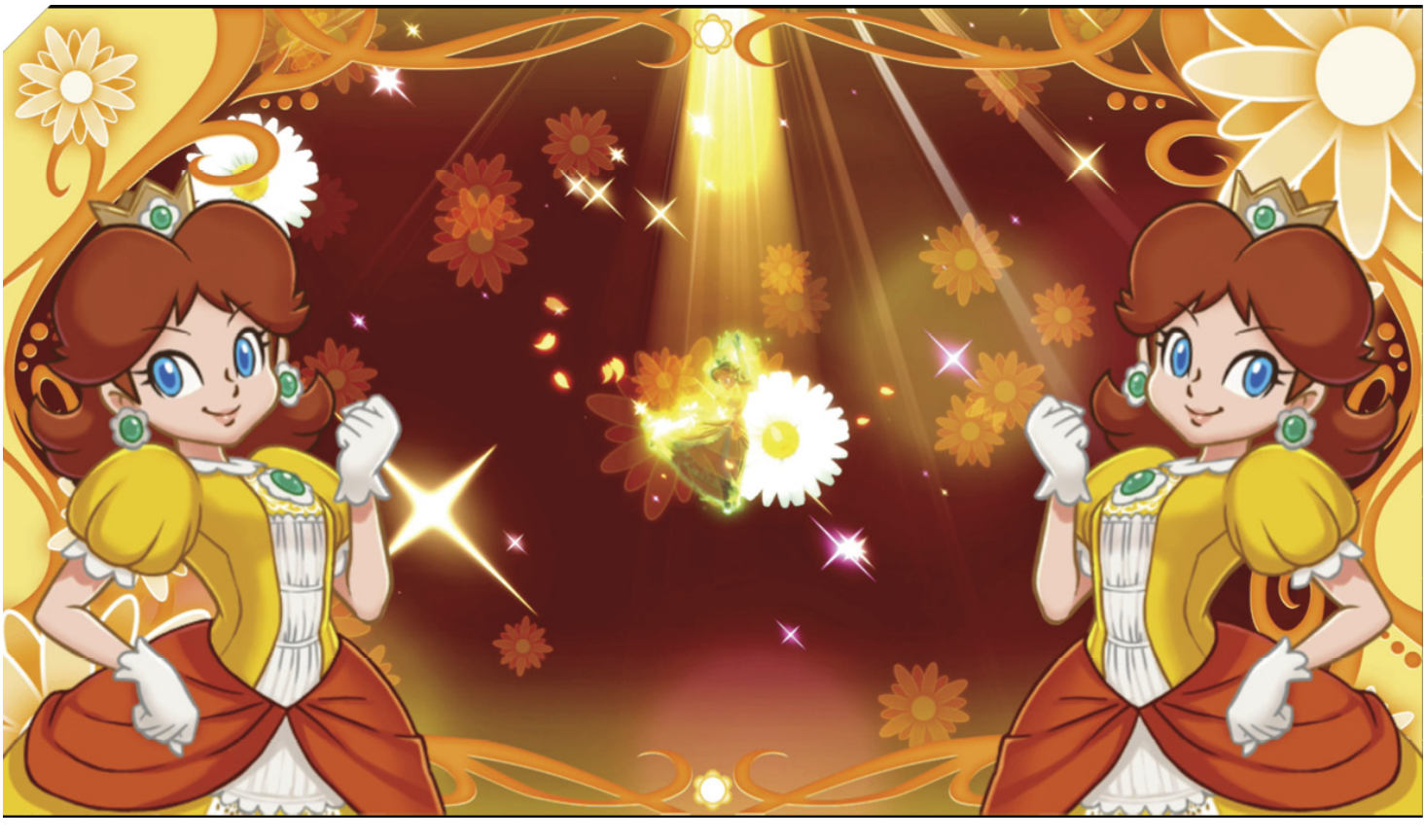
Tapping Grab with the control stick in neutral drops the turnip without throwing it, which can be useful done on purpose far above foes. You can drop the Vegetable like a bomb from double-jump height, falling with it or beating it to the target with fast fall. Or, against someone trying to recover from far below a ledge, you can stand above them and drop turnip after turnip off the edge.

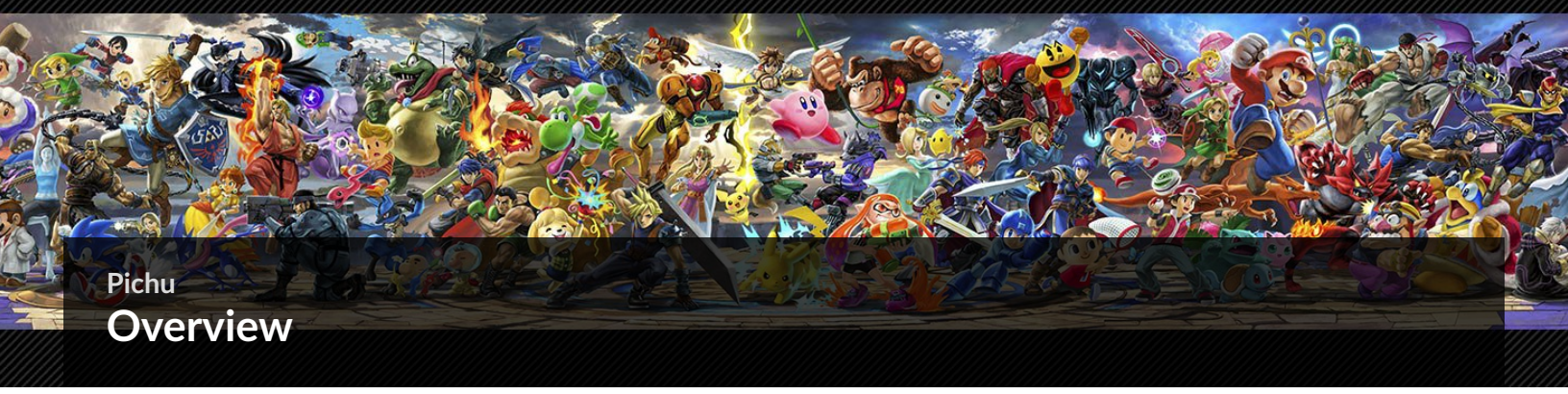
Whether dropping a turnip from high altitude or throwing it straight down, an advanced tactic is to drop/toss a Vegetable straight down before plummeting alongside it. This can be used for both attacking and defending. Whether using the turnip as a spearhead or a moving shield, you can catch it again before it hits the ground to keep it alive.

There are all kinds of turnips, with different adorable faces. The faces tip you off to how powerful a turnip will be. The most powerful have double wrinkly squinting eyes on both sides, and deal tremendous damage with tapped smash throws. Double-pinprick-eyed specimens are also strong. When plucking Vegetables, there's a low chance the result will be a Mr. Saturn or Bob-omb item! If you happen to score a Bob-omb, that's the highest-damage option, obviously.

FINAL SMASH: PEACH/DAISY BLOSSOM

The princess dances in place while a rain of peaches or daisies saturates nearby territory, and can be acquired to recover health. Anyone too close to the princess takes damage while being put to sleep, as though Jigglypuff's beautiful singing voice had wafted into their ears! Aside from falling asleep, anyone afflicted also takes heavy damage. The closer to Peach or Daisy they are when this Final Smash is activated, the harder they're hit. And that's not taking into account whatever rude awakening royalty decides to dole out!





Pichu

Overview

Pichus are pre-evolution Pikachus. A lot of what will become Pikachu's sparking toolkit is seen in nascent form with Pichu. Pichu is learning to harness electricity still and hasn't yet mastered it. This means that some of Pichu's attacks are stronger than Pikachu's, but also that some of Pichu's moves backfire a bit, hurting the baby Pokémon with every use.

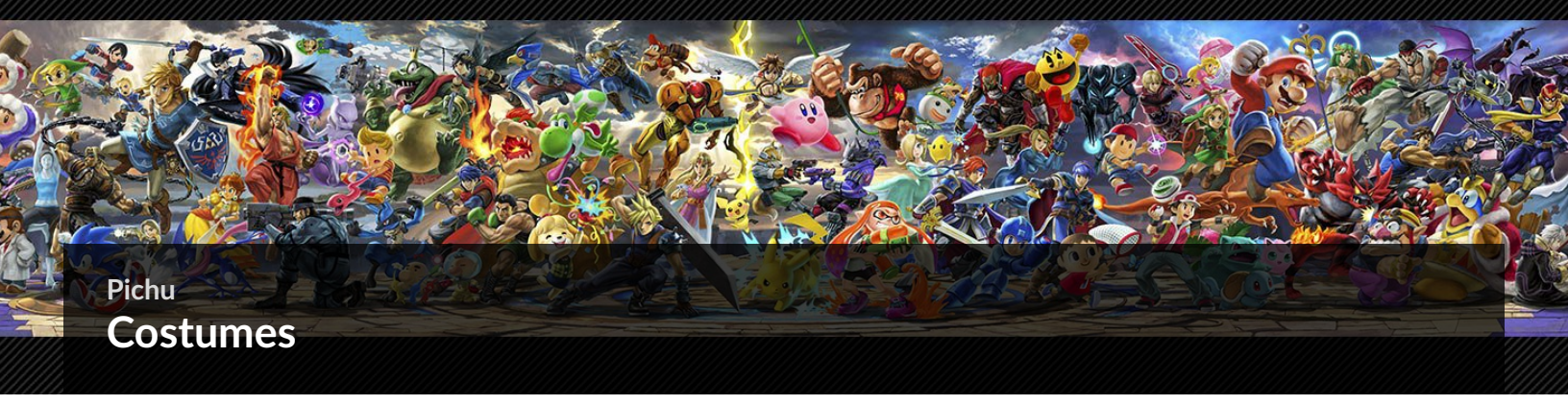
Pichu hurts itself during side tilt, side/down smash, front throw, front/back/down air, and all special moves. This means it's best to form a core game plan around the moves that don't hurt Pichu: up/down tilt, up smash, neutral/up air, and throws that aren't front throw. Luckily, these attacks are fantastic, and poking with down tilt goes well with using a forward crawl to move in low under some shots and attacks.

Be choosy when using the attacks that hurt Pichu. Sure, you have to use Skull Bash and Agility for recovery at times, but don't do so cavalierly. And using a painful normal move should be for a good reason (like that down smash can knock away onrushers on both sides, or that down air attack can spike targets down).

PICHU VITALS

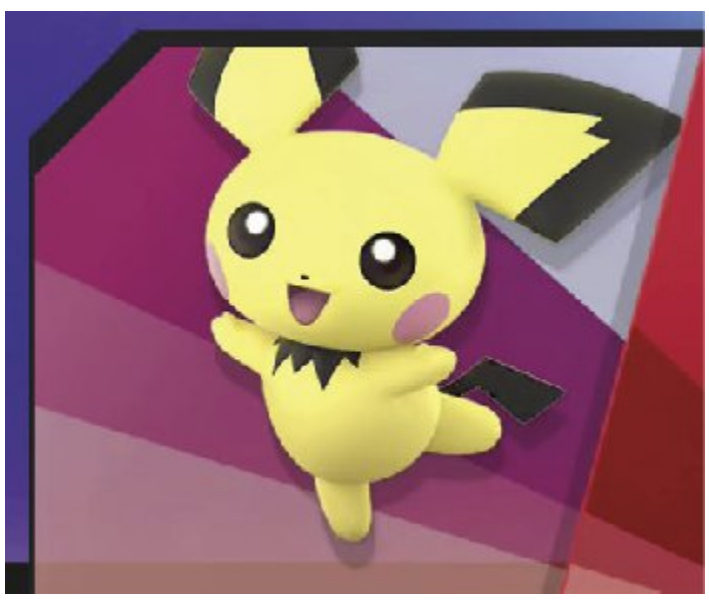
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	Yes
Tether:	No
Wall jump:	Yes
Wall cling:	No

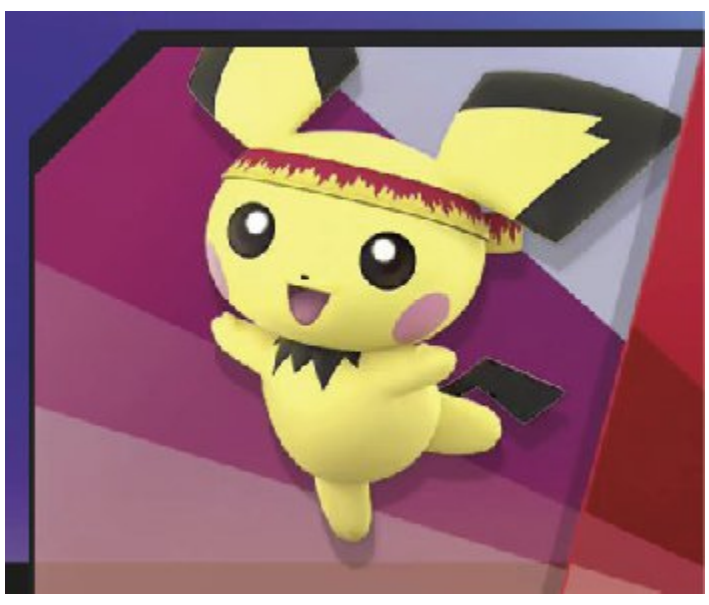
MOVEMENT RANKS	
Ground speed:	B+ (11)
Air speed:	C (45-47)
Falling speed:	A (5)
Weight:	F- (76)

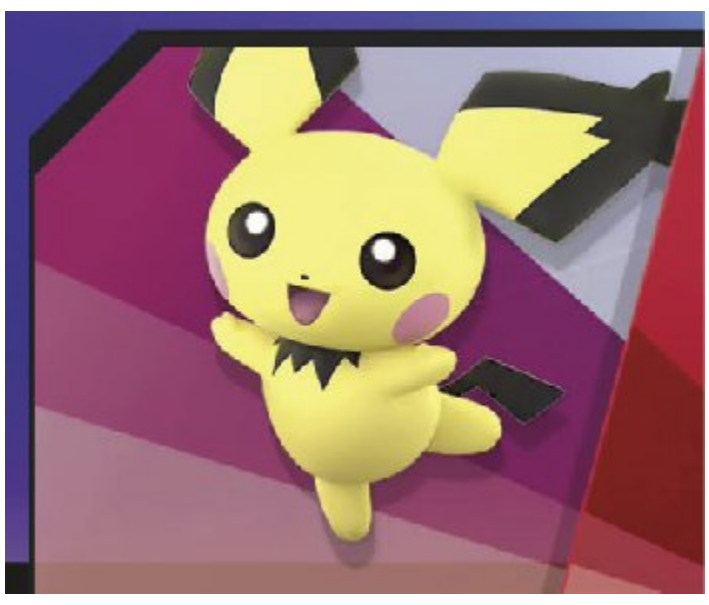


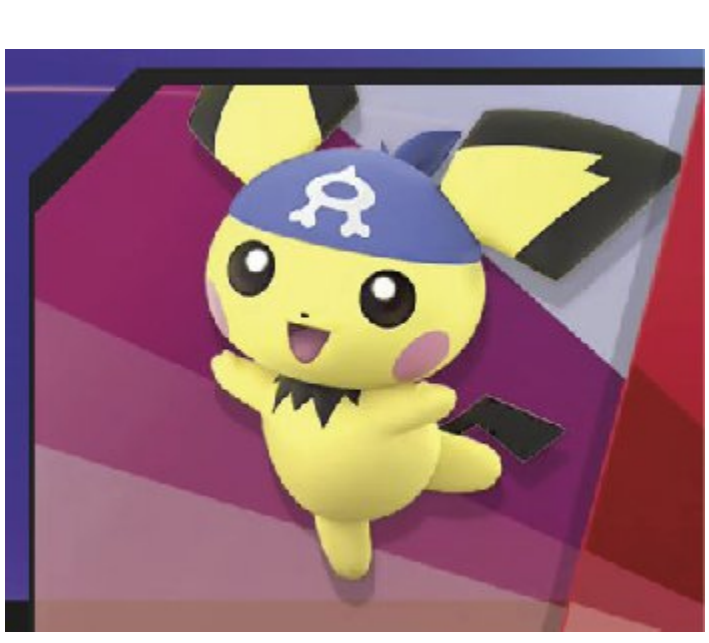
Pichu

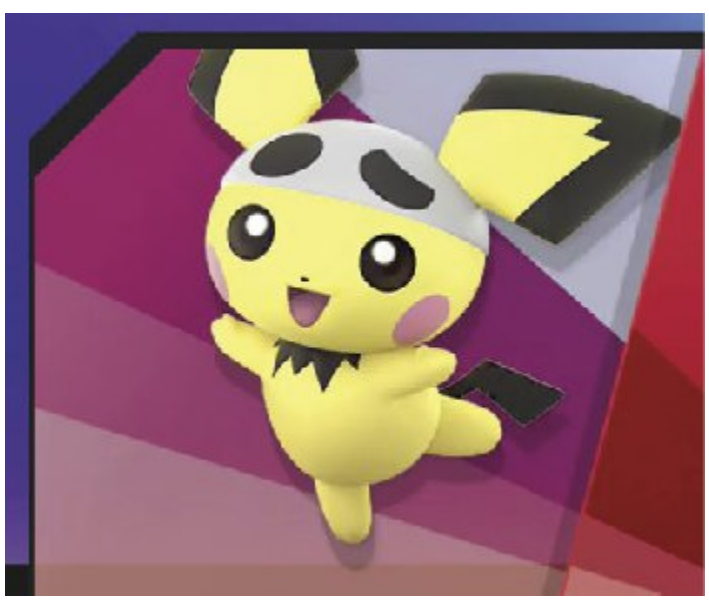
Costumes

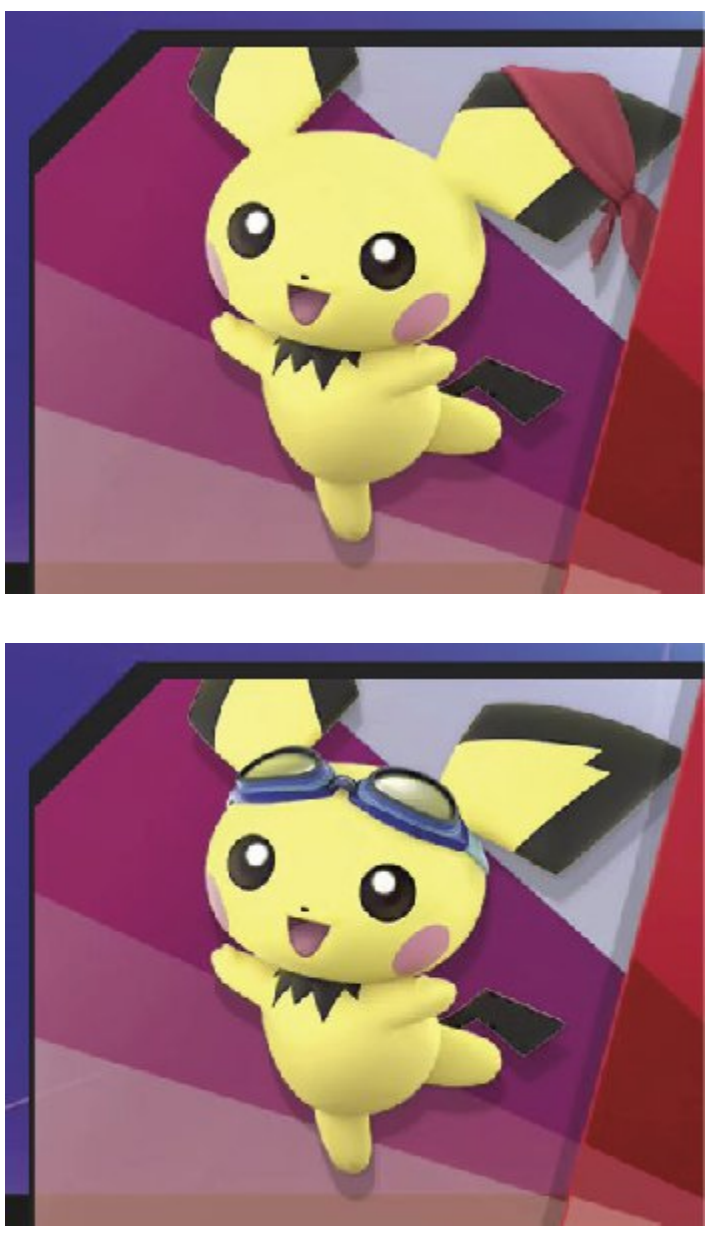


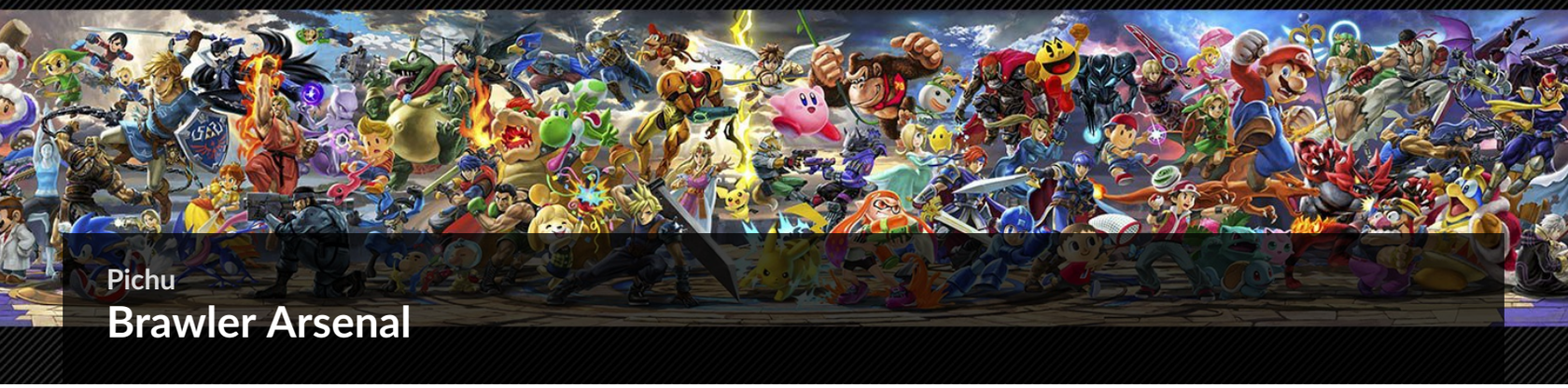












Pichu
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

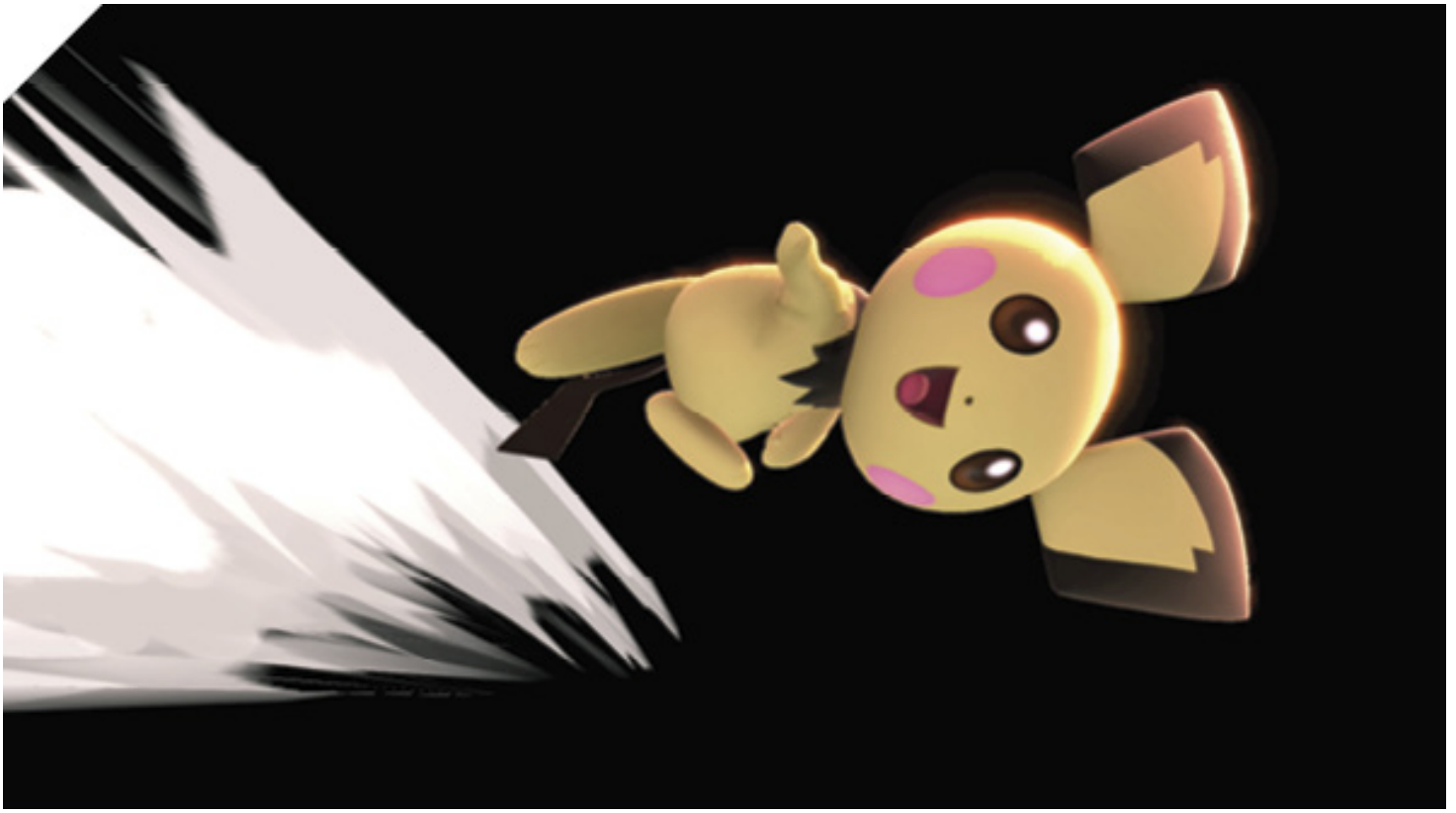
NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack	1.2	Hold for continuous attacks.

For Pichu's neutral attack, the pint-sized Pokémon emulates Pikachu, jabbing at close range with its head. Like with Pikachu, this neutral attack is among the game's fastest, just short of Little Mac in the top spot. There's only one neutral attack for Pichu, which it repeats in a blur as long as you hold down the button. You can score up to a five-hit combo just holding someone at point-blank range with repeated neutral attack headbutts, dealing 6% damage and leaving them at the edge of grab range.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	8	—



Pichu emerges from a dash or run with a sideways rushing headbutt. It does a little more damage if you hit with the beginning of the headbutt, but any dash attack hit knocks challengers into a position where Pichu can hit them again right away.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	8	0.7% damage to Pichu.
Up tilt	5	Pops foes into potential juggle position.
Down tilt	6	Pops foes into potential juggle position.

SIDE TILT

Pichu plants its hands to strike with a quick, shocking double kick directly in front. The range is short, but the speed is excellent. The double kick doesn't combo with itself, side tilt can only hit each enemy once, but it does give the attack a lengthy active period. Challengers with low-damage percentages are tripped up and temporarily stunned by the electricity; at higher percentages, side tilt knocks them away. Pichu takes a small amount of damage every time this attack is used.

UP TILT

Pichu's little tail flips over the top, hitting backward first, then up and over. The main use is for anti-airing enemies and perpetuating combos. For example, after hitting someone with down tilt up close at low percentages, you can almost always score two up tilts quickly before chasing them into the air for another hit. The attack gives some coverage in front at the end, but is too slow to hit to use it this way effectively on purpose. If up tilt DOES hit someone up close in front at a low percentage, Pichu can capitalize with some great combos, like up tilt, down tilt, up smash, then a juggle attempt with air moves or the Thunder special.

DOWN TILT

With a low forward tail whip, Pichu pops up anyone nearby for an immediate combo. The speed is respectable for a down tilt, but not extraordinary like with side tilt. As with Pikachu, this move is given extra power thanks to Pichu's crawling ability. You can crawl forward under many short-hopping attacks and projectiles that bigger brawlers would have to deal with, then sweep with down tilts once in range.

A successful down tilt can lead immediately to up tilts and up smashes at low percentages. From a point-blank down tilt, you can usually juggle up tilt twice before pursuing in midair.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	2x5, 8-2.8x5, 11.2	1.5% damage to Pichu.
Up smash	14-19.6	Pops foes into potential juggle position.
Down smash	1.5x4, 8-2.1x4, 11.2	0.8% damage to Pichu.

SIDE SMASH

The tiny Pokémon juts its head forward and unleashes a close-range sparking flurry (inflicting a little damage against itself in the process!). If this hits anyone, it pulls them into a brief electric blender before they're kicked away with strong knockback, even if they haven't taken any damage yet.

The range is short and the windup on the attack is long (for Pichu), but the results on impact are great. If the enemy blocks, it even goes a decent way toward shattering their shield.

UP SMASH

Pichu whips its whole body forward in an upward-aimed headbutt. The hitbox is mainly around Pichu's big head and ears, but its body has a hitbox too, which is only likely to be useful if you're standing on top of a soft platform aiming at someone above just as another fighter tries jumping into Pichu from underneath with up air attack (or something).

Both up smash and up tilt cover roughly the same area, mostly intended for aiming up, with different characteristics. Up tilt is faster to hit in back, before rotating forward. Uncharged up smash doesn't hit behind Pichu as fast as up tilt, but it rotates to hit in front faster! You still shouldn't think of up tilt or up smash as staple attacks for aiming in front of Pichu, but they're worth remembering.

DOWN SMASH

Pichu spins low to the ground, sparking furiously and hitting both sides. Hitting someone pulls them in and shocks them several times before punting them in the direction Pichu faced when starting the move. Since down smash hits both sides simultaneously with decent speed, the only consideration when aiming this attack is which direction you want foes to end up. Face the stage edge you're pushing them toward before activating the attack. Pichu takes a little damage each time this attack is used.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	1.5x4, 6	Forward throw. 0.5% damage to Pichu.
Back throw	9	Rolling backward throw.
Up throw	5, 5	Launches foe into potential juggle position.
Down throw	4, 4	Bounces foe into potential juggle position.

GRABS

Pichu grabs quickly, just short of the fastest grabs in the game. This grab is actually faster than Pikachu's by a hair. Its range, as you might expect, is small, so you need to dash right up next to throw candidates, or grab them after a few neutral attack hits up close.

For front throw, Pichu shocks the victim on its back for a second before flicking them forward, potentially hitting anyone else right in front too. Pichu takes a tiny amount of damage from this throw, but not the others. During back throw, Pichu rolls backward before the toss, almost like Ken Masters of Street Fighter fame. For up throw, Pichu headbutts the victim straight up in the air, in position to try juggling them after. At higher-damage percentages, nothing is guaranteed, and you just have to try to catch them as they float down. Down throw offers more guaranteed combo follow-ups, with Pichu bouncing foes off the ground at low altitude directly in front.

AERIAL ATTACKS

AERIALS

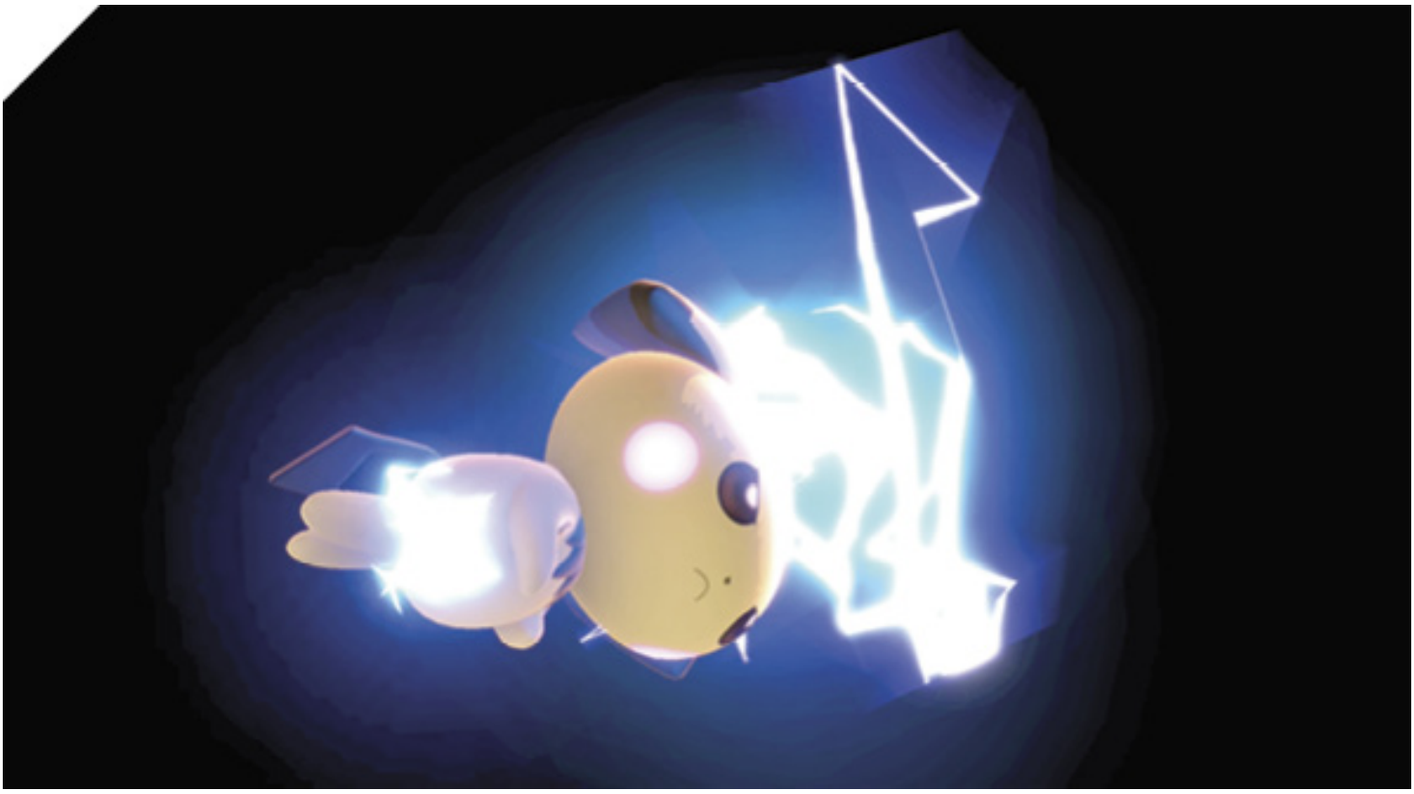
MOVE	DAMAGE	NOTE
Neutral air attack	7	Max damage early in attack.
Forward air attack	3.5x4	1% damage to Pichu.
Back air attack	2x5, 2.5	1% damage to Pichu.
Up air attack	4	—
Down air attack	13	4 damage on landing. 1% damage to Pichu; extra 0.5% damage if attack hits ground.

NEUTRAL AIR ATTACK

Pichu pinwheels into three rapid forward flips, hitting all the way around as it spins. Neutral air attack is one of the fastest-hitting air attacks in the game and lasts for a long time, almost half a second! This makes it great for jousting with enemies air-to-air or sticking it out early above foes before fast-falling into them with later active frames. Despite the spins, this isn't a multi-hit attack, and only hits any given enemy once. This isn't a disadvantage for the move; it means Pichu can deliver the attack's full damage without needing to worry about scoring a hit at the right kind of angle.

With its speed, active period, decent damage, and that fact that it doesn't hurt Pichu to use it, neutral air attack should probably be your most-used maneuver with the baby mouse.

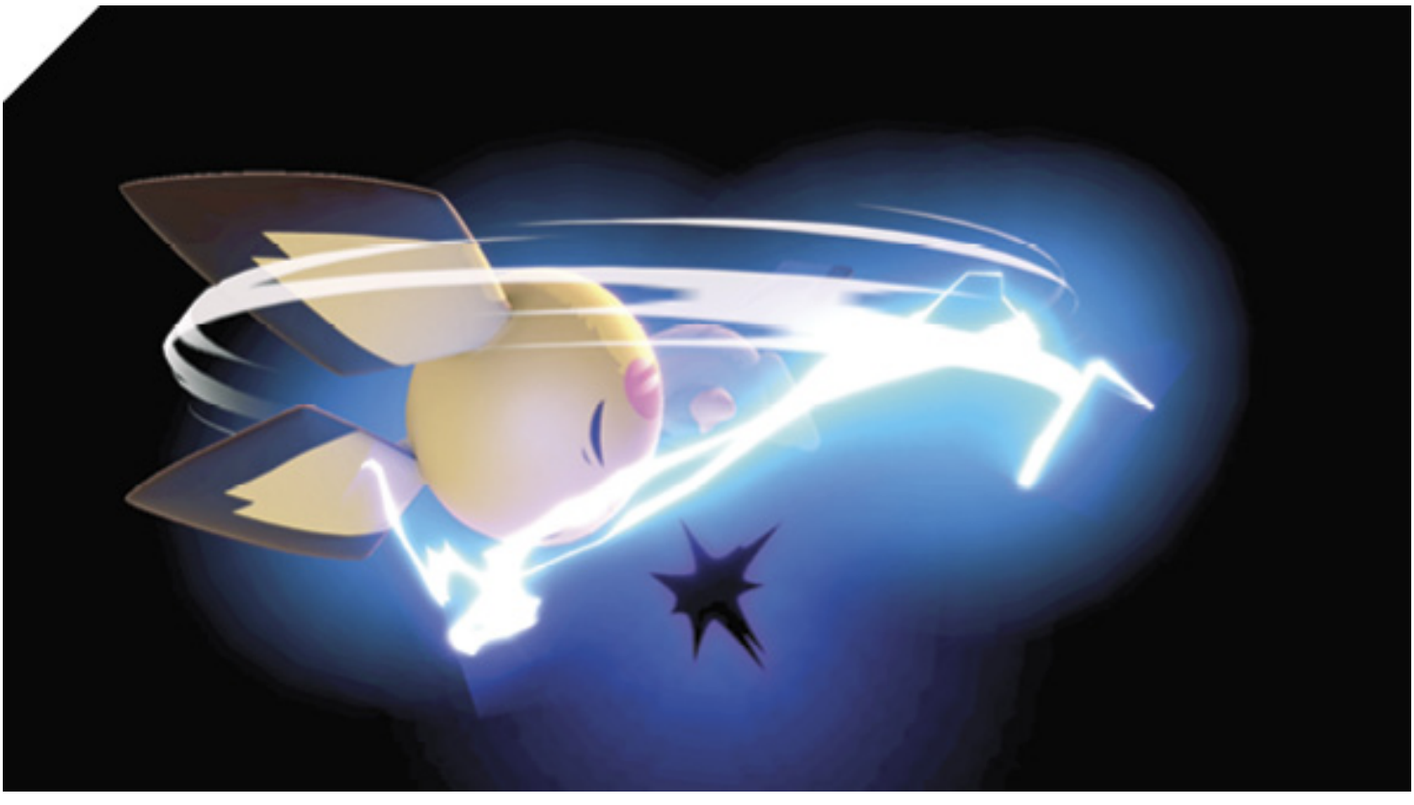
FORWARD AIR ATTACK



Flying through the air, Pichu jabs forward with its head four times quickly, while taking a little damage itself in the effort. The initial hit is slow for a Pichu move, so if you need something on short notice, lean toward neutral/up/back airs. If an enemy eats forward air attack, they'll be drawn into the hits and launched forward at the end. Depending on stage position, you might be able to double-jump and go for a jump, or land and run forward in attempt to catch your target.

If using forward air attack to aggressively chase enemies on the ground, short-hop forward with forward air attack and make sure to fast-fall halfway through, dragging the final hits down toward the ground to land faster. If a standing enemy is popped up and punted forward by this, you can usually dash and catch them with a dash attack before trying for more air hits.

BACK AIR ATTACK



Pichu spins toward its back while sparking with electricity, dishing out more hits for a longer period than its other multi-hit moves. Back air hits very quickly, not quite as fast as neutral air attack but barely behind, and the active period of back air is only exceeded by neutral air attack.

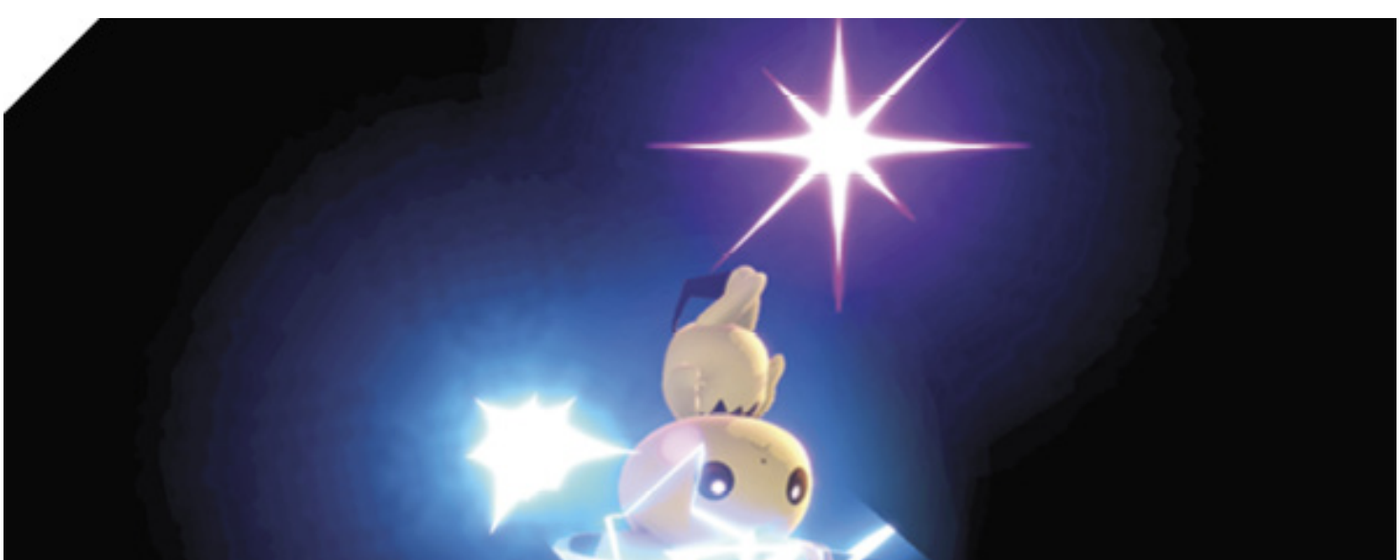
Back air attack stays out long enough to sync perfectly with a backward short hop. Using it this way hits against close ground-level foes with about the same speed a typical tilt attack, but with higher potential damage payoff and less-predictable follow-ups.

UP AIR ATTACK

Pichu flips forward while airborne, hitting from up-back to up-forward with its tail. The initial hitbox is active just as quickly as neutral air attack's, though aimed up and away. Jump and chase after high-altitude enemies from underneath with this attack, or poke at people standing on soft platforms above. If you come up under someone with jumping up air and have a double jump available, you can often double-jump with neutral air attack right after for a short combo.

Although up air attack is aimed upward, Pichu is so small and the attack is so fast that it's also an effective jump-in against challengers on solid ground. Jump in with up air at the last moment just before landing. A hit in this situation pops them up right near Pichu, assuring a chance for follow-up hits.

DOWN AIR ATTACK



The tiny Pokémon flips upside down in midair, aiming straight down with an electrified headbutt. As with Pikachu, Pichu causes an extra secondary hit if this is done low to the ground, just before landing (this also adds an extra 0.5% to the damage Pichu inflicts on itself). If down air attack plunges into a target, then hits the ground, the resulting two-hit combo knocks them away. If you dive-bomb with down air and slightly miss a standing foe, this impact hit might knock them away even if the main headbutt misses.

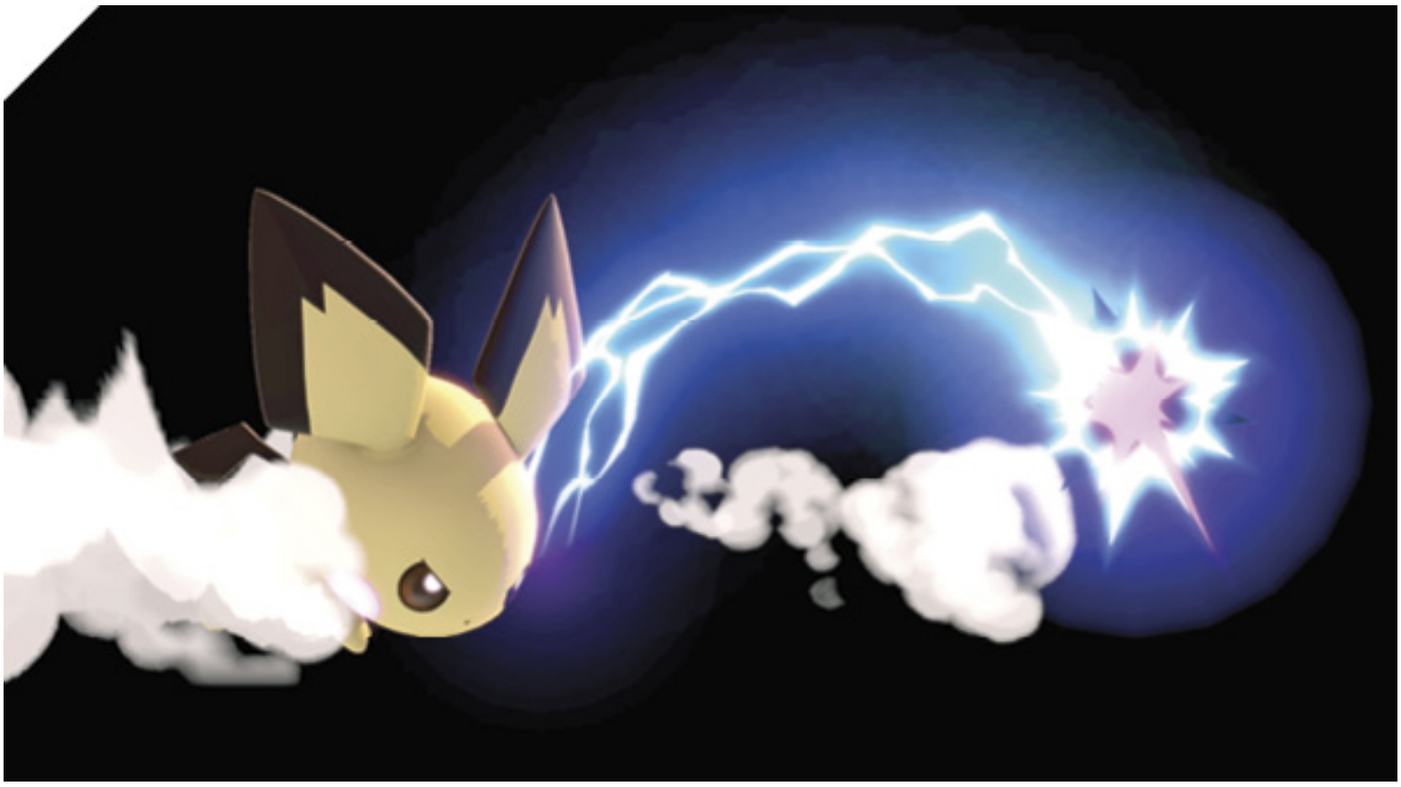
When used against foes in midair, down air spikes them at mid-damage percentages or higher. When chasing enemies offstage and trying to prevent them from recovering, getting above them and striking with down air is ideal. Use the C-stick to execute down air without risking an inadvertent fast fall in that kind of situation.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	7	0.4% damage to Pichu.
Side special	4/7.9-33	Charge for more damage; smash-style input for free pre-charge. 1.5% damage to Pichu.
Up special	0	After input, hold two separate directions for zipping moves. 0.6% & 1.4% damage to Pichu.
Down special	4/14	Damage increases if bolt hits Pichu. Intangible while being struck by lightning. 3% damage to Pichu on lightning hit.

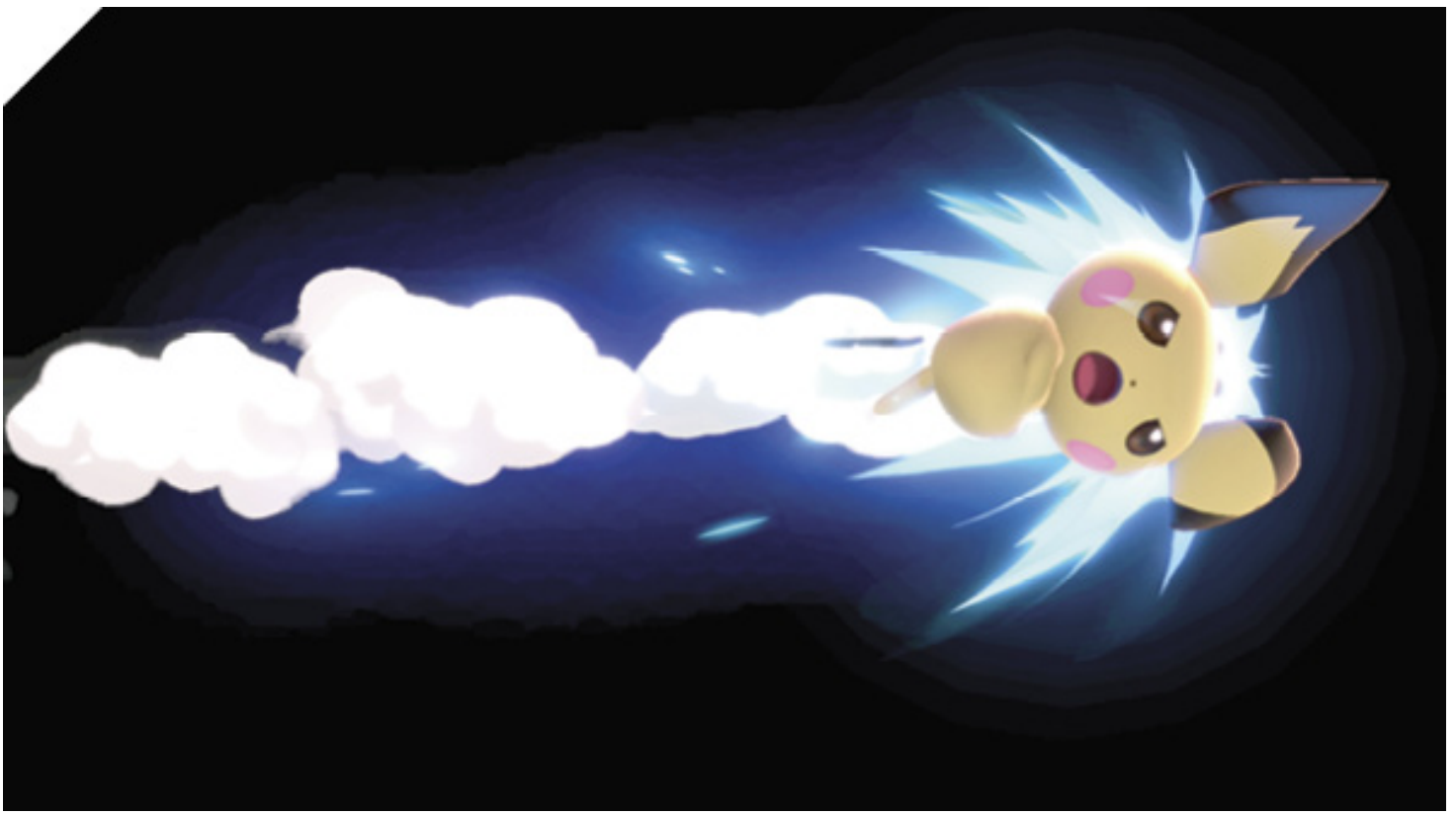
NEUTRAL SPECIAL: THUNDER JOLT



Pichu channels electric energy to send a lively bouncing bolt across the stage. This is similar to Pikachu's version, but with its own quirks. Pichu's Thunder Jolt is more damaging than Pikachu's, while also dealing a little damage to Pichu on every use. It bounces 10 times before vanishing, while Pikachu's bounces seven; ultimately, they have the same potential range, since Pichu's Thunder Jolt bounces are shorter and faster. With the range based on how many times a Thunder Jolt bounces, you can eke more reach out of projectiles by jumping before releasing them, so it takes longer before the first bounce (using it on the ground, the first bounce is right at Pichu's feet). Thunder Jolts stick to the first surface they hit, wrapping around corners and even bouncing along sheer surfaces, or upside-down across the undersides of stages.

Multiple Thunder Jolts can be active at a time. Pichu's Thunder Jolts fulfill all kinds of rolls, from long-range projectiles to covering options when recovering. The catch is the same as many Pichu attacks in that repeat use quickly pushes your own damage upward, a high-stakes approach.

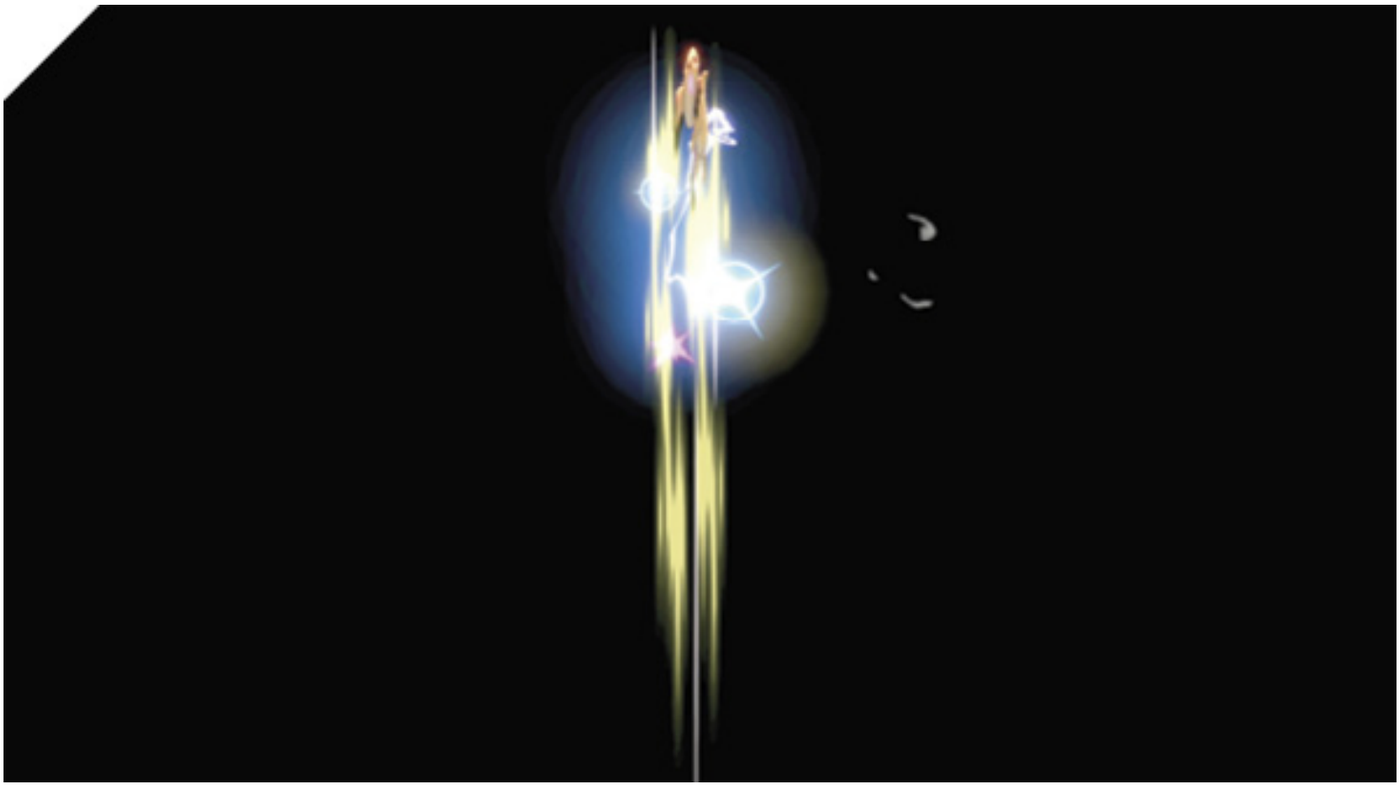
SIDE SPECIAL: SKULL BASH



After gathering energy, Pichu blasts itself horizontally across the stage, hurting itself a little with the exertion. Pichu's distance traveled while spiraling is greater than Pikachu's, covering the ground of about five dashes. Hold the side special input to charge up Pichu's energy before release, increasing the damage and distance traveled by an absurd amount. A fully charged Pichu Skull Bash delivers a tremendous 33 damage hit while basically traveling across the full width of any flat stage. Beware that stage edges don't automatically stop the lateral travel of an overzealous Skull Bash; without care, you can make Pichu fly right off the side! Luckily, it can act again if Skull Bash ends in midair, though not as fast as Pikachu. If Skull Bash ends near the ground, Pichu has a fair bit of landing lag to worry about.

Aimed sideways at groups of enemies fighting each other, Skull Bash is a great way to opportunistically blast them while they're distracted. When Pichu is launched offstage, Skull Bash provides another avenue to return to solid ground, making the usual Agility-using route less obvious.

UP SPECIAL: AGILITY



Pichu's movement-oriented special move is a two-stage air dash, basically. Input up special by itself, and Pichu zips straight up once. Hold any direction before the zip to make Pichu choose a straight-line path in that direction instead. Before Pichu arrives at the end of the first stage's travel, hold a different direction for a second zip. After the two rapid air movements, Pichu lags until landing. Each use of Agility's first stage deals 0.6% damage to Pichu, while each addition of the second stage adds 1.4%. Nothing adds up Pichu's damage on itself faster than repeated uses of Agility, so be very careful with this. Even a successful recovery is slightly upping the stakes for Pichu. Still, you have to vary between recovery with Agility and Skull Bash, so Pichu will get hurt a little either way. Of course, that's preferable to being KO'd.

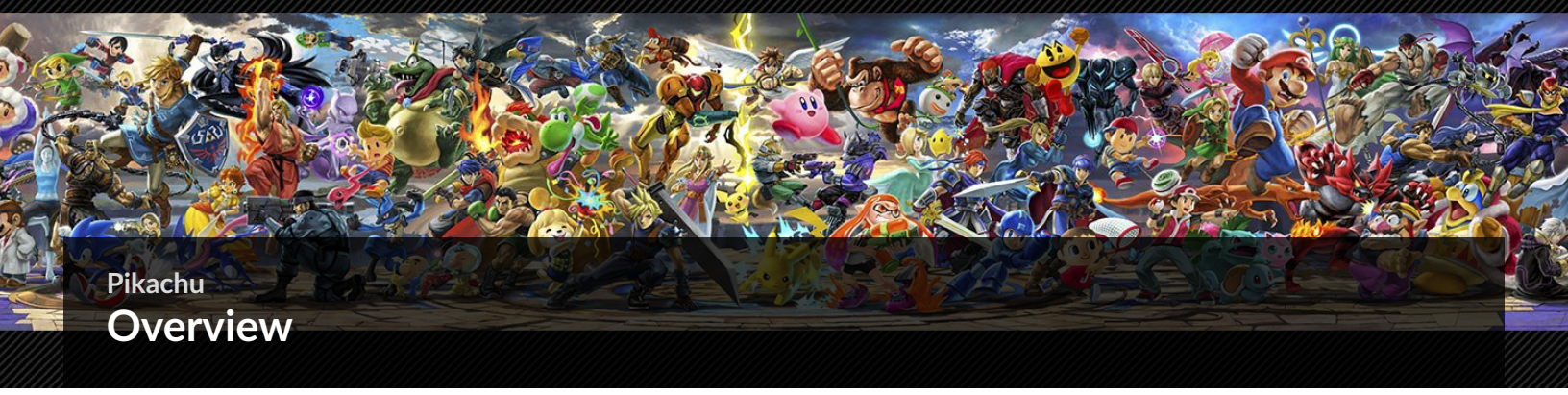
DOWN SPECIAL: THUNDER

Pichu summons a lightning bolt from high above, which streaks straight down toward it. The lightning bolt has a long thin hitbox, shocking anyone along the way while continuing toward the ground. If it strikes Pichu, the Pokémon absorbs and discharges the energy in an explosion around itself, dealing high damage to anyone close. Pichu is intangible while catching a lightning bolt, so the attack doesn't lose out if the bolt makes it all the way to its master. Getting hit by a lightning bolt creates a powerful attack, but it's also the quickest way for Pichu to stack up self-inflicted pain, adding 3% damage to Pichu's escalating total.

Like with Pikachu, eating a bolt in midair maintains Pichu's altitude, and the lag isn't long. Thundering oneself offstage on purpose can be an effective stalling tactic, changing the timing of when you make your play to recover back to solid ground. Just beware that Pichu's maneuverability after a midair Thunder hit isn't as flexible as Pikachu's since Pichu's Skull Bash has more aerial lag. While a direct hit is painful to Pichu, you don't have to use Thunder that way. By executing Thunder while drifting sideways in midair, bolts can be dropped in precise locations without worrying about damage to Pichu. This is especially crafty used when edge-guarding, allowing you to jump out over ledges and drop lightning bolts down into the airspace foes have to traverse to make it back from a drop-off.

FINAL SMASH: VOLT TACKLE

With a Smash Ball's energy safely stored, Pichu is ready to cut loose with its strongest move. At the start, Pichu rockets straight across in the direction it's facing, stopping when it smacks onto a valid target along the way. From here, Pichu zips to and fro across the screen in all directions, repeatedly striking all parts of the visible screen. The tiny Pokémon's focus is on the first opponent it hit upon start-up, but everyone else can take hits with all the movement.



Pikachu

Overview

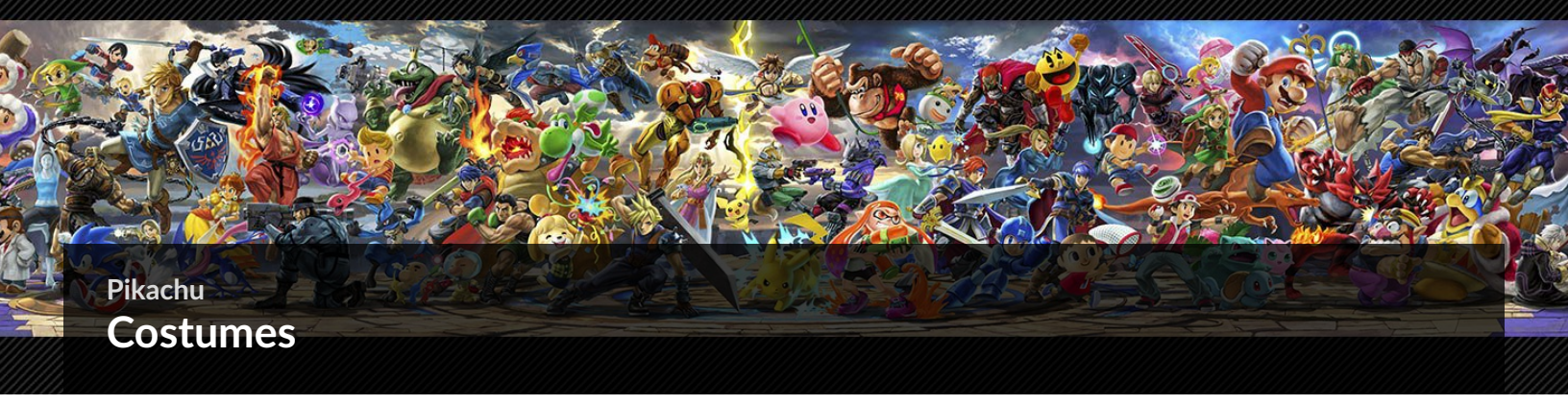
The original Pokémon superstar (if not actually a starter Pokémon; you're looking for Pokémon Trainer for that) makes a speedy, evasive brawler. Pikachu's attacks are usually fast and hit multiple times over a long active period. Thunder Jolt adds a harassing projectile option that's easy to implement, and regular Thunder is a defensive vertical projectile. Skull Bash and Quick Attack provide locomotion options. Quick Attack by itself gives Pikachu access to some of the most varied air movement possible.

Movement specials and good mobility give Pikachu a fighting chance when launched far away, and being a lightweight means Pikachu has a decent chance of shuffling out of an opponent's juggle attempts. But being lightweight also means that Pikachu is easier to hurl a long distance in the first place, or even KO outright off solid hits.

PIKACHU VITALS

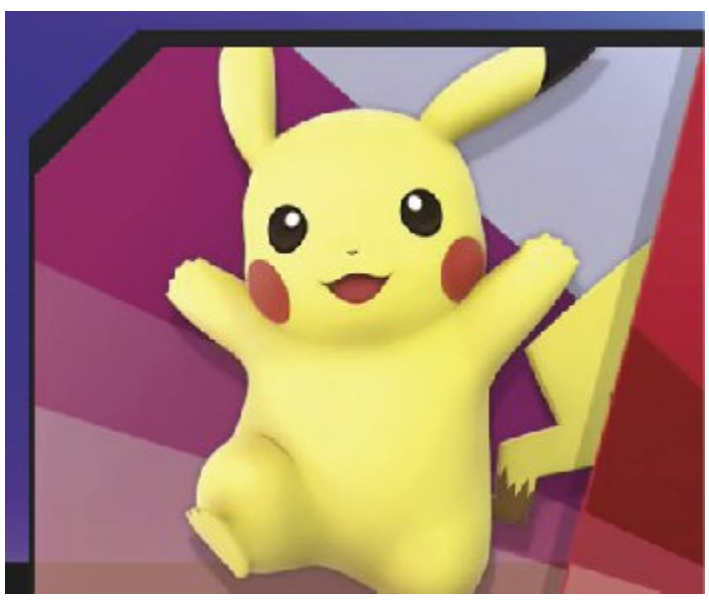
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	Yes
Tether:	No
Wall jump:	Yes
Wall cling:	No

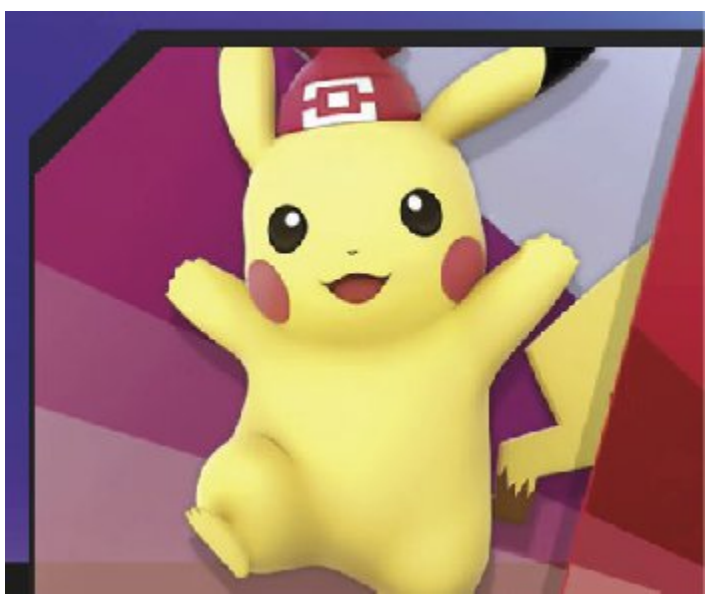
MOVEMENT RANKS	
Ground speed:	B- (18)
Air speed:	D (60)
Falling speed:	C (44-47)
Weight:	F+ (67-69)

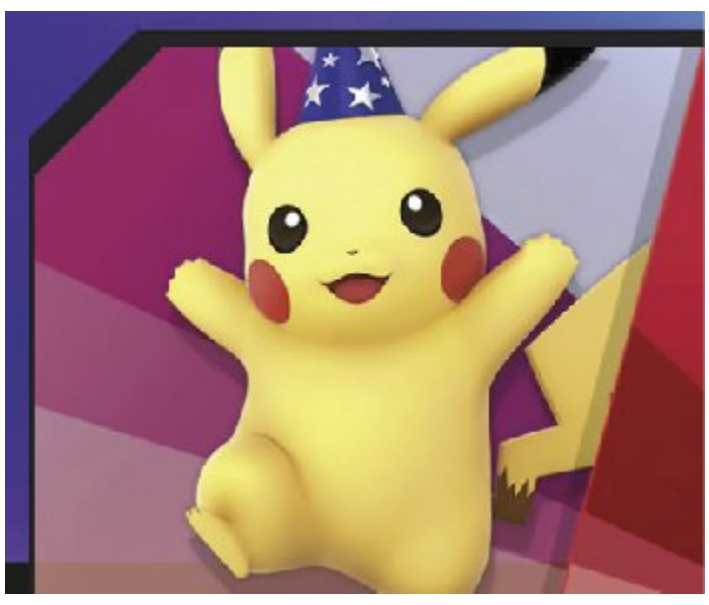


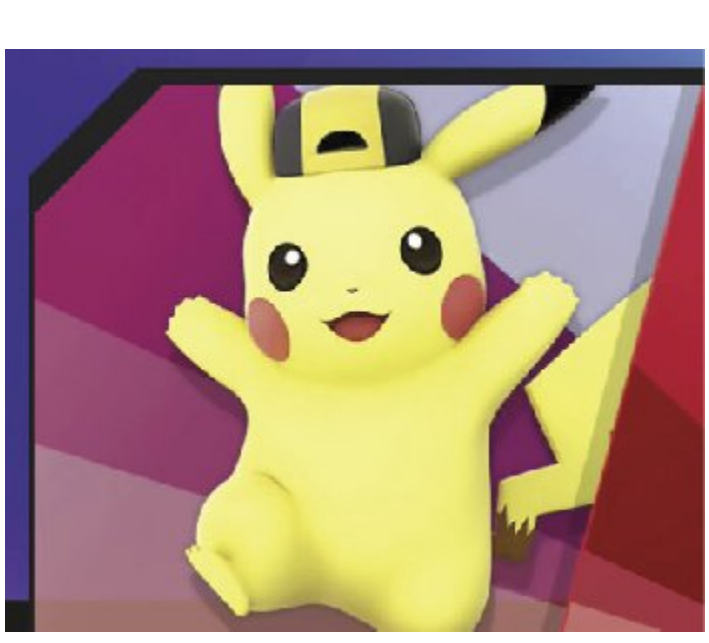
Pikachu

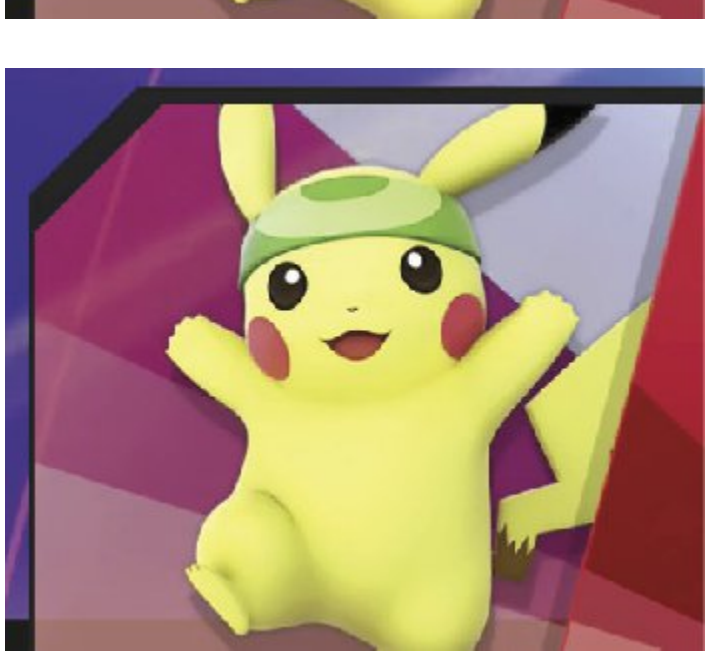
Costumes

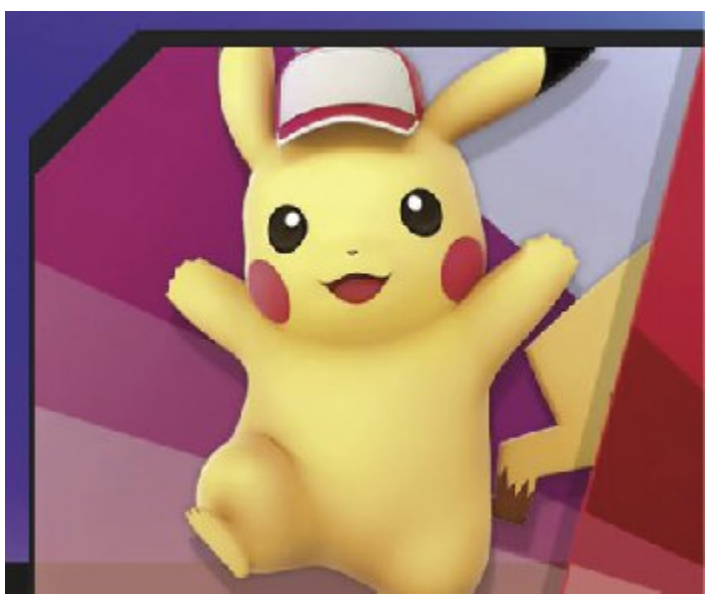


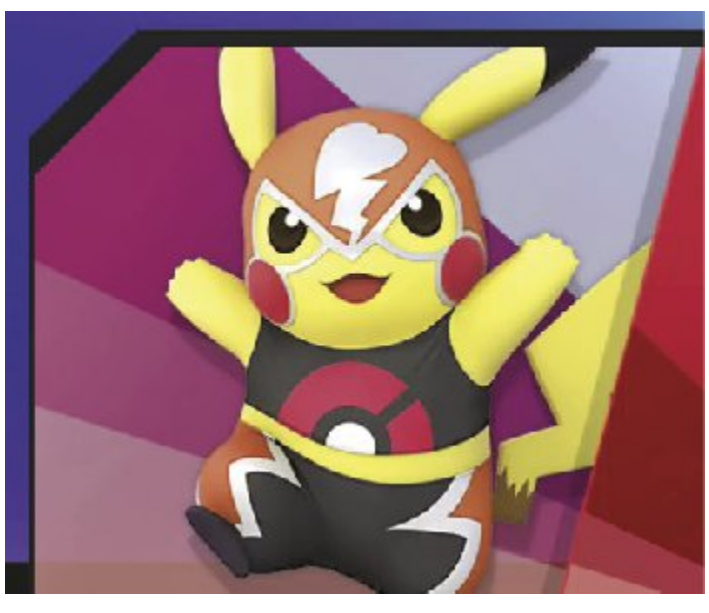










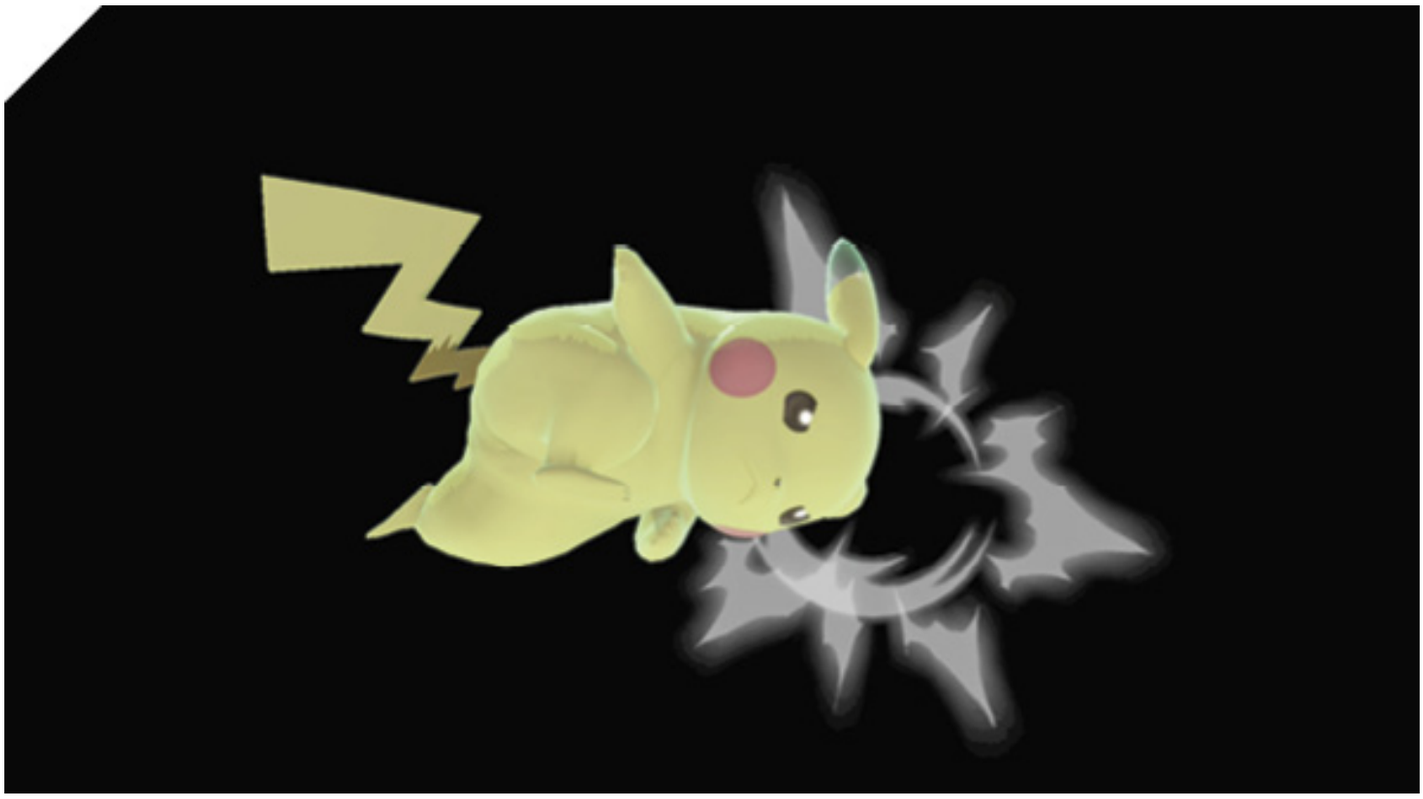


GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

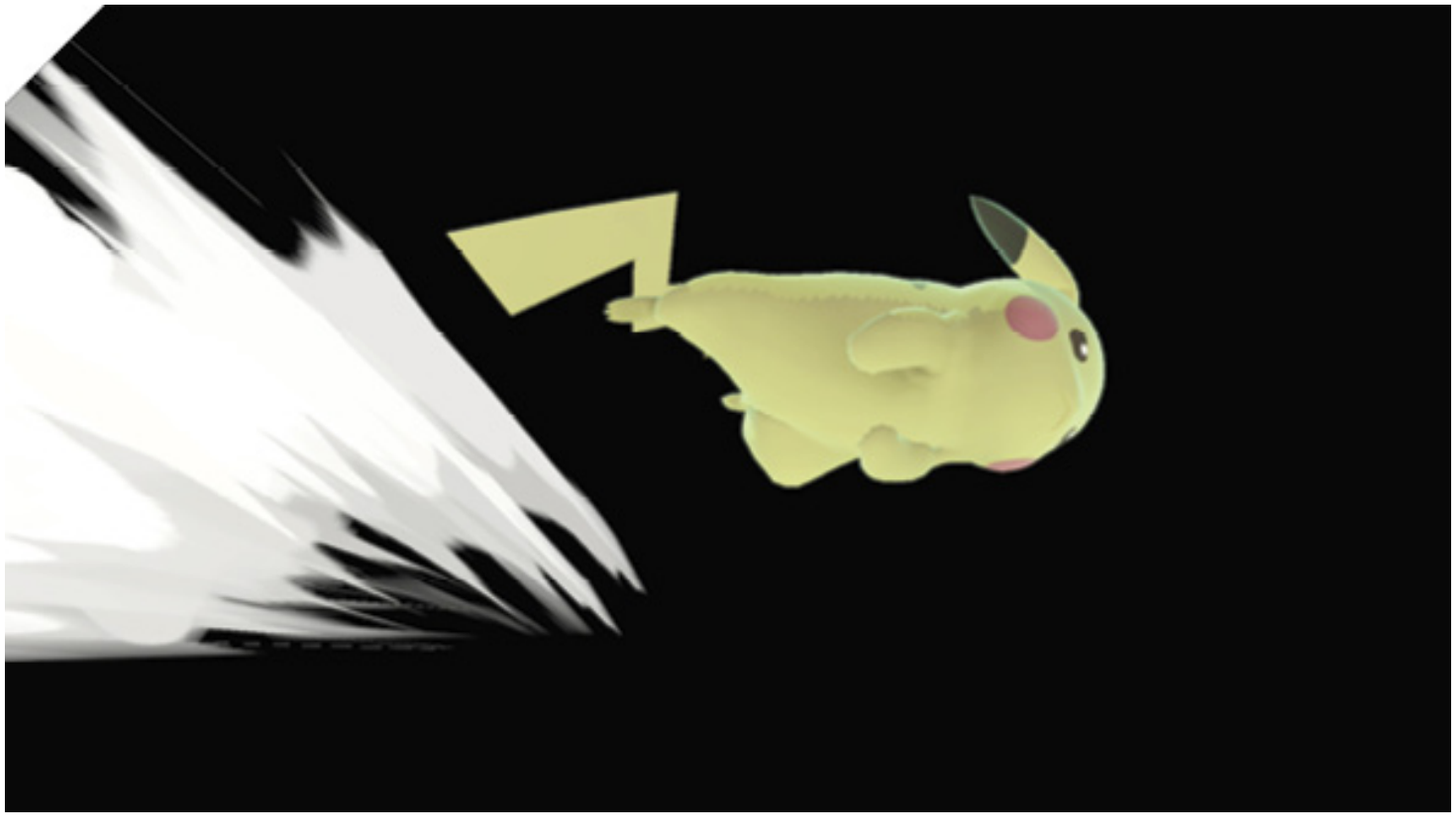
MOVE	DAMAGE	NOTE
Neutral attack	1.4	Damage highest close to Pikachu. Hold for continuous attacks.



Pikachu leans and jabs its head forward rapidly. Hold down the neutral attack input, and Pikachu repeats the headbutt so quickly the little Electric-type blurs. Pikachu doesn't have a neutral attack combo with different stages; the same neutral attack repeats itself. The headbutt does the most damage right next to Pikachu, but the range is surprisingly good, extending a little past Pikachu's crown. Enemies caught in a continuous stream of neutral attack headbutts can be hit several times for a combo, but they'll eventually be pushed away. The most you can feasibly get is about eight hits for 10% damage, but hitting them with more than three or four headbutts means they're pushed out of range for a potential follow-up grab.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	11	Knocks foes into potential juggle position.



Pikachu throws itself forward from a run with a heavy headbutt, much more powerful than its neutral attack head bash. Hitting early in the dash attack deals the most damage, but hitting late in the dash attack pops recipients into the best position for a follow-up juggle.

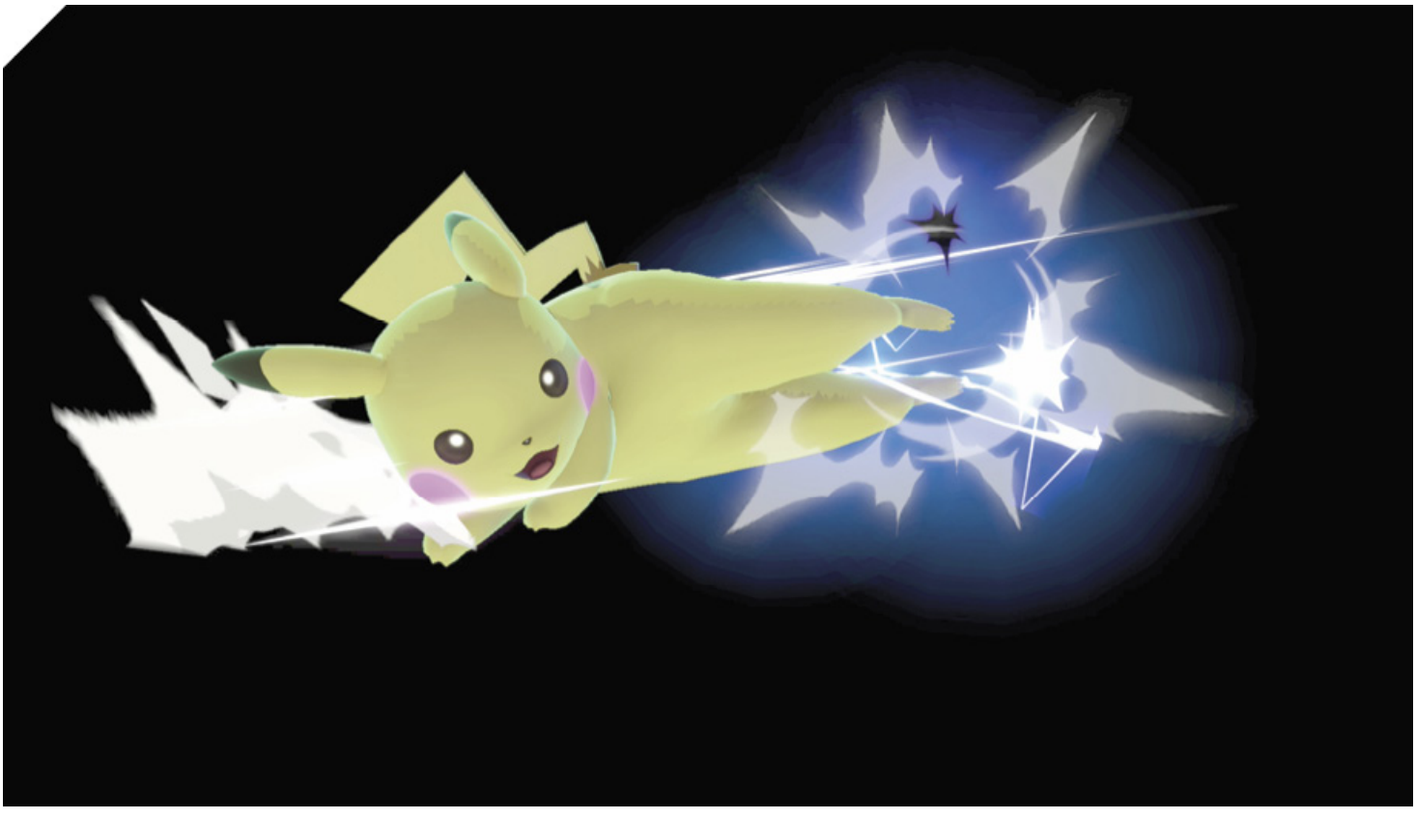
DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack (faceup)	7	Intangible.
Wake-up attack (facedown)	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	10	Can be aimed slightly up or down. Upward version does most damage, downward version does the least.
Up tilt	5	Pops foe into potential juggle position.
Down tilt	6	High chance to trip foes.

SIDE TILT



Pikachu plants its front paws to kick forward with both back limbs, with decent hitboxes around the legs and a big one around the feet. This side tilt can be aimed a bit up or down, with the upward-angled version doing slightly more damage, and the downward-angled one doing slightly less. The damage on this move is very good, but the knockback is low, so don't expect this to gain you breathing room.

UP TILT

The mighty Pokémon attacks with its tail stretching up over its body from behind, hitting first to the back before covering upward and forward angles. If you think of this as an attack to swing at people in front of Pikachu, it's not very fast. But if you think of it as an anti-air and juggle tool that happens to hit anyone in front at the end, it's great. Even on a low-percentage hit, it knocks victims off their feet in position for an immediate juggle hit. At low percentages, you can almost always juggle with up tilt twice in a row; at higher percentages, after launching with up tilt, you'll have to jump to chase foes for more hits.

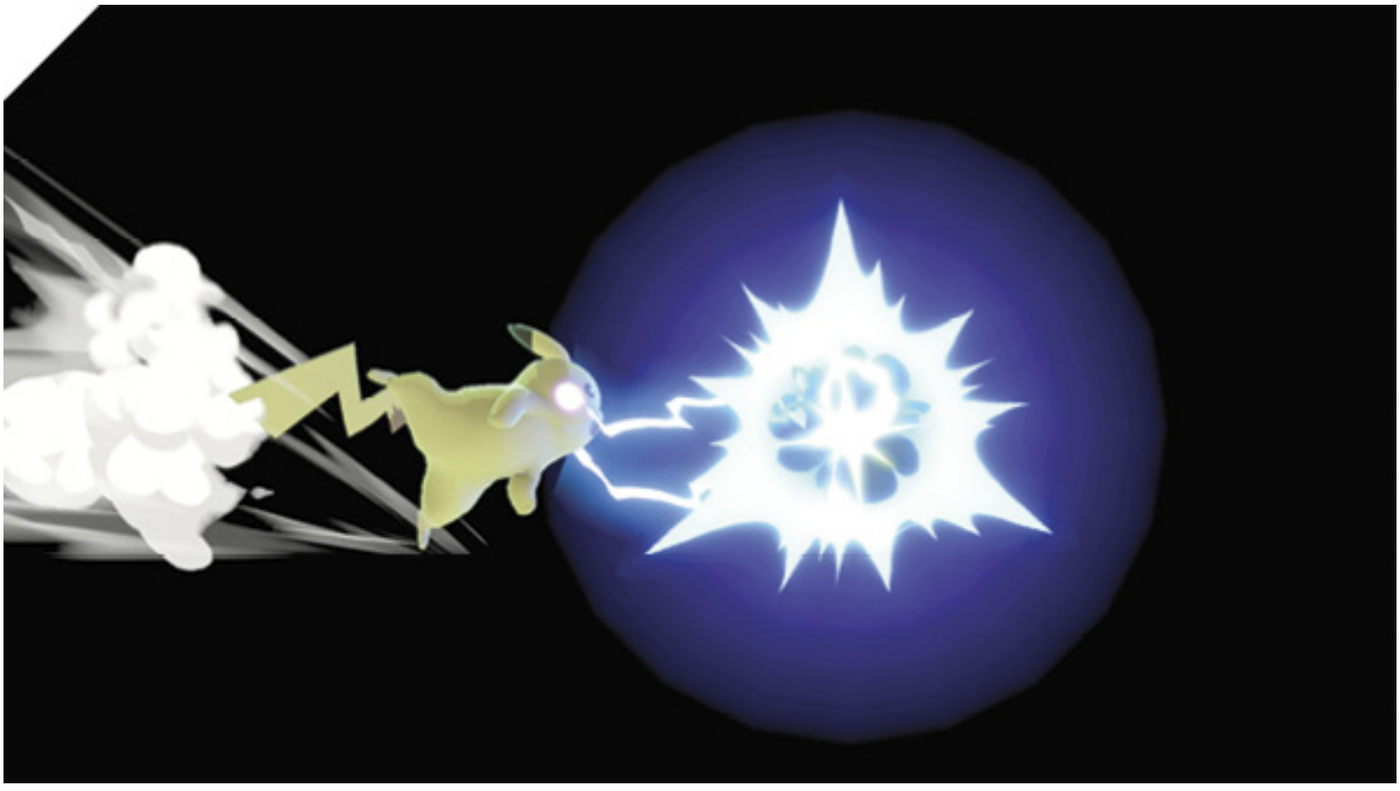
DOWN TILT

Pikachu shifts to the side to sweep its tail to the front for a quick hit. This hits a tiny bit slower than side tilt while doing less damage, but it has slightly more knockback at low percentages and the potential to briefly trip foes off their feet, so it's a better poke when unsure of your advantage. It also syncs up well with Pikachu's ability to crawl forward, so you can move toward enemies and dodge under many projectile attacks before swiping at them with down tilt.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	18-25.2	—
Up smash	14-19.6	Pops foe into potential juggle position.
Down smash	2x5, 3-2.8x5, 4.2	Hits both sides. Launches foes in direction Pikachu faces.

SIDE SMASH

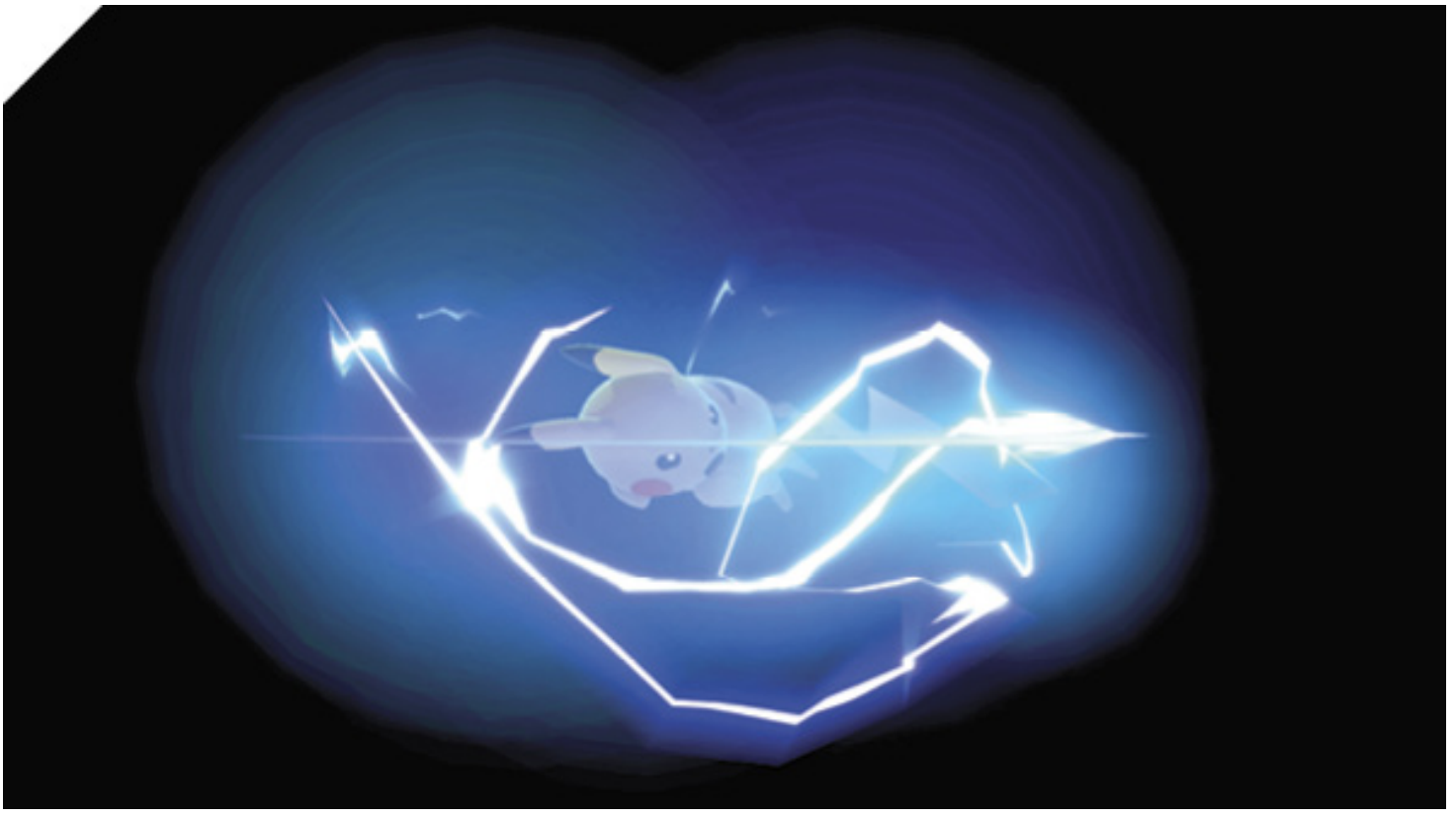


Pikachu cuts loose with its command of electricity, sending a sparking blast forward from its rosy cheeks. After a typical smash attack windup period, the spark starts right in front of Pikachu's head, then travels forward quickly, greatly outranging any tilt attack options. The spark is active for a huge amount of time for a ground poke, staying active almost as long as the uncharged windup takes. The lengthy active period alone makes this a great ground move. The spark deals max damage in the middle of its travel; it does slightly less close to Pikachu (15%) or at max range, just before it fizzles out (12%).

UP SMASH

Pikachu backflips in place, sending its zigzag-shaped tail around as a launching attack. The tail hits in front first, then sweeps overhead to hit above, then behind. A hit at any point along the way pops the victim up above Pikachu. When aiming at tumbling enemies or jumpers, uncharged up smash strikes upward angles only marginally slower than up tilt, while dealing much more damage. Damage is highest on the initial front-facing hit, and lowers bit by bit as the tail sweeps toward the back. The backward-facing hit at the end gives up smash clear-out power against anyone sneaking up from behind, though it's not fast or strong enough to be noteworthy as an intentional backturned poke.

DOWN SMASH



Lying flat, Pikachu spins in place twice, sparks flying all around. During the spins, Pikachu creates large hitboxes to either side, and a small one centered on its body. Anyone caught by one of the hits is pulled into the rest, getting hit several times before a stronger final hit launches them low in the direction Pikachu is facing. For a clear-out-capable attack, down smash hits with shocking (sorry about that) speed; it's only slightly slower than down tilt, while covering both sides. Since it's basically identical whether aiming to the front or back, you can choose how to attack with down smash based on the direction you'd like to punt targets afterward. For example, if you're backed to a stage edge with the enemy encroaching, fluidly turn to face the edge while performing down smash (one trick to make this more consistent is to turn with the control stick just before using the C-stick to down smash). If they're caught by the attack while going after Pikachu, they'll be launched low right off the side!

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1	—
Front throw	2x5	Forward throw.
Back throw	9	Rolling backward throw.
Up throw	3, 5	Launches foe into potential juggle position.
Down throw	5	Bounces foe into potential juggle position.

GRABS

Pikachu's grab isn't one of the fastest, but it's not quite heavyweight grab territory either. The variable neutral attack combo length of Pikachu gives it ample chances to mess with opponents' minds so they don't know exactly when a grab attempt is coming. You can jab at them with varying numbers of close-range neutral headbutts before pausing, then going for a grab, or before dodge-rolling behind them to grab from behind.

Front and back throws cover the usual roles, moving enemies toward a desired stage edge. During up throws, Pikachu hurls victims straight upward, in position for a jumping attack juggle or (at higher percentages) even an immediate Thunder special move. Down throw bounces them close in front, in ideal position for immediate jumping air attacks.

AERIAL ATTACKS

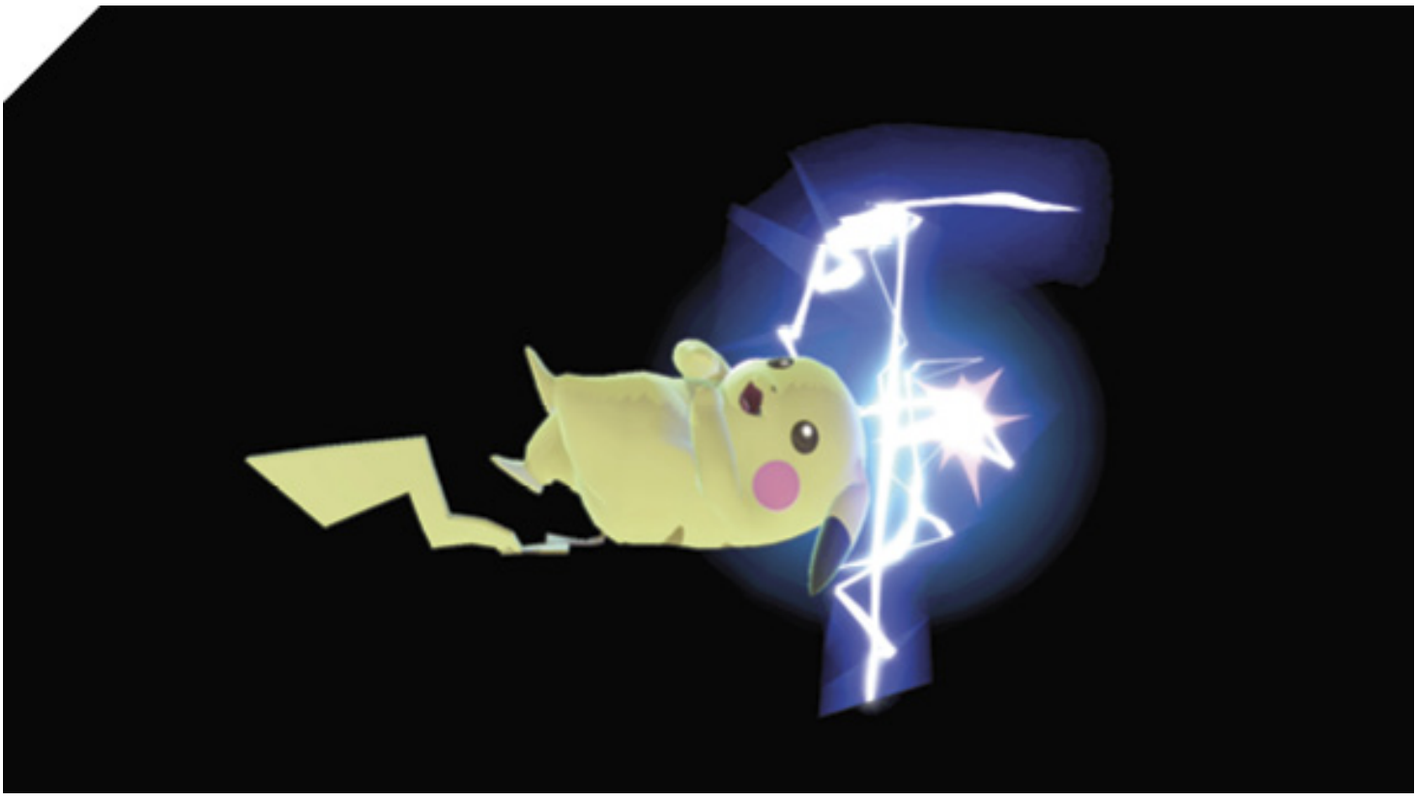
AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	1.8x3, 3.5	—
Forward air attack	1.4x5, 4.8	—
Back air attack	1x5, 3.6	—
Up air attack	6	—
Down air attack	13	4 damage on landing.

NEUTRAL AIR ATTACK

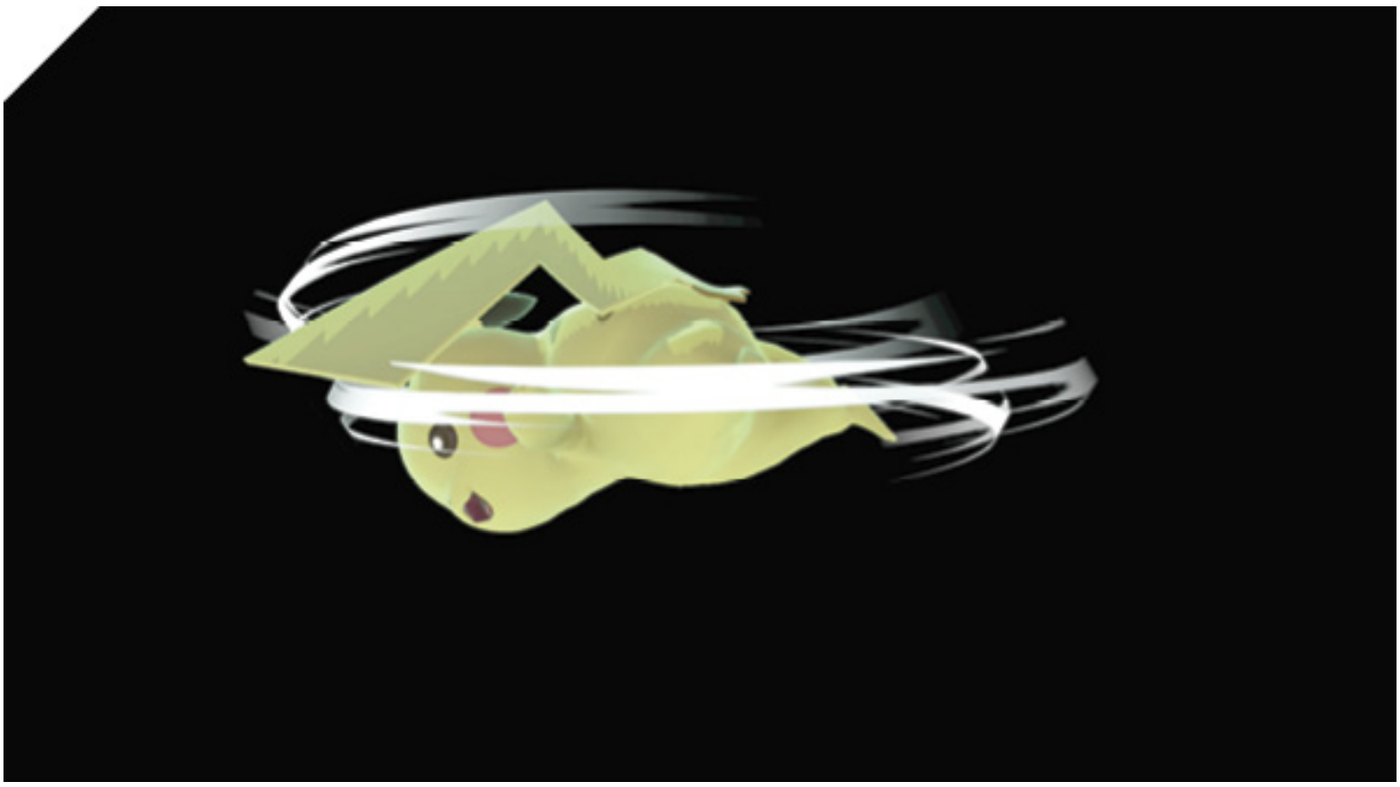
For this simple and effective air poke, Pikachu emits stored electricity in several bursts. Pikachu's body itself is the hitbox here, so the attack's range is nothing to write home about; you basically have to plow right into targets with Pikachu's torso. But the attack starts up almost instantly and lasts for a long time, making it an excellent all-purpose move. Go up against enemies air-to-air with it, use it to escape from a helpless tumble, or jump in on grounded enemies on either side, front or back.

FORWARD AIR ATTACK



Pikachu lies prone facing forward in midair, emitting sparks from either side of its head. This air attack has a forward-stretching hitbox that also covers slightly above and below Pikachu's head. This is much slower to hit than neutral air attack, but stays active for a long time once it's out. It's great for aiming directed attacks at foes in front, as long as there's time to get it out.

BACK AIR ATTACK



Pikachu spins sideways repeatedly in midair, almost like a jumping version of down smash. Back air attack hits extremely quickly, just slightly slower than neutral air attack, and much faster than forward air attack. However, the range is extremely short. Like with neutral air attack, the hitting area is basically just Pikachu's body, but flatter. But like most of its air attacks, back air stays out a long time, making it easier to connect with.

On hit, the opponent is blended up for a second before being kicked away to Pikachu's back. When catching foes air-to-air, back air hits so fast and lags so little that you can often combo them immediately with another back air by double-jumping as soon as the first one finishes. Back air is so fast that it makes a great backward-moving short hop attack. A backward short hop with back air hits as fast as any tilt attack.

UP AIR ATTACK

Swinging its tail from up-back to up-forward during a forward flip, Pikachu swats at anyone above. The hit is very fast, with the initial up-back-directed hitbox emerging with the same speed as back air attack. Up air attack is great for the usual purpose of attacking upward and juggling, but since it's so fast and is Pikachu's only quick single-hit jumping attack, it has some use as a late falling jump-in attack too, used against standing targets just before Pikachu lands.

DOWN AIR ATTACK

Pikachu's strongest air attack is also its slowest, almost like a downward-aimed smash attack. Use this offstage when trying to spike recovering foes downward, and midstage when falling on grounded foes. Down air attack has unique landing lag if used just before hitting the ground, with Pikachu's touchdown force capable of delivering a secondary hit. Drop on someone with a perfectly aimed down air, and you net the falling attack's damage plus the landing hit.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	5	—
Side special	6.2/10-21.4	Charge for more damage; smash-style input for free pre-charge.
Up special	2, 3	After input, hold two separate directions for zipping moves.
Down special	8/15	Damage increases if bolt hits Pikachu. Intangible while being struck by lightning.

NEUTRAL SPECIAL: THUNDER JOLT

For Pikachu's staple projectile attack, a small bouncing thunderbolt is fired in the desired direction. You can change the direction before it's released by inputting the opposite direction immediately after inputting neutral special, which is important for redirecting your offense in midair. Once released, a Thunder Jolt projectile travels down-forward toward a hard surface. Once it hits a hard surface, the little lightning bolt travels along any continuous surface, bouncing seven times before disappearing. Thunder Jolts can travel up sheer walls and even curl around corners to keep traveling along their paths. Since Thunder Jolt's eventual range is based on bounces, you get farther-reaching bolts by jumping high in the air before releasing them. The first bounce doesn't register until it reaches the ground.

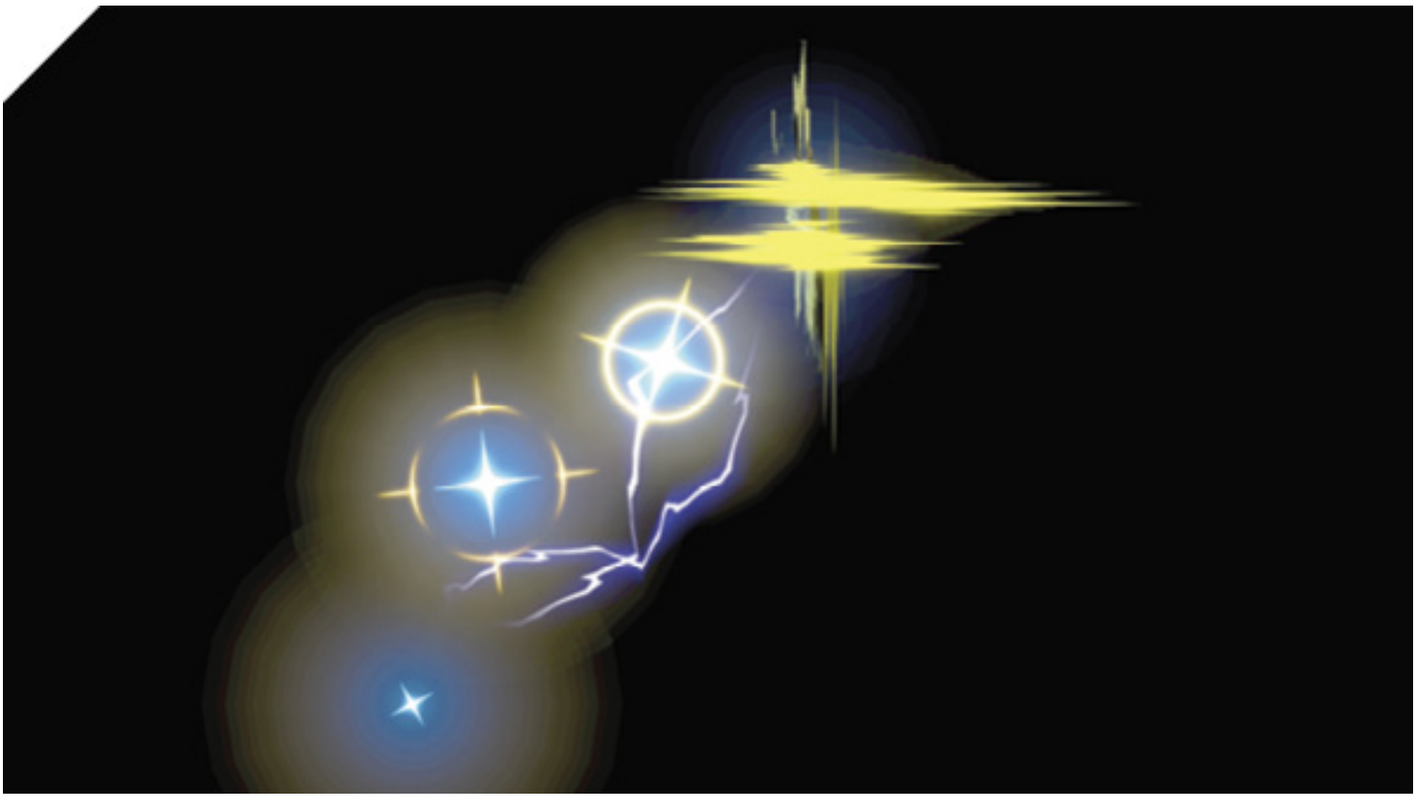
Thunder Jolts can be fired repeatedly, up to three on-screen if you throw the first one while airborne. They have myriad uses, whether to chip from afar along the ground, or to cover yourself while falling back to the stage. With the wall-skipping ability, Thunder Jolts can even protect Pikachu's recovery, on stages with cliff edges. While drifting back to safety, fire a Thunder Jolt so the bolt hits the side of the wall, then make your usual play to return (double-jumping and using Skull Bash or a two-stage Quick Attack). The bolt will climb up the cliff, then curl onto the stage, right where edge-guarding enemies wait for you.

SIDE SPECIAL: SKULL BASH

Pikachu launches suddenly to one side, flying laterally with a spinning electric headbutt. The horizontal travel is impressive for a relatively quick special move of this type, sending Pikachu rocketing across about four dashes' worth of space. Skull Bash's damage doesn't diminish with distance traveled.

Skull Bash can be charged before release, greatly increasing damage at the cost of start-up time. For a little bit of free pre-charge, perform Skull Bash with a smash-style input, snapping the control stick all the way to the side. This starts the base damage at 10 instead of 6.2, and there's no reason not to use this method, since it doesn't add any extra windup. Used near the ground, Pikachu has considerable landing lag at the end. Used high in midair, you can act again after Skull Bash ends. This makes the attack a useful recovery tool.

UP SPECIAL: QUICK ATTACK



Upon inputting up special, Pikachu briefly preps for a moment while waiting for you to input a different direction. If you don't, Pikachu zips straight upward. If you hold a direction, Pikachu zips precisely in a straight line in that direction. During this zipping movement, hold a different direction to make Pikachu zip a second time along the new heading. Each zip deals a little damage, with the second zip being slightly stronger, but this move's purpose isn't really attacking. It greatly reinforces Pikachu's status as a lightning-fast, erratically moving combatant who's hard to pin down. You don't have to use both parts of Quick Attack; you can simply use a single Quick Attack in any direction if desired, then forgo a second directional input to fall to the ground. There's lag until landing, though, so make sure the situation below is calm first.

When recovering back to safety after getting hurled out over a pit, you basically always want to use both segments. To curl up over the top of a ledge or cliff, Quick Attack upward, then diagonally over the intended landing zone. Or, below a graspable ledge, you can zip laterally right under the handhold, then zip straight up to grab it. Pikachu's unpredictable and super-fast movement during Quick Attack can make it hard for edge-guarding foes to deter it (especially if you throw a Thunder Jolt at the side of the stage first for extra cover).

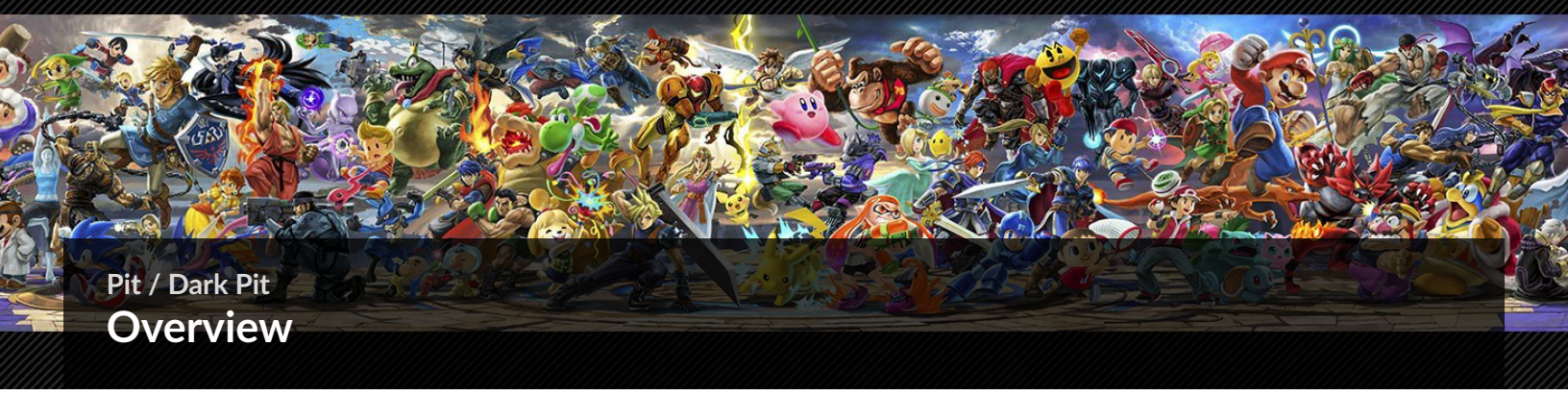
DOWN SPECIAL: THUNDER

Pikachu calls down the Thunder! While the Pokémon beckons the sky, a powerful lightning bolt streaks straight down toward Pikachu's location. The bolt has a long vertical hitbox and can hit anyone above Pikachu while still streaming downward. If the bolt hits Pikachu, the Electric-type Pokémon explodes in an even more powerful hit, striking anyone nearby. (If the bolt strikes Pikachu in midair, it zaps the Pokémon upward a bit.) Pikachu is intangible while exploding with lightning energy, overpowering anyone trying to attack at the same time.

If you use Thunder while on the ground or jumping straight up, the lightning bolt is guaranteed to hit Pikachu and trigger the secondary effect. However, if you use Thunder while drifting sideways in midair, the lightning bolt misses Pikachu and sputters out upon striking the ground. You can use this to great effect when edge-guarding. Jump off the stage, use Thunder so the lightning bolt plunges past the stage edge, then go about recovering (by double-jumping and Skull Bashing or Quick Attacking back to safety). Time this properly, and the bolt can intercept someone just as they're trying to lunge toward a ledge from below! Thunder can also be used for offstage stalling tactics, thanks to the mild bump Pikachu gets in midair. Double-jump straight up when hovering over a sheer drop and perform immediate Thunder. Pikachu ends up slightly higher than the double jump starting point, ready to Skull Bash/Quick Attack for more air movement. Stalling on the edge of a stage and attempting to lure foes into vulnerable positions, you can jump off the stage, double-jump up, Thunder in place, Skull Bash farther away from the stage, and still do a two-stage Quick Attack back to earth!

FINAL SMASH: VOLT TACKLE

Chase down a Smash Ball or fill the FS Gauge to ready Volt Tackle. Pikachu travels laterally in a flash upon activation, starting a full-screen crisscrossing attack upon contact with the first opponent. Pikachu scurries back and forth rapidly in blue flashes, focusing on the main target but fully capable of hitting everyone else in the way.



Pit / Dark Pit

Overview

Pit and Dark Pit are balanced fighters with some unique weapons at their disposal. Pit is a medium-sized fighter with above-average mobility. While he can technically quadruple-jump thanks to his wings, these additional hops boost him up only slightly.

Overall, Pit's a relatively simple fighter to learn and play. If you want to practice with a strong zoning fighter, Pit is highly recommended. He has access to decent attacks that don't extend vulnerable portions of his body and an easy-to-use move set, with each of his special attacks intuitively fulfilling their specific functions.

His main strength is his Palutena Bow. Mastering his projectile use can take practice, but once you're accustomed to implementing intelligent zoning and arrow-curving strategies into your conventional offense, you'll be able to decimate foes, especially with well-executed edge-guarding techniques.

PIT/DARK PIT VITALS

MOVEMENT OPTIONS	
Midair jumps:	3
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

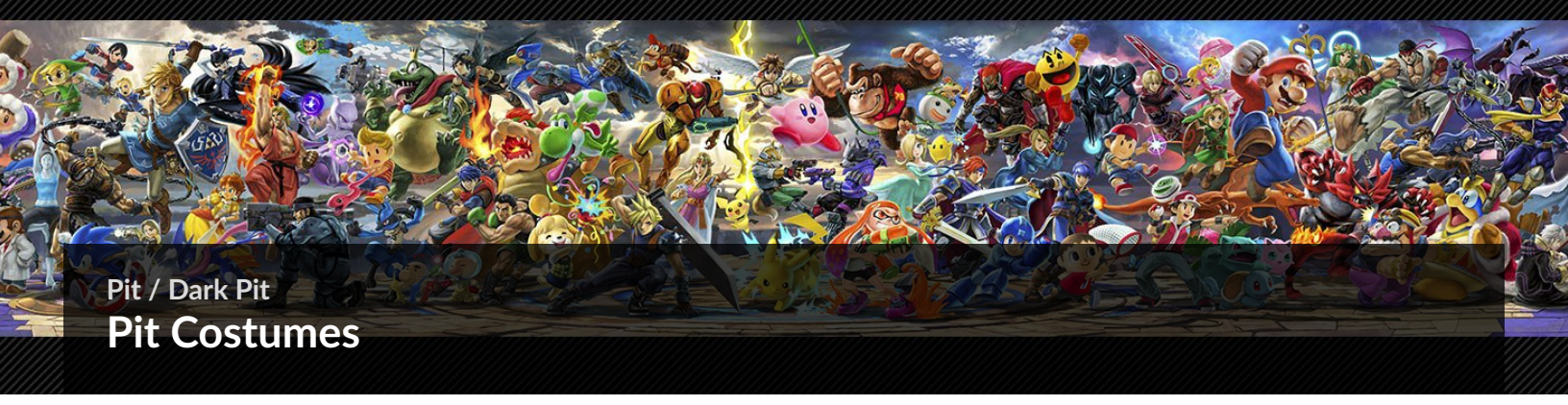
MOVEMENT RANKS	
Ground speed:	C (27-28)
Air speed:	D (64-65)
Falling speed:	C (52-53)
Weight:	C+ (32-35)

PIT VS. DARK PIT

While Dark Pit shares most of Pit's tools, there are some key differences in regards to their special moves.

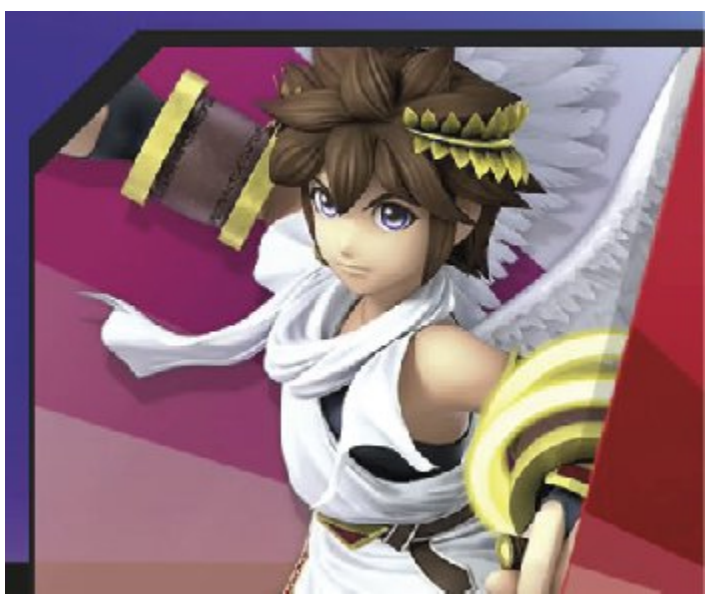
Dark Pit's neutral special (the Silver Bow), greatly differs from the Palutena Bow, and has dramatic implications on how these two fighters are played. Dark Pit is much more effective at zoning the horizontal space, while dealing more damage with his bow. But he sacrifices the midflight arrow control, which can be crucial in several scenarios (especially edge-guarding).

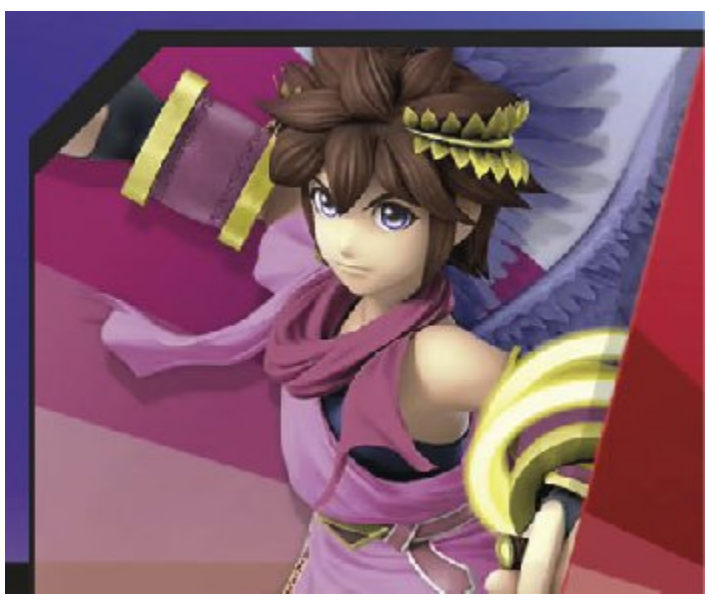
Dark Pit's side special is a bit different as well, although practical uses are almost identical. Electroshock Arm deals slightly more damage and launches enemies away, whereas Upperdash Arm launches enemies at a more vertical angle.

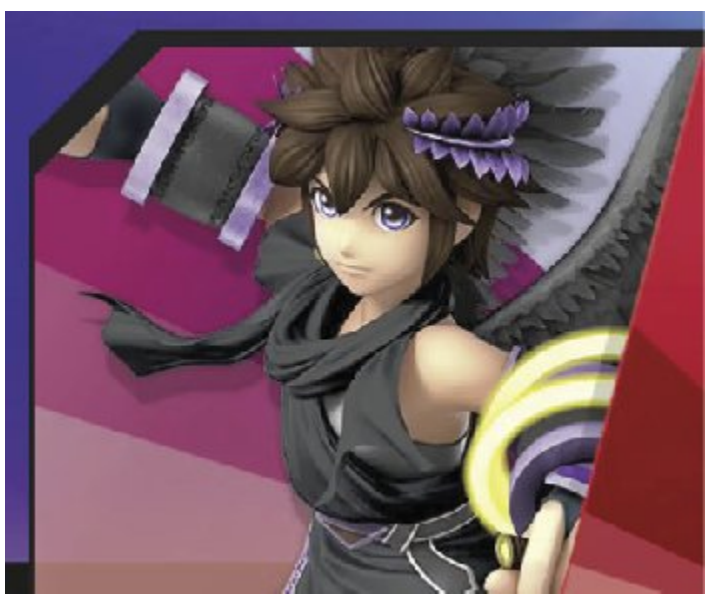


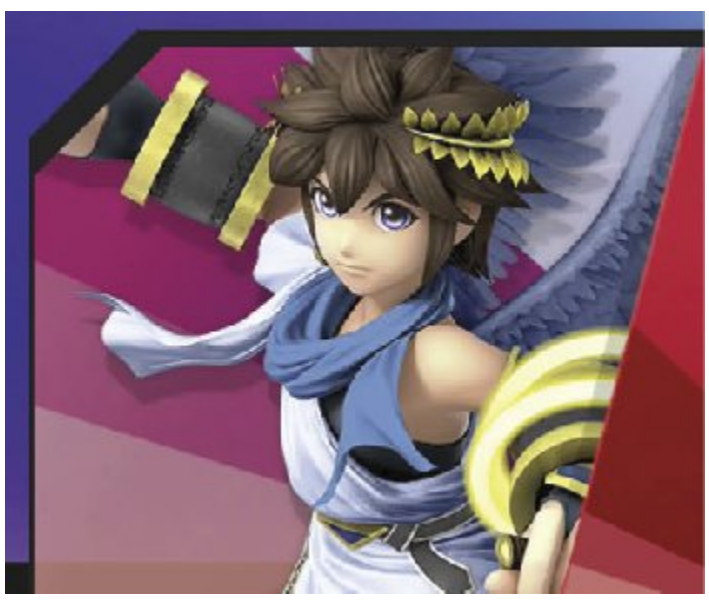
Pit / Dark Pit

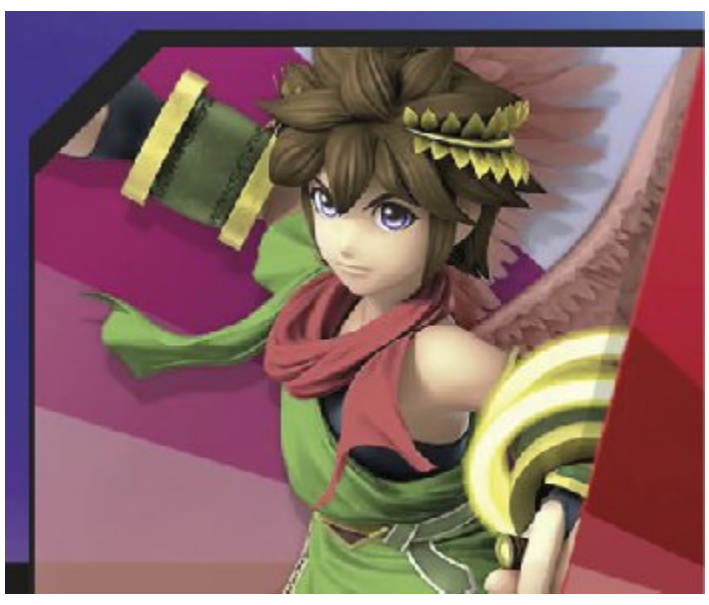
Pit Costumes

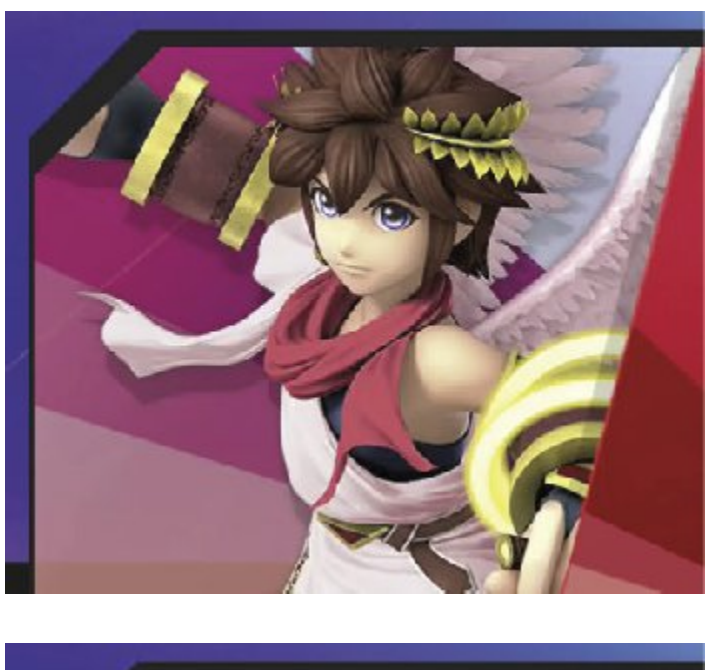


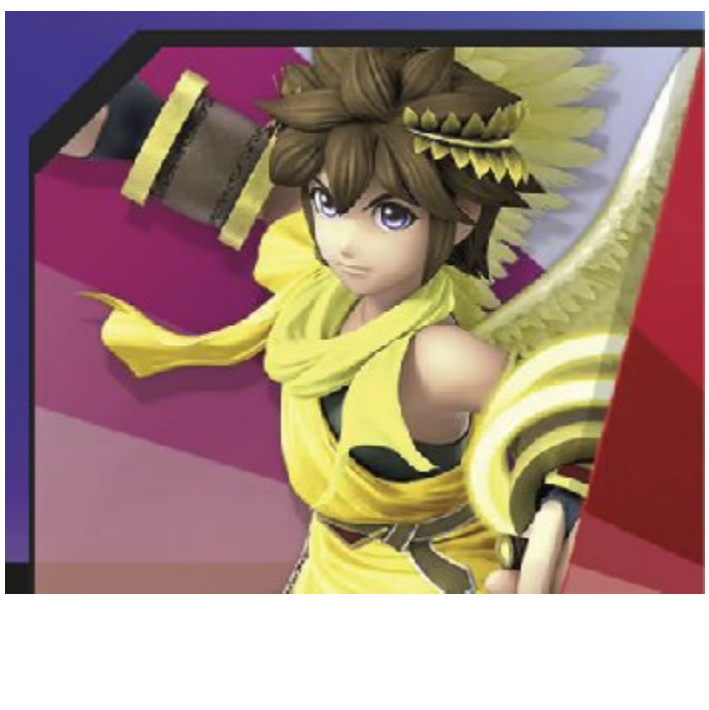


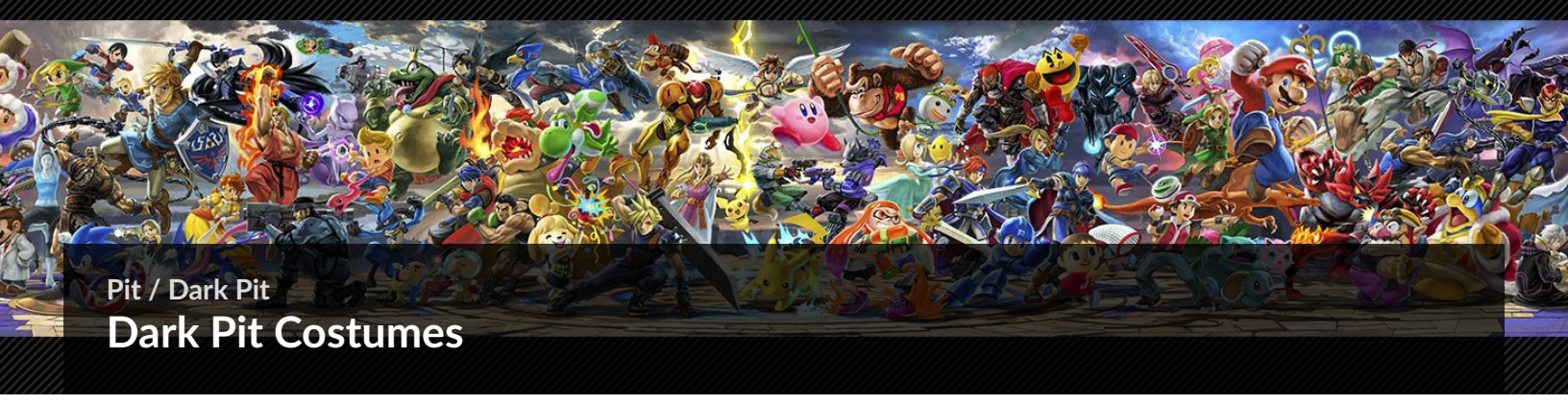




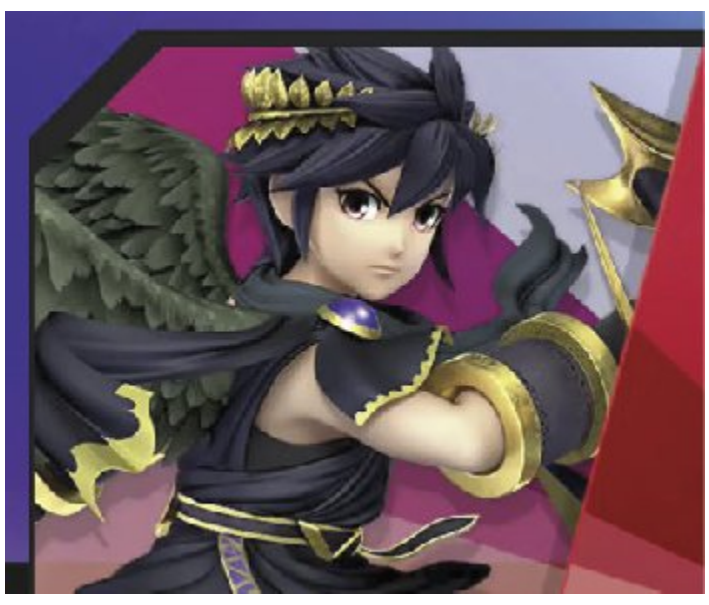


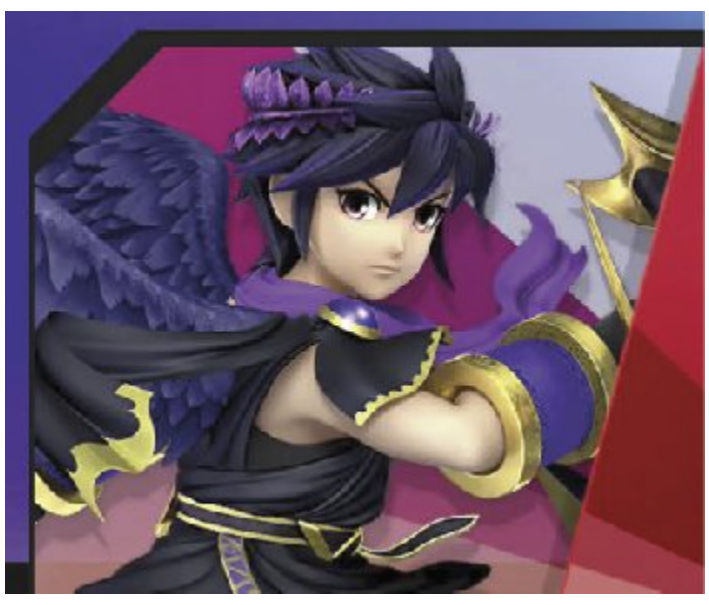


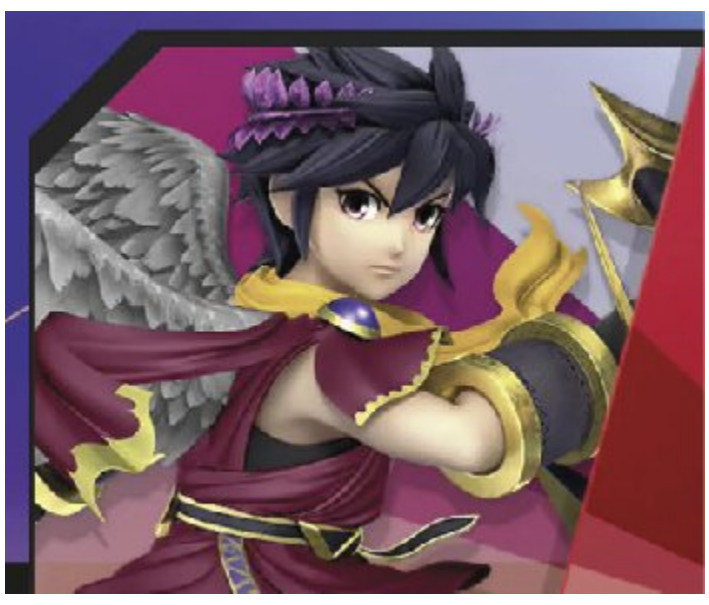


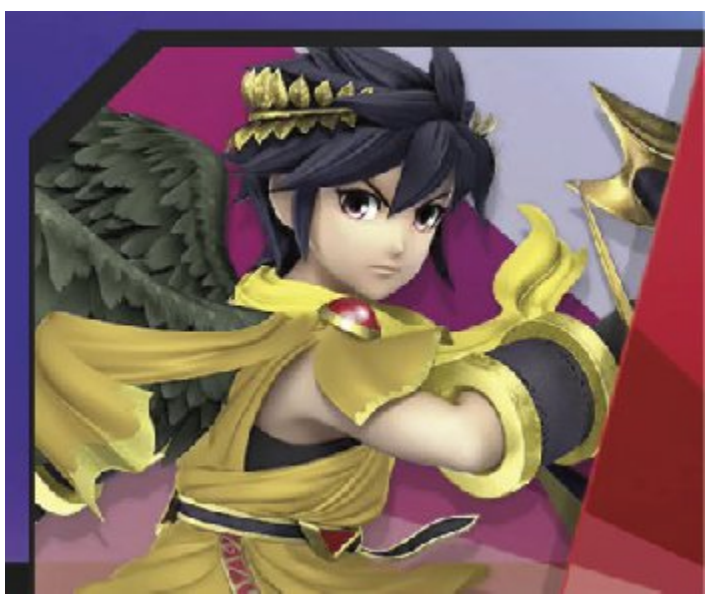


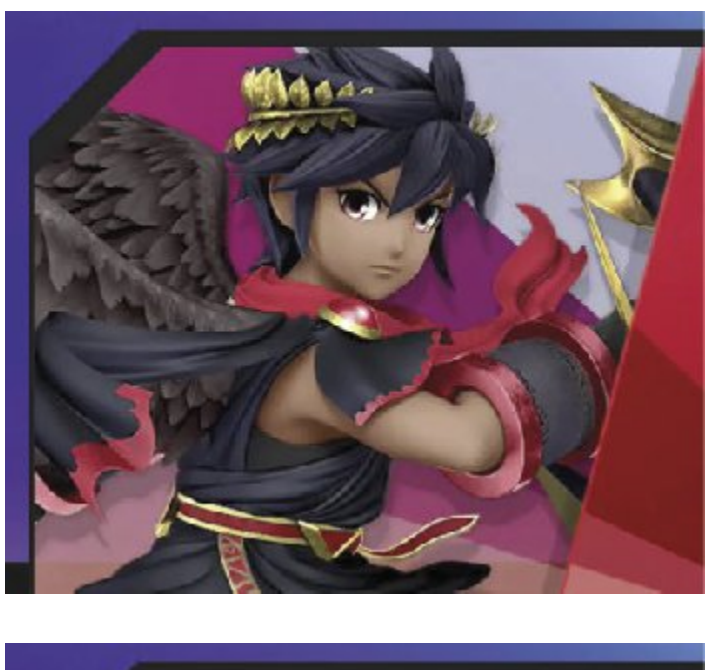
Dark Pit Costumes

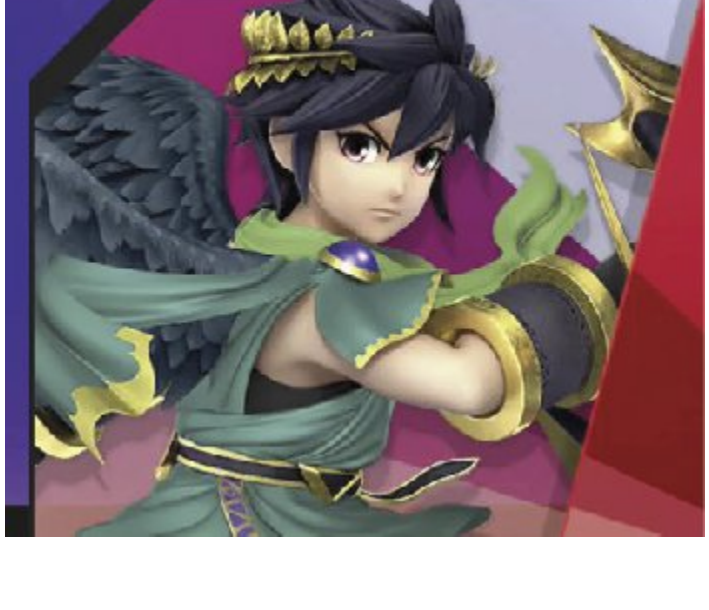


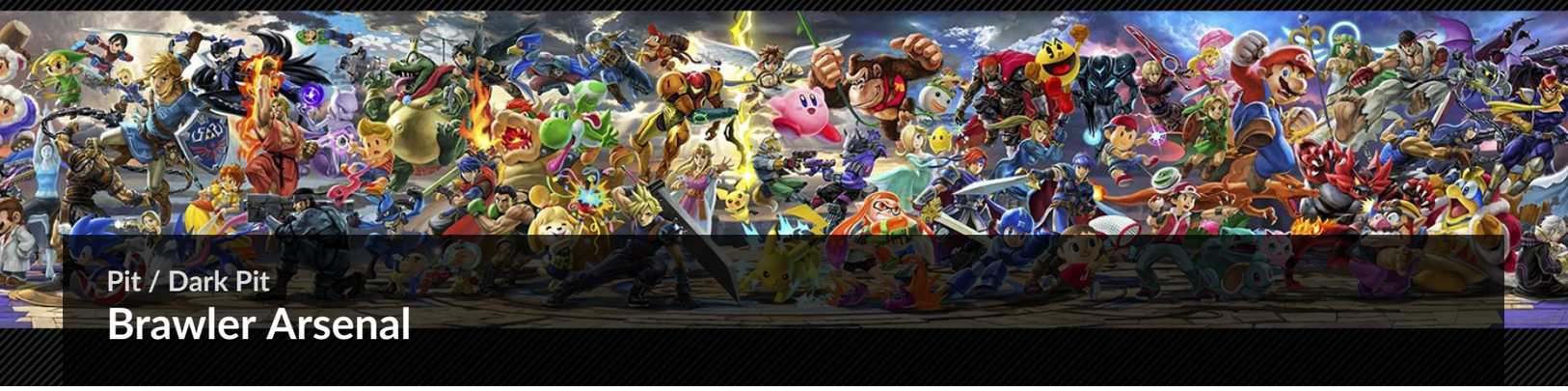












GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2	—
Neutral attack 2	2	—
Neutral attack 3 (rapid)	0.5xN, 2	Launches away. Input Attack repeatedly to execute.
Neutral attack 3 (launcher)	4	Launches up and away.

Pit uses his bow blades to perform a swift right-handed slash, quickly transitioning into a mirrored left-handed slash, and finishing with either a rapid stab-attack combo or a heavy launching attack.

This is your safest ground-based spacing and poking attack for most situations. Like most neutral attack jabs, it's the ideal retaliation option right after blocking an attack when you aren't in grab range.

The rapid-attack variant (neutral attack input three times in rapid succession), can force the opponent into a tech get-up situation, while the normal three-hit jab sequence launches them into the air for potential combo-juggle setups. To mix it up, you can opt to hit with only the first two jabs and then go in for a grab or more attack-based pressure.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	11	Launches up and away.

Pit's dash attack is a strong horizontal slash, superb for punishing your opponent's landing lag and forcing them to play more defensively. Pit's dash attack helps create openings since it's relatively safe (compared to most other dash attacks), allowing you to use it aggressively. Space the attack and try to hit with its tip as often as possible.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack (faceup)	7	Intangible.
Wake-up attack (facedown)	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	10	Launches away. Deals more damage and knockback with tips of dual blades.
Up tilt	4, 5	Launches directly above.
Down tilt	6	Launches up for potential follow-up combo.

SIDE TILT

Pit lunges forward with a low profile and extends his bow blades directly in front of him, knocking away foes. Side tilt is a good deterrent to the enemy's ground-based aggression and deals extra damage if hitting with the tips of the extended blades. It can be used as both a poke and a whiff-punish attack (particularly against ledge climbs). With practice, you can react to most ledge-hanging recovery options in order to punish, or at least safely apply pressure to your recovering opponents.

UP TILT

Pit delivers a double hop kick attack, popping up his target into the air for a potential follow-up. His up tilt is a high-priority anti-air you can use to harass enemies on platforms above you. You generally want to use this attack over up smash in anti-air scenarios, since its total duration is shorter, leaving you safer on whiff or if your opponent baits it out.

However, up smash does have its advantages over up tilt, mainly as a defensive punish after blocking, and to finish off enemies.

DOWN TILT

From a kneeling crouch, Pit sweeps at the opponent's legs with one of his bow blades, sending his victim into the air. Similar to side tilt, down tilt is a relatively safe neutral poke attack with solid range and start-up time. On hit, it sets up follow-up attacks such as dash-in grab and dashing attack.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	5, 10	First hit pops up slightly. Second hit launches away.
Up smash	3, 2, 8	Pops enemy up into potential juggle position.
Down smash	12	Launches up and away. Clear-out attack. Hits front, then rear.

SIDE SMASH

Pit performs two powerful slashes in front of him using the Palutena Bow. The first hit stuns the enemy long enough for the second slash to blast them away. This two-hit smash attack boasts long reach and beefy hitboxes. Like most smash attacks, it's best used deliberately, so take care not to whiff it.

Similar to up smash, side smash can be used to punish mistimed air dodges and predictable rolls. Naturally, side smash reaches farther than up smash, so spacing assessment is crucial when deciding which to use to punish whiffs. Thanks to its reach, side smash is great for attacking opponents who tech your knockdowns.

UP SMASH

Pit delivers a three-hit anti-air attack sequence directed above his head, launching foes into the sky. Up smash is an excellent punishment attack against air dodges and ledge rolls. If you can find an opening beneath a foe, up smash deals considerable damage and has high knockout potential.

DOWN SMASH

Pit sweeps the floor with the Palutena Bow at the ground in front of him, followed by a rear sweep, clearing out foes from the area. For a smash attack, down smash is incredibly fast with relatively low end lag. It starts up absurdly quickly and can be difficult to punish. As a clear-out attack, it hits behind you, making it rather flexible for defending against ground-based rushes. It's also one of your stronger options for snuffing recovering enemy attempts to grab the ledge.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	10	Forward throw.
Back throw	8	Backward throw.
Up throw	11	Launches directly above.
Down throw	6	Launches up and away at slight angle, allowing for potential follow-up attack.

GRABS

Pit's grab attempt hits quickly, not among the fastest grabs but not far behind. It has average reach. As Pit, down throw is your most important variant, as it leads to the most damage while your opponent is still at low and medium percentages. For example, combo down throw into back air (slight tilt back before jumping after the down throw), into double jump neutral air attack. Alternatively, you can combo down air from down throw, then execute several low-altitude follow-ups.

Otherwise, Pit's grab and throw game is relatively straightforward. Use front and back throws to finish off enemies, tossing them into the blast zone if they're near a ledge. Use up throw to set up "sharking" (juggle-trapping) opportunities, and down throw for guaranteed combo damage at certain percentages.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	0.7x7, 4.5	First seven hits can drag airborne enemies into the ground. Final hit launches up and away.
Forward air attack	2.5, 2.5, 6	First two hits can drag enemies. Third hit knocks away slightly.
Back air attack	12	Knocks away, low knockback. Deals more damage with tips of bow blades.
Up air attack	1.5x4, 5	First four hits can drag enemies. Final hit launches up and away at slight angle.
Down air	10	Clean hit causes meteor smash.

NEUTRAL AIR ATTACK

Pit twirls the Palutena Bow in midair, striking foes several times before knocking them back. Neutral air attack's persistent hitboxes make it great for punishing on-the-spot dodges and ledge-recovery options. If you can make a read on where your opponent is going to recover to, you can stick out a relatively safe neutral air attack to punish.

You can make it safer by fast-falling, ensuring the last hit of the spinning attack connects with grounded foes. With its multi-hit dragging effect, you can set up unique combos (although not necessarily guaranteed) against low-altitude airborne enemies. If you hit with a fast-falling or deep neutral air attack (where the final hit doesn't connect), you can follow up with up smash for a surprise combo that deals massive damage, potentially knocking them out.

FORWARD AIR ATTACK

While airborne, Pit delivers a multi-hit attack, spinning his bladed bow directly in front of him. Forward air attack is your primary aerial poking and pressuring tool. While it doesn't easily hit smaller fighters, you can fast-fall the attack during short hops to ensure it hits at the lowest altitude possible. Deep forward air attacks allow you to follow up with ground pressure, such as neutral attack or grab.

What you can do off of a connected forward air largely depends on enemy damage percentage. You can generally go into mix-up juggles, and at certain percentages, you get combos such as forward air into neutral air attack.

BACK AIR ATTACK

Pit thrusts the sharp points of his Palutena Bow halves behind him, striking aerial foes and knocking them up. Back air is much stronger than forward air, but takes more precision. Like side tilt, the tips of the blades deal max damage, with less coming from a hit with the arm. Hitting in closer with the arm sets up certain combo opportunities (such as back air into back air, or back air into neutral air attack). Like many back air attacks, Pit's is great for dealing shield damage because of how safe and damaging it is. Incorporating proper back air usage into your offense may take practice, particularly off of dashes.

Naturally, back air is your primary edge-guarding attack, especially far out from the ledge.

UP AIR ATTACK

Pit uses the Palutena Bow like helicopter blades, positioned laterally above him, cutting into airborne enemies several times before popping them upward. This anti-air move is your conventional double jump baiting and juggling attack, mainly used against airborne foes attempting to descend to safety.

DOWN AIR ATTACK

Pit uses one half of the Palutena Bow to attack enemies below him with a wide-angled slash, potentially inflicting a meteor smash. Down air attack is a decent defensive move thanks to its wide-angle hitbox. If you're under pressure, you can use it from an out-of-shield jump, then pull away from your aggressor while you're airborne. It has a spiking effect right at the beginning, so it can be used to meteor smash enemies off the stage.

SPECIAL MOVES

SPECIAL MOVES: PIT

MOVE	DAMAGE	NOTE
Neutral special	3.2 (8.6 at max charge)	Bow can be directed vertically while charging. Trajectory can be influenced by control inputs. Charging increases range, speed, and damage.
Side special	11	Launches directly above, high knock-up. During dash, deflects projectiles.
Up special	—	Can be directed to various upward and lateral angles with control stick right after up special input.
Down special	—	Absorbs set damage before breaking, unusable for 10 seconds. Deflects projectiles.

SPECIAL MOVES: DARK PIT

MOVE	DAMAGE	NOTE
Neutral special	5.5 (14 at max charge)	Bow can be directed vertically while charging. Trajectory can be influenced by control inputs. Charging increases range, speed, and damage.
Side special	12	Launches up and away, high knockback. During dash, deflects projectiles.

NEUTRAL SPECIAL (PIT): PALUTENA BOW

Pit fires a chargeable magic arrow that he can control, able to bend its trajectory midflight. Pit's bow can be directed vertically or horizontally. To fire the bow above him, hold up on the control stick. The arrow can be curved midflight. When fired horizontally, control it with up and down inputs. When fired vertically, control it with left and right inputs.

Pit's arrows are incredible for harassing, chipping, and zoning out enemies. With its midflight manipulation mechanic, you can snipe enemies from range and from unique angles. Mastering the Palutena Bow can be difficult, as it requires exceptional timing, arrow control, and movement-predicting skills. A good rule of thumb for when to apply arrow pressure is whenever you successfully score knockback hits where you can't immediately follow up with melee attacks, or whenever your opponent is giving you space and playing passively at the other end of the stage (eventually forcing foes to attack).

Pit's Palutena Bow is one of the best projectile-based edge-guarding tools in the game, due to its flexibility and midflight control mechanic.

It's also important to note that you suffer much more end lag while firing horizontal arrows than vertical arrows.

NEUTRAL SPECIAL (DARK PIT): SILVER BOW

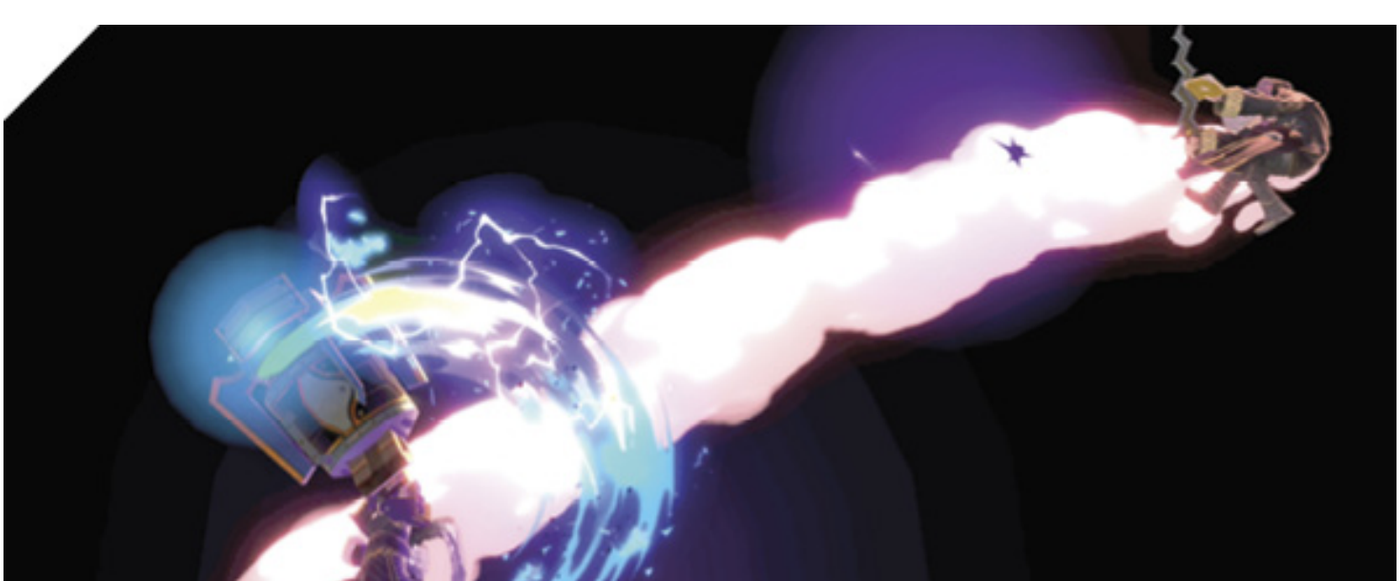
Dark Pit fires an arrow imbued with darkness. Dark Pit's arrows are more powerful than Pit's, but are influenced much less by midflight inputs (although they can still be directed, albeit slightly).

SIDE SPECIAL (PIT): UPPERDASH ARM

Pit dashes forward and delivers an uppercut that launches foes high into the sky. Pit's Upperdash Arm launches foes much higher with a sharper vertical angle than Dark Pit's Electroshock Arm, but deals slightly less damage. During the dash, this special move deflects projectiles. If executed in midair, it packs less punch as a launcher, but leaves you less vulnerable.

Upperdash Arm and Electroshock Arm can be used to get back onstage, while at the same time retaliating against edge-guarding opponents. Special-reversing this move increases its range slightly.

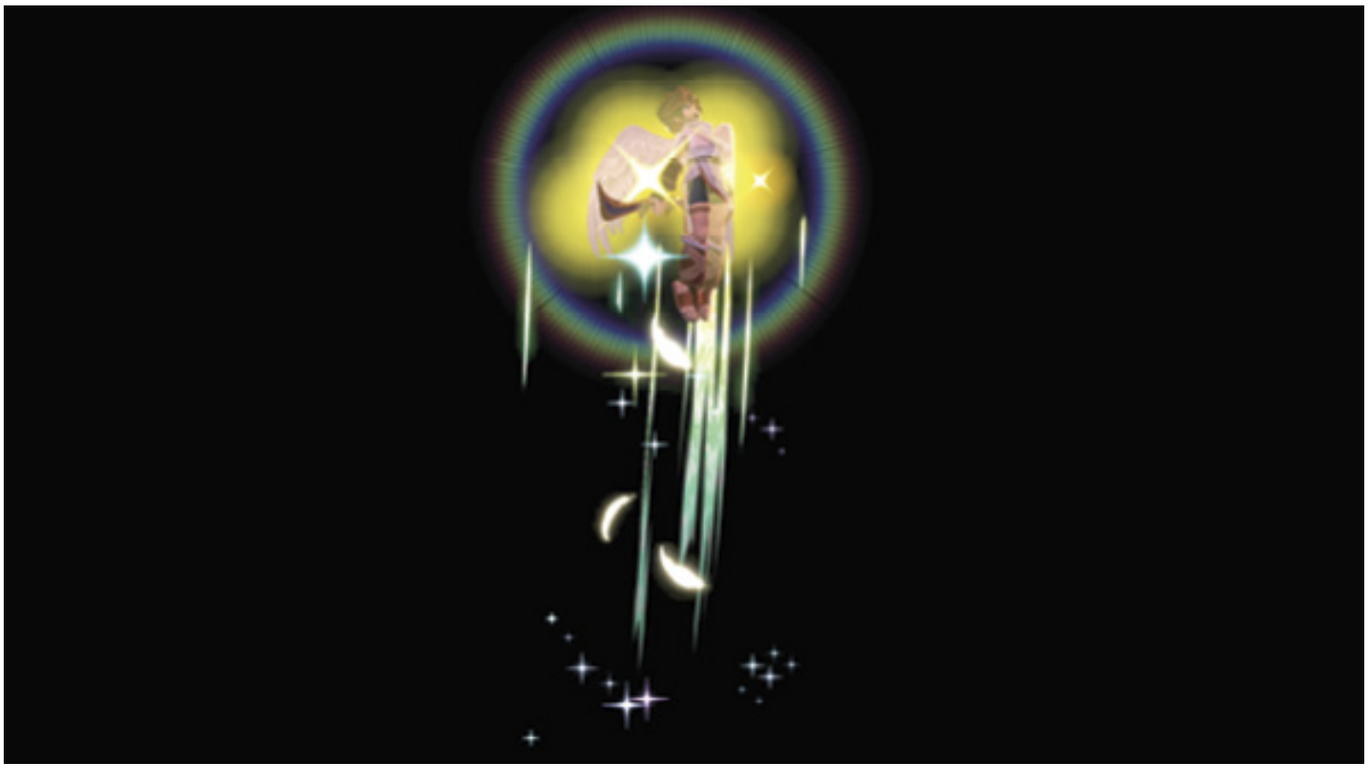
SIDE SPECIAL (DARK PIT): ELECTROSHOCK ARM

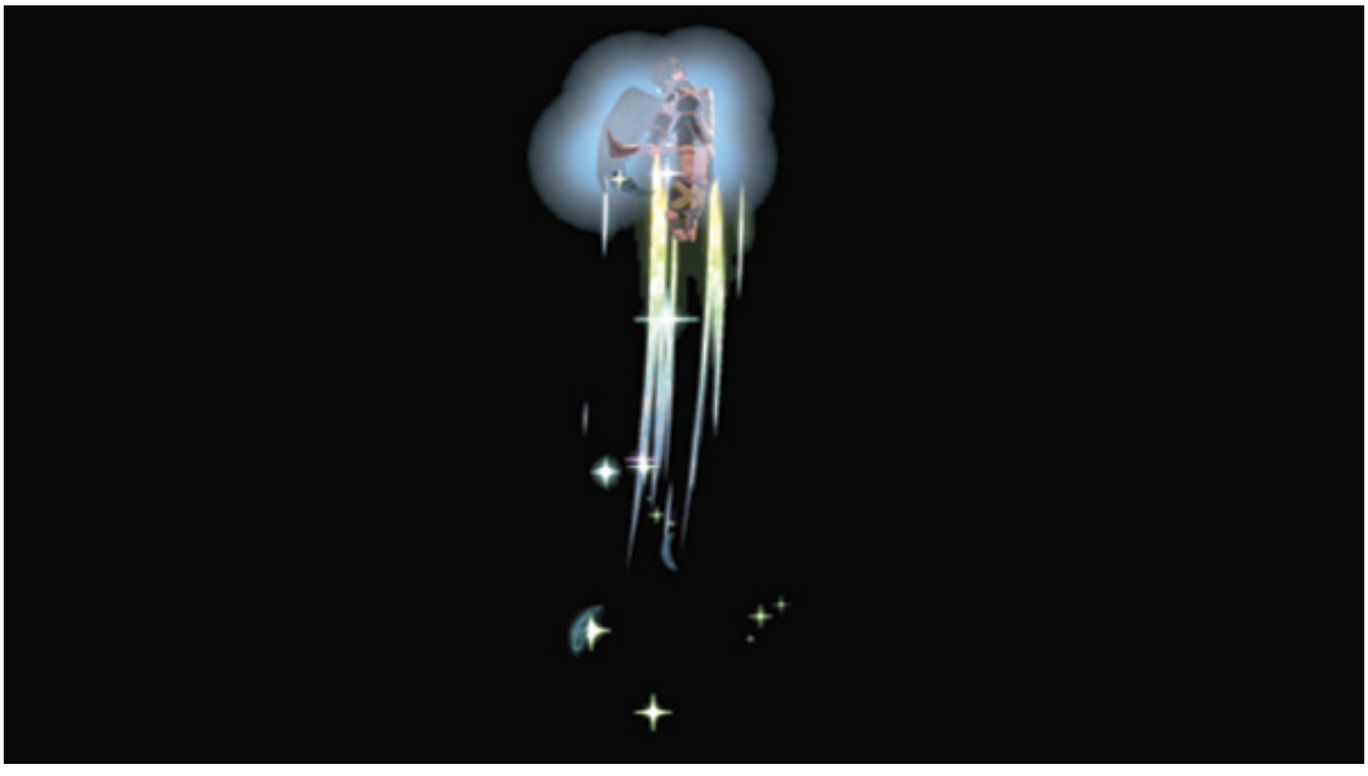


Dark Pit charges forward with a weapon that launches foes diagonally upward. While Pit's Upperdash Arm is more likely to knock out enemies vertically into the sky, Dark Pit's Electroshock Arm is noticeably more effective for knocking out enemies near ledges.

Like Pit's Upperdash Arm, Dark Pit's Electroshock Arm deflects projectiles while he dashes forward.

UP SPECIAL (PIT AND DARK PIT): POWER OF FLIGHT





After a brief midair pause, Pit soars through the air. This air dash special can be redirected with the control input. After the up special input, hold left, up-left, up, up-right, or right to send Pit flying in that direction.

This recovery option leaves you vulnerable as you descend from the air, so be careful not only in your positioning, but with your opponent's possible punishment options, as you're left helpless during your descent.

DOWN SPECIAL (PIT AND DARK PIT): GUARDIAN ORBITARS

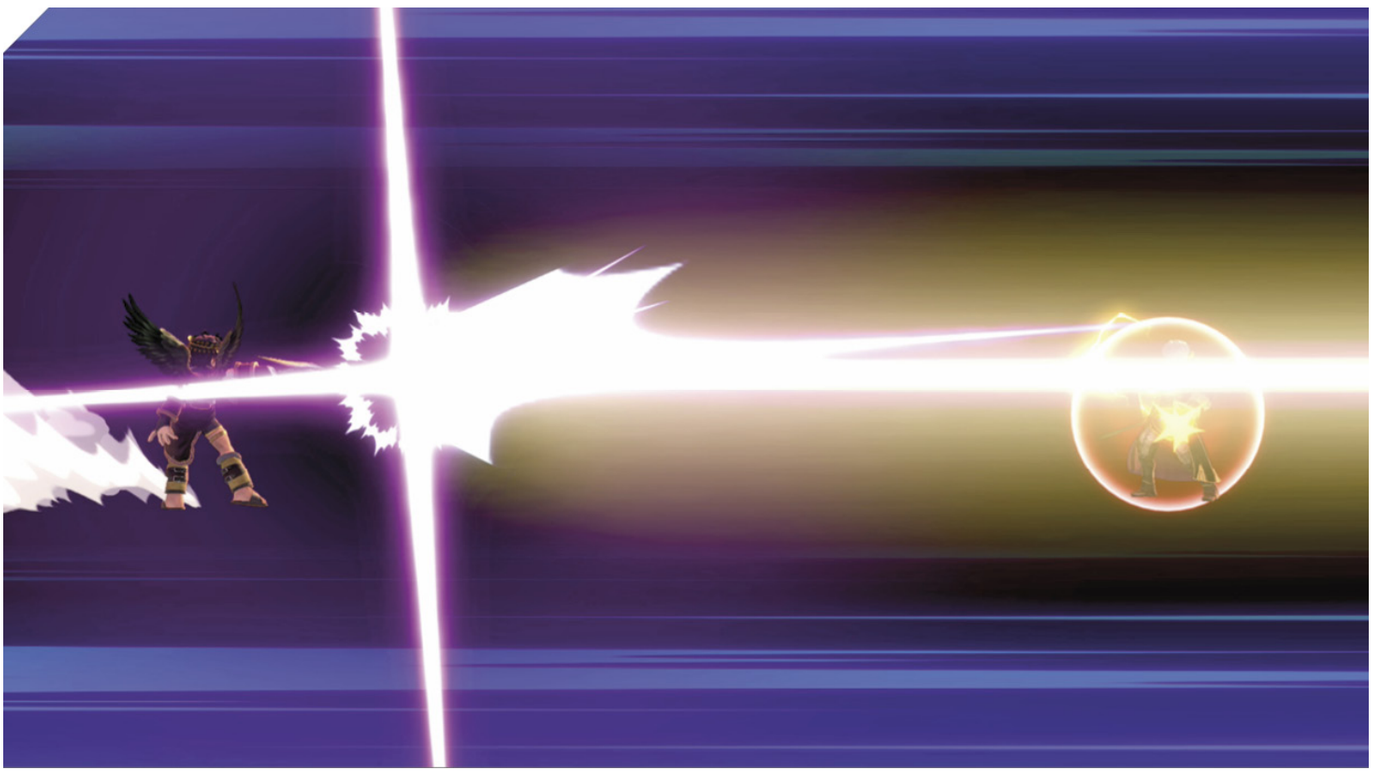
Pit shields his front and rear, reflecting incoming projectiles back at their origin. Guardian Orbitars can only take so much damage before they break. Once broken, the special move becomes disabled for 10 seconds. However, that's not necessarily your greatest vulnerability. You can still be grabbed while holding your shields out. Furthermore, astute and sharp opponents can bait out your Guardian Orbitars and charge up a smash attack, simply waiting until you release and punishing your lag with a massive attack. Guardian Orbitars should be used sparingly, and only if you can make a strong read against your opponent's aggression and projectile habits.

There are specific scenarios in which Guardian Orbitars shine, such as when edge-guarding against certain fighters who rely on projectiles to recover.

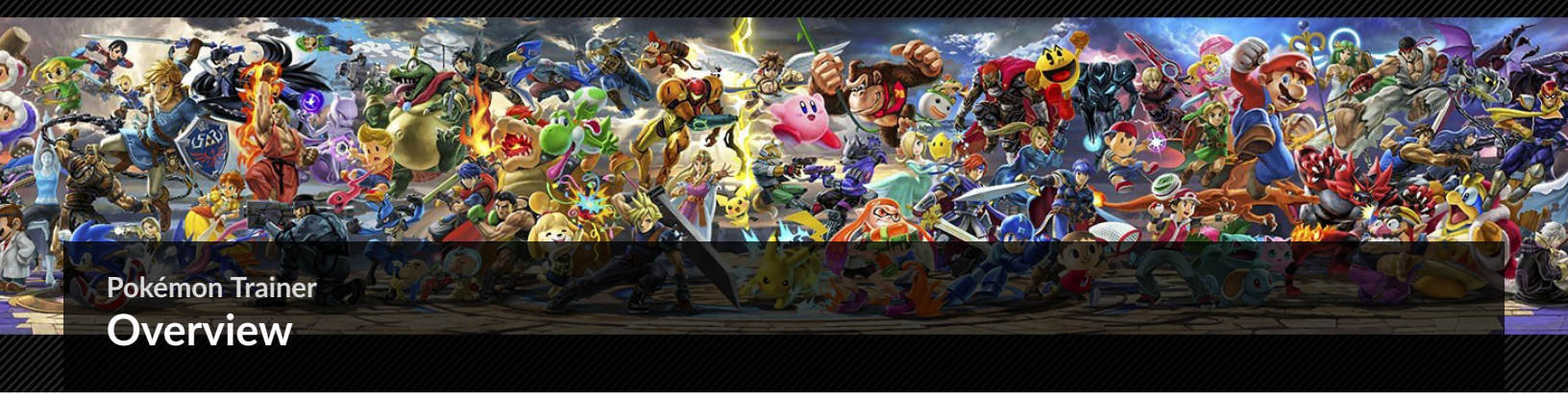
FINAL SMASH (PIT): LIGHTNING CHARIOT

Pit boards the Lightning Chariot and targets opponents with a reticle before charging forward and launching any opponents he hits.

FINAL SMASH (DARK PIT): DARK PIT STAFF



Dark Pit uses his staff to launch opponents with a high-speed horizontal blast that goes straight through obstacles. It can hit multiple foes in a row, but only the first feels its full force.



Pokémon Trainer

Overview

Brawling as Pokémon Trainer is like using a single complex fighter with multiple versions. Squirtle, Ivysaur, and Charizard all do different things well, and you may want to swap between their abilities depending on the matchup or situation. Each is heavier than the last, which is relevant for avoiding KOs and following a match's natural pace.

Squirtle is a fast, tiny fighter, belonging in a category with other minuscule combatants like Pichu and Villager. With the least heft, Squirtle is the easiest to knock offstage of the Trainer's options, but also has the speediest set of moves and movement options. Withdraw and Waterfall give it solid recovery and mobility, and Squirtle can even wall-jump and wall-cling on sheer surfaces.

Ivysaur is slower, but has great multi-hit pokes and incredible power and coverage aiming straight up midstage. Ivysaur's up tilt, up smash, Bullet Seed, and midstage Vine Whip all totally dominate the airspace above this Grass-type fighter. Ivysaur's grab also has reach that's well above average.

Charizard is the daunting heavyweight of the trio, with overwhelming strength and range on attacks. Charizard is the hardest to outright KO with its bulk, but the easiest to combo against. Putting its wings to good use, Charizard also has a triple jump. Of its powerful attacks, side smash and up tilt are particularly noteworthy for their great hitboxes and priority. Charizard's downsides are obvious: it's slower and more predictable than its partners, with laggier attacks.

SQUIRTLE VITALS

MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	Yes
Tether:	No
Wall jump:	Yes
Wall cling:	Yes

MOVEMENT RANKS	
Ground speed:	C- (31-34)
Air speed:	C (52)
Falling speed:	D (58-61)
Weight:	F- (73-74)

IVYSAUR VITALS

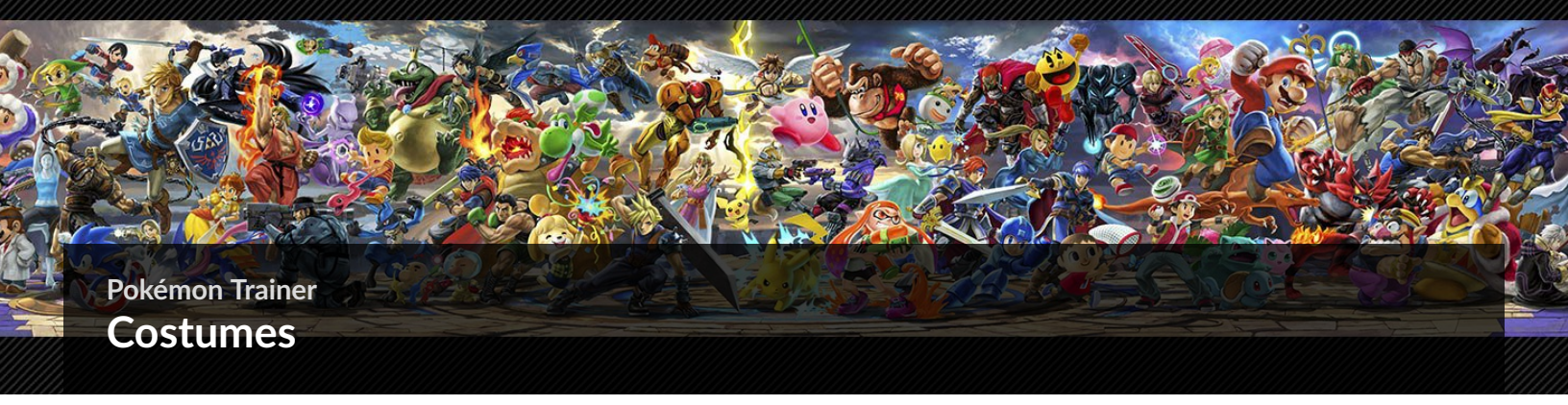
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	Yes
Tether:	Yes
Wall jump:	No
Wall cling:	No

MOVEMENT RANKS	
Ground speed:	D (53-56)
Air speed:	C- (55)
Falling speed:	D (55-56)
Weight:	C+ (32-35)

CHARIZARD VITALS

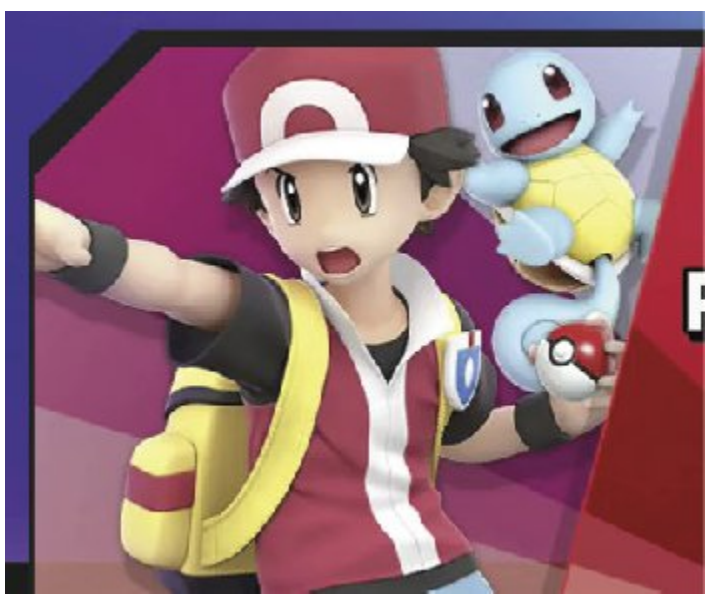
MOVEMENT OPTIONS	
Midair jumps:	2
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

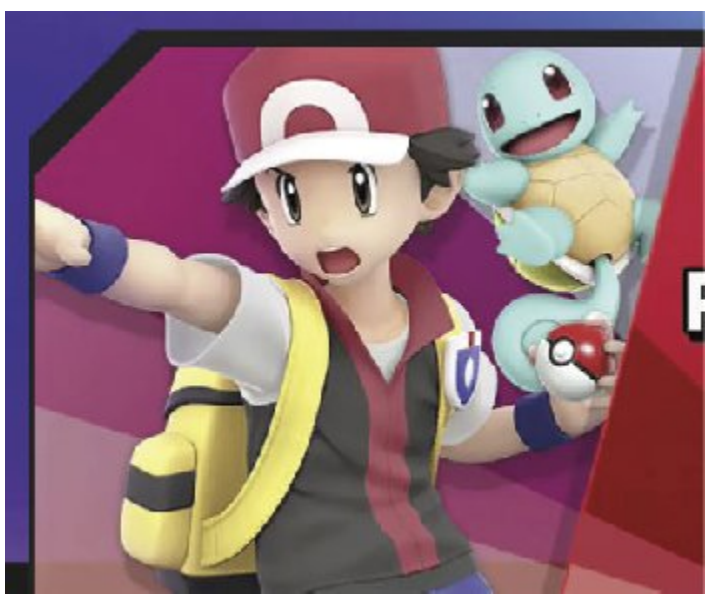
MOVEMENT RANKS	
Ground speed:	B+ (9)
Air speed:	B (33-35)
Falling speed:	C (48)
Weight:	A- (6-7)

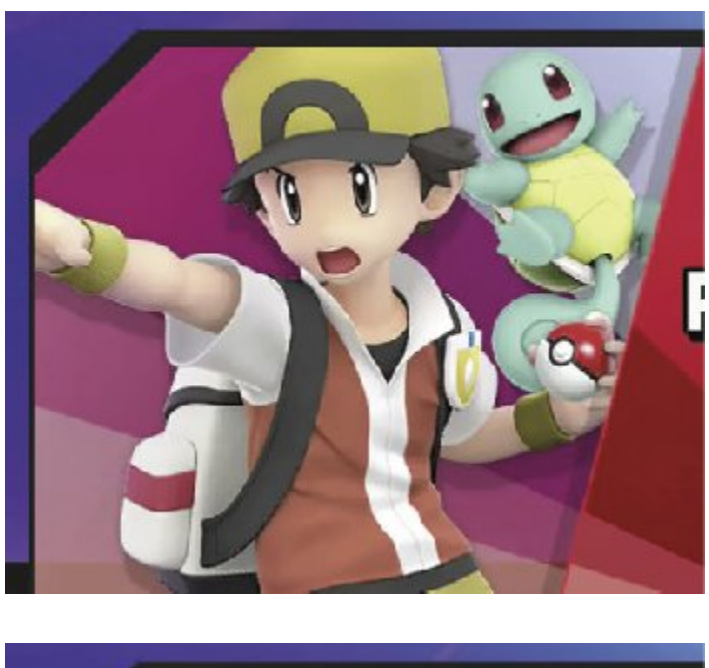


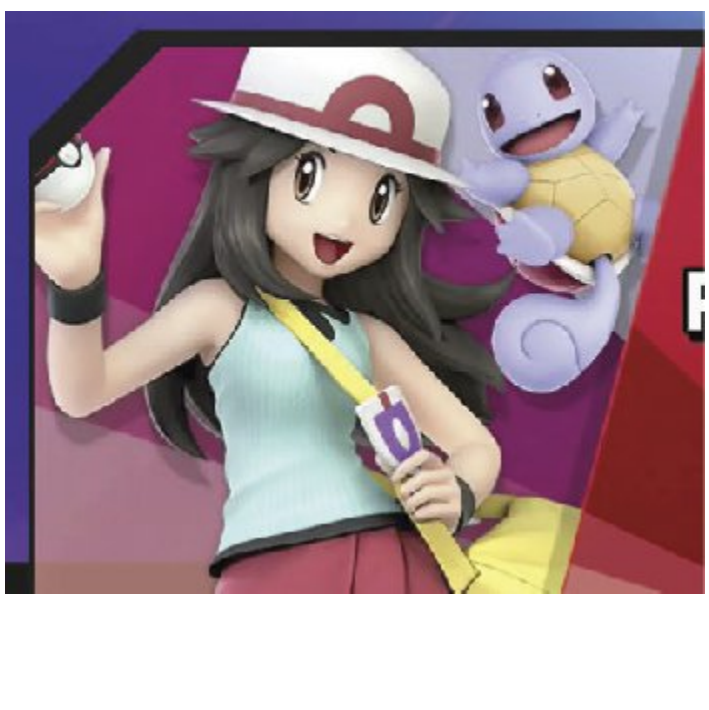
Pokémon Trainer

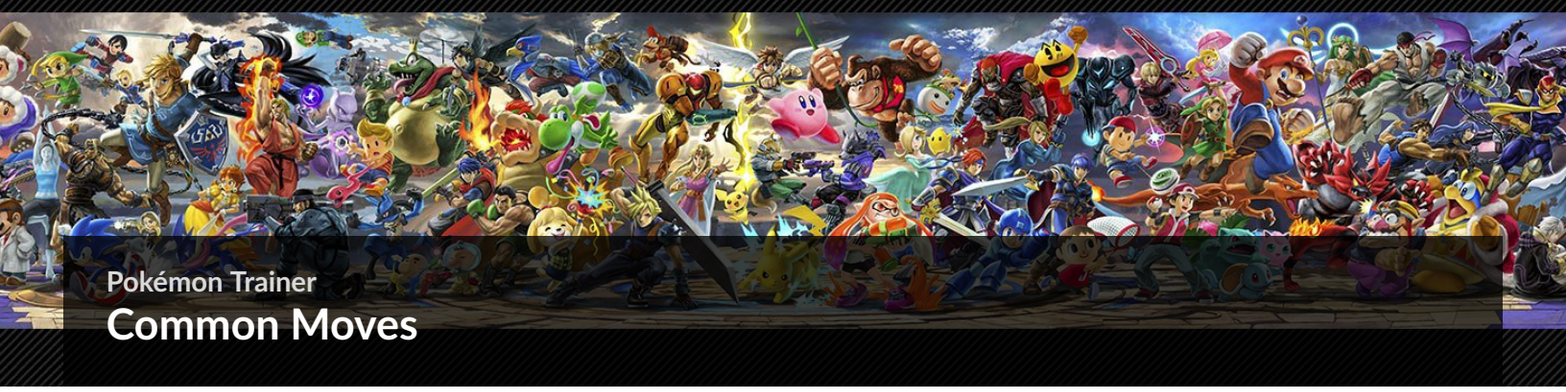
Costumes











DOWN SPECIAL: POKÉMON CHANGE

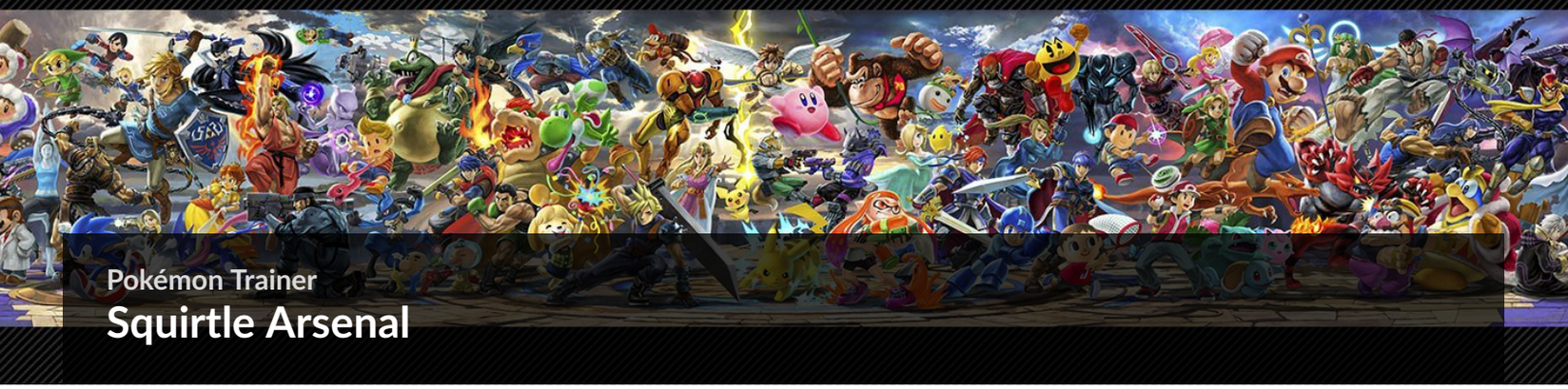
Anyone who wonders what it would be like to wade into battle as a Pokémon Trainer with the trusty gen one Pokémon of Pokémon Red and Blue need look no further. When selecting Pokémon Trainer, you can select a female or male Trainer, choose from different color schemes, plus select which Pokémon battles first. Pokémon Trainer her/himself doesn't take to the field; he or she stands in the background while you control the current active Pokémon.

Playing as Pokémon Trainer therefore means basically playing as three fighters at once: the pint-sized Water-type, Squirtle; Ivysaur, the Grass/Poison-type evolution of Bulbasaur; and the hulking Fire/Flying-type Charizard, a fully evolved Charmander. The simplest way to think of Squirtle, Ivysaur, and Charizard in the context of the team is as flyweight, middleweight, and heavyweight. With any of the Pokémon, down special prompts the Trainer to use a Poké Ball to cycle from one fighter to the next. The down special cycling order is:

Squirtle > Ivysaur > Charizard > Squirtle

FINAL SMASH: TRIPLE FINISH

All three Pokémon combine their powers for a series of overlapping attacks. This super-effective Final Smash spews a solid Solar Beam straight across from wherever it's activated, as well about half the way out, for some extra coverage. In close, the Whirlpool created by the unison of Pokémon powers can suck nearby opponents in.



Pokémon Trainer

Squirtle Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2	—
Neutral attack 2	1.5	—
Neutral attack 3	4	—

Squirtle swings with the fastest attack available to a Pokémon Trainer Pokémon. Point-blank, Squirtle's neutral attack combo is a legitimate offensive and defensive threat. Use it to slide out of dashes and check foes, to react instantly after dropping shield, and to hit them in the back just after landing from short-hopping air attacks. The first two hits are a one-two jab sequence, while the third hit is a spin-kick finisher. The combo can be executed tapping Attack repeatedly, or just holding it.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	8	Damage decreases with distance traveled.

Speedy Squirtle flies out of a run or dash with a sideways screw kick that resembles its forward air attack. Challengers nailed by this pop a little bit up in the air near Squirtle, in position for more hits.

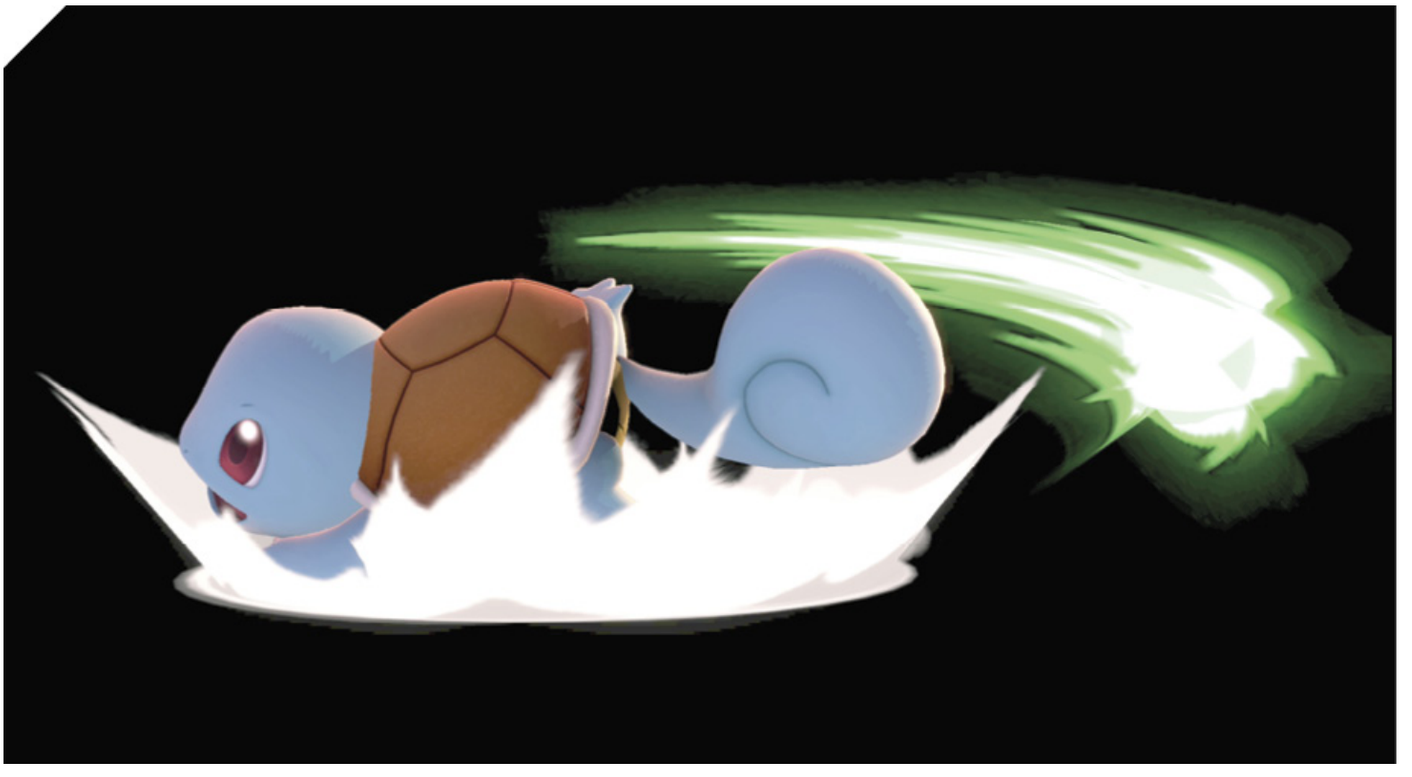
DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	5	Tail intangible. Can be aimed slightly up or down.
Up tilt	5	Hops off ground.
Down tilt	8	—

SIDE TILT



Squirtle ducks away momentarily to swing its tail forward. The tail's angle can be slightly altered, aimed up-forward or down-forward. This quick attack might deal low damage, but Squirtle's tail is intangible. Poke with the tip of side tilt tail swings for a safe check against shields, or a low juggle hit.

UP TILT

For up tilts, these Pokémon all have a similar upward-leaping attack, though with much different results. Squirtle hops in place with a headbutt pointed straight up. This isn't really effective against standing opponents nearby. Save it for hopping into enemies falling from the air.

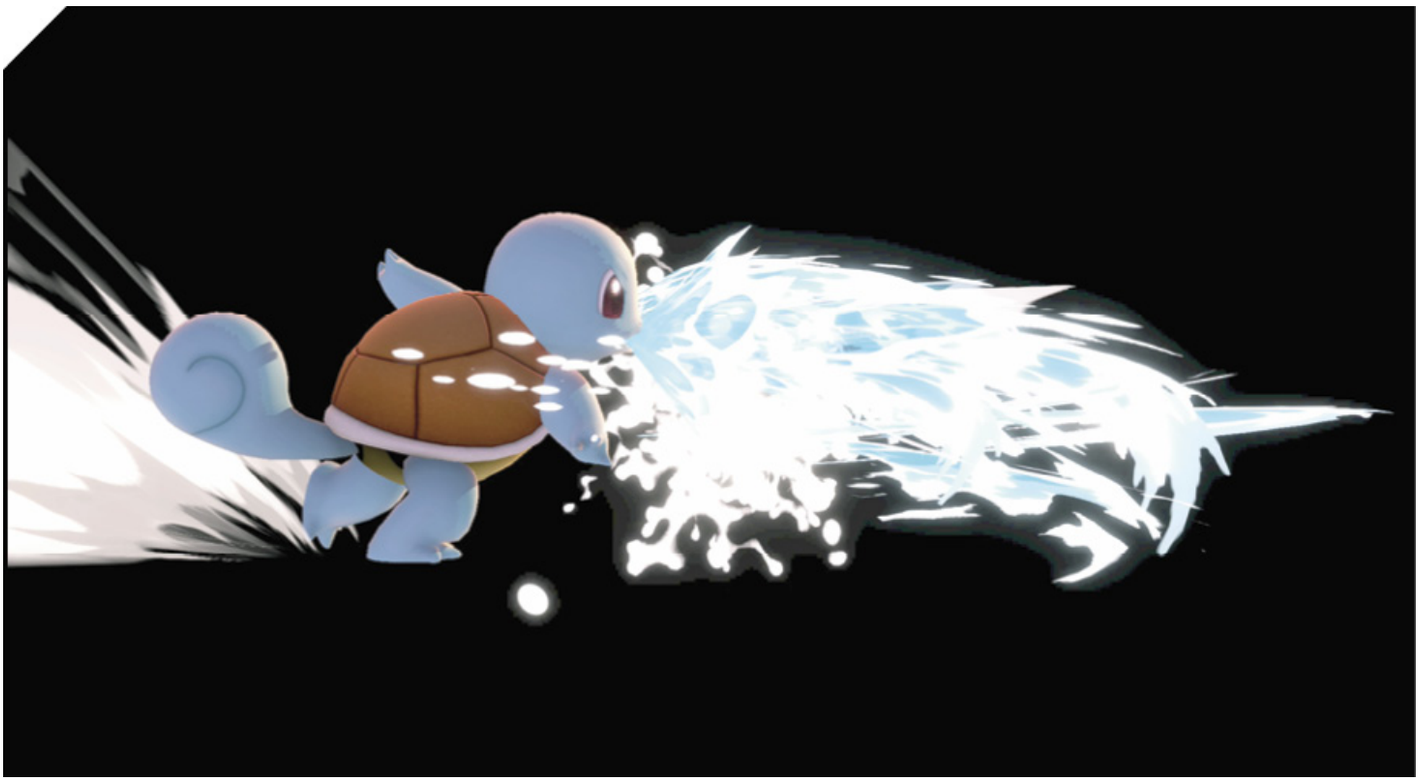
DOWN TILT

This long-reaching tail swipe deals more damage than Squirtle's other tilts, though it's slower to hit. It also has more severe knockback, kicking defenders farther away.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	15-21	—
Up smash	3, 13-4.2, 18.2	Launches foe into potential juggle position.
Down smash	13-18.2	—

SIDE SMASH



One of Squirtle's water-based attacks. After the charging period (if desired), the trusty turtle ejects a short-range water spout straight forward. It might look like this attack sweeps upward somewhat, but it doesn't. The range for the linear hit is good, at least.

UP SMASH

While up tilt doesn't offer lateral coverage, up smash more than makes up for it. Squirtle leaps upward with forceful spigots bursting to either side. Anyone caught by either spout pops up into the air, potentially jugglable. When comparing clear-out options, up smash has better follow-up potential, while down smash pushes everyone farther away.

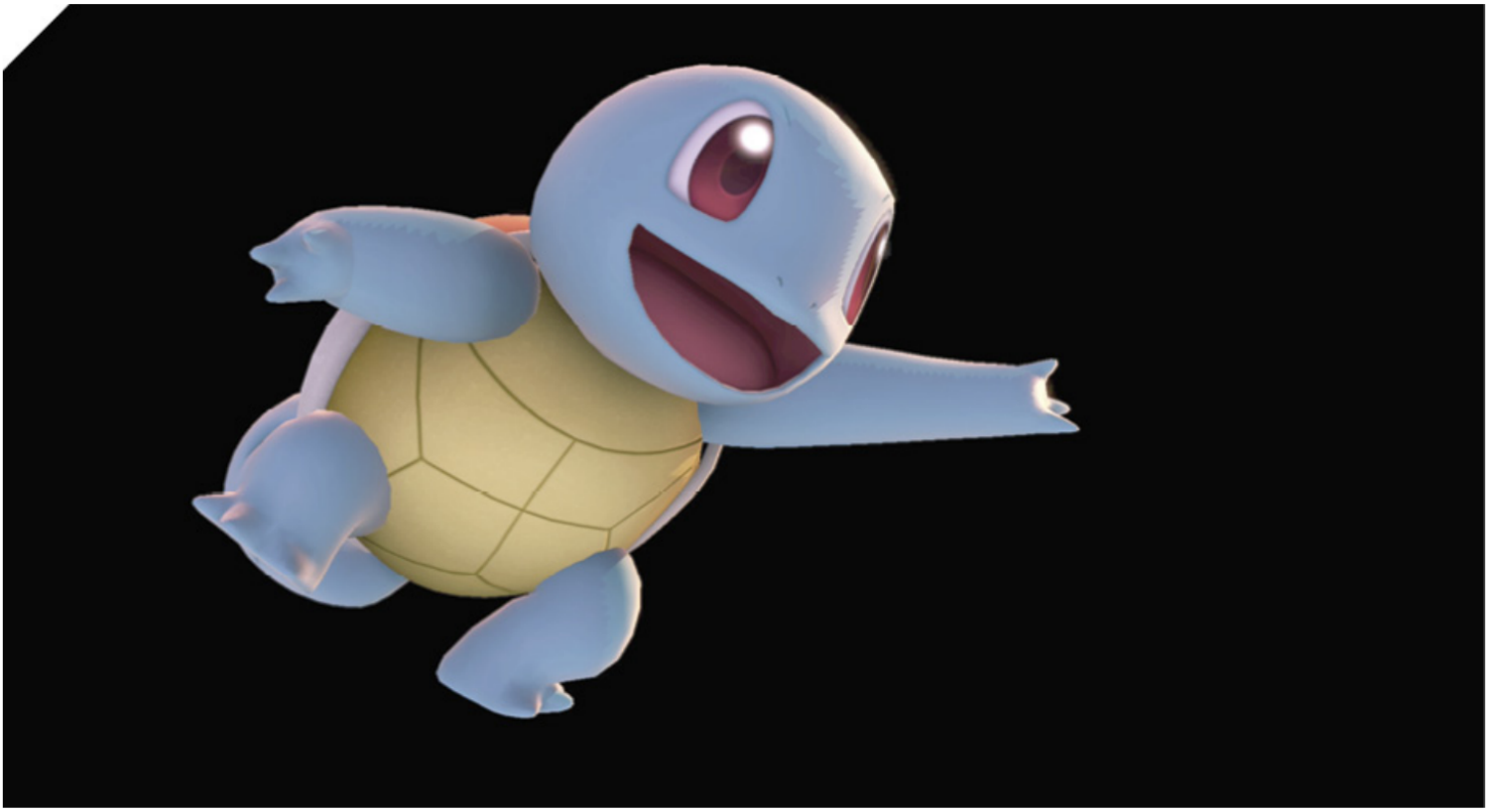
DOWN SMASH

Squirtle spins first to the front, then points behind with a gushing waterspout, sweeping both sides with liquid. Anyone in the way is knocked or pushed away, like a down tilt hitting both sides.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1	—
Front throw	2, 6	Forward throw.
Back throw	8	Backward throw.
Up throw	2, 5	Hurls foe into potential juggle position.
Down throw	2, 5	Bounces foe into potential juggle position.

GRABS



Squirtle has a quick, short-range grab animation to match its lightning-fast neutral attack punch. These attacks sync up with air attacks to give it a quick, punchy point-blank offense. Squirtle's diminutive grab attacks give you a chance to squeeze in one or two more than usual before the follow-up throw.

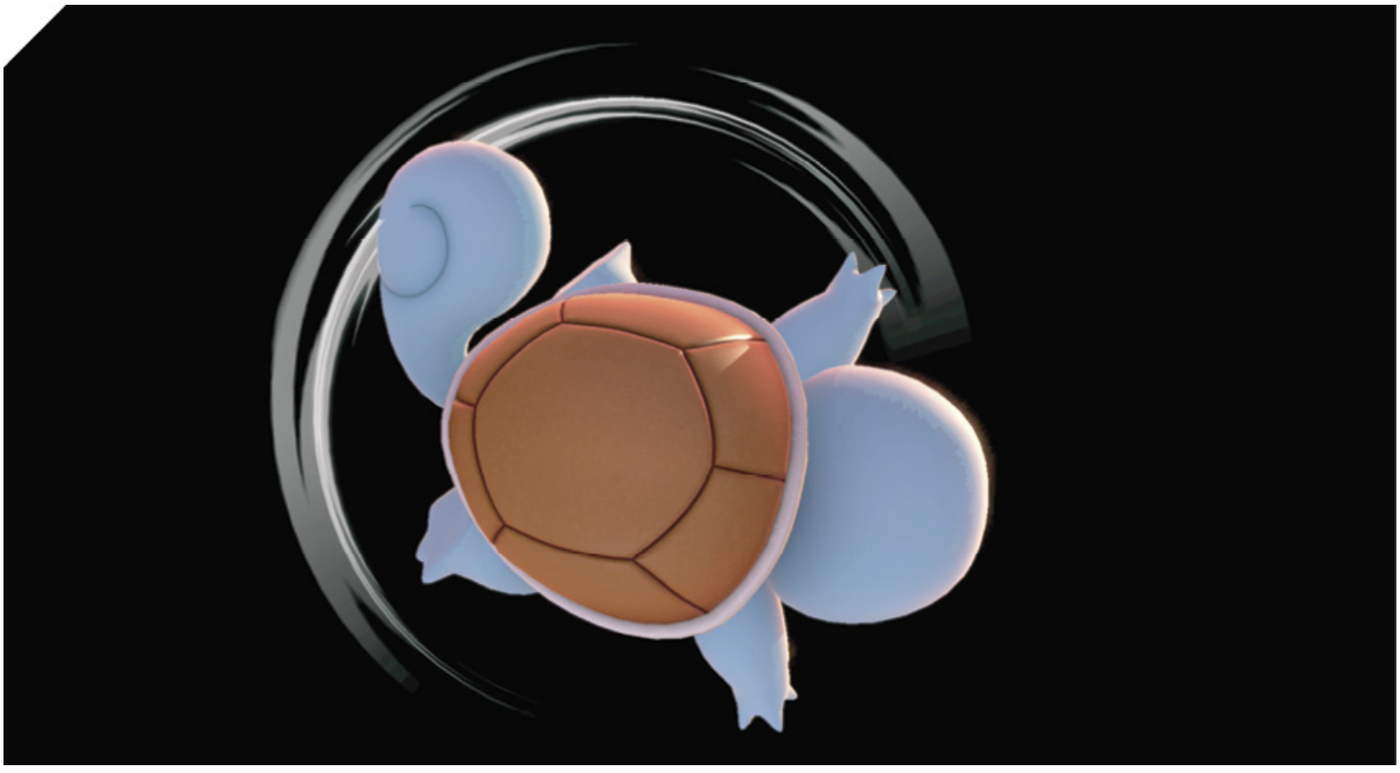
Front and back throw give the usual options tossing a foe to one side or another, without exceptional range. Up throw places them in better position for juggles at jump height, while down throw bounces them off the ground right before Squirtle, good for short-hopping or ground-level juggles.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	10	Max damage early in attack.
Forward air attack	7	Max damage on initial thrust.
Back air attack	1x3, 6, 2	2 extra damage on landing.
Up air attack	7	—
Down air attack	1.5x5, 4	—

NEUTRAL AIR ATTACK



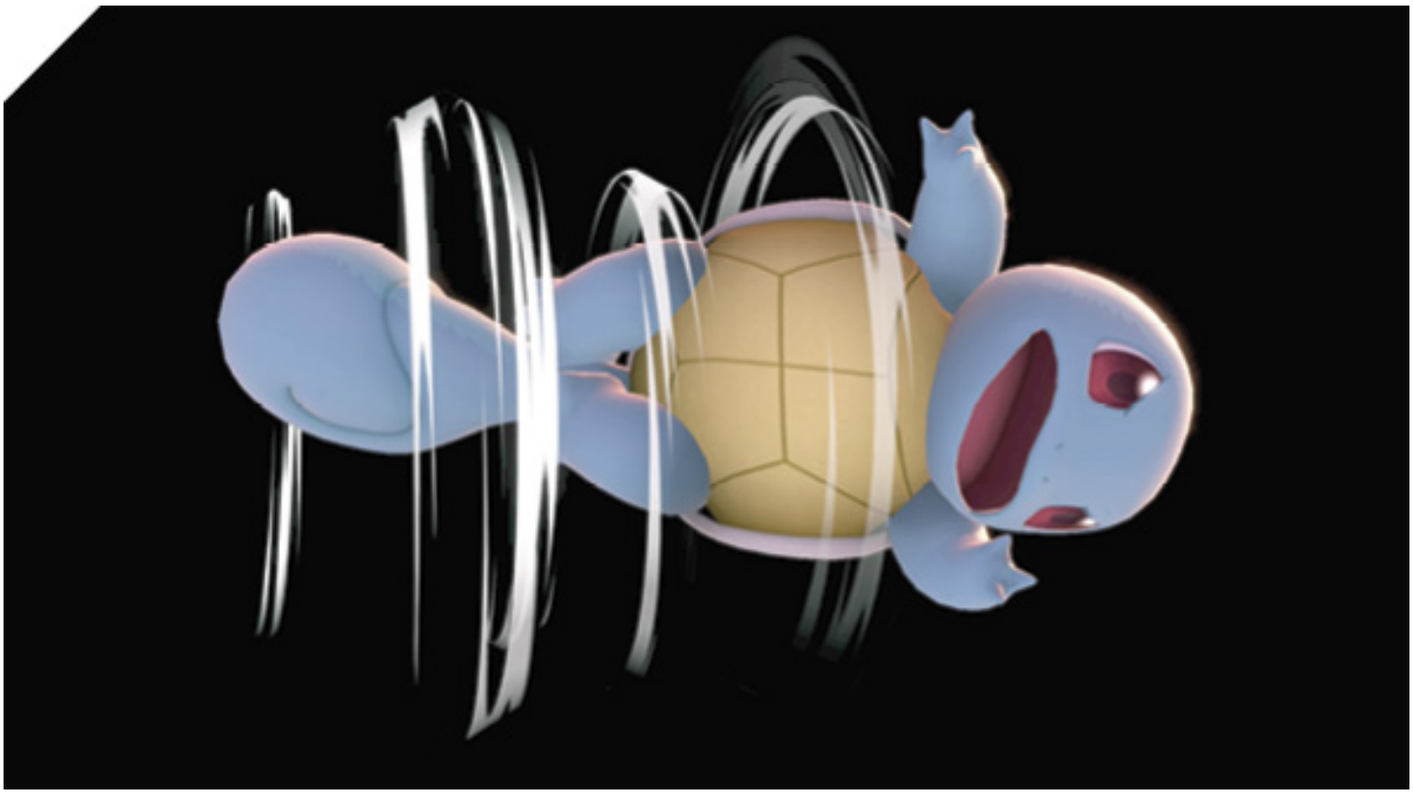
Squirtle extends its little limbs in a midair tumble and essentially becomes a circular projectile. It deals the most damage right on activation, but the attack's active period lingers long enough to make this a great all-purpose air attack. It can be good jumping into enemies air-to-air and falling onto standing foes, whether fast-falling or drifting normally, and whether landing in front of them or behind.

FORWARD AIR ATTACK

Squirtle lies prone in midair and kicks forward with its whole lower body, generating a small corkscrew of water. The most damage is dealt with the initial thrust, though Squirtle's legs stay out for a split second after at lower strength.

During forward air attack, Squirtle kicks forward like during many fighters' spearing back air attacks. Or like Squirtle's own spearing back air. Front and back air start out basically identical, but you'll want to lean on one or the other in different positions. Forward air is punchier and easier to use, but back air has more potential, with more risk too. See back air's description for more on this.

BACK AIR ATTACK



Squirtle spins with its tail extended to its full length backward, hitting multiple times with a very good backward-aimed hitbox (for such a small brawler). Scoring all of the drilling hits before the final airborne finisher requires Squirtle's jump arc to line up correctly with the enemy's trajectory and position. Basically you can't be falling down past them or leaping up above them too quickly, or you'll spin too far for the final hits. Score all the hits plus the final kick, and the victim gets knocked away a decent distance, taking more damage than during forward air attack.

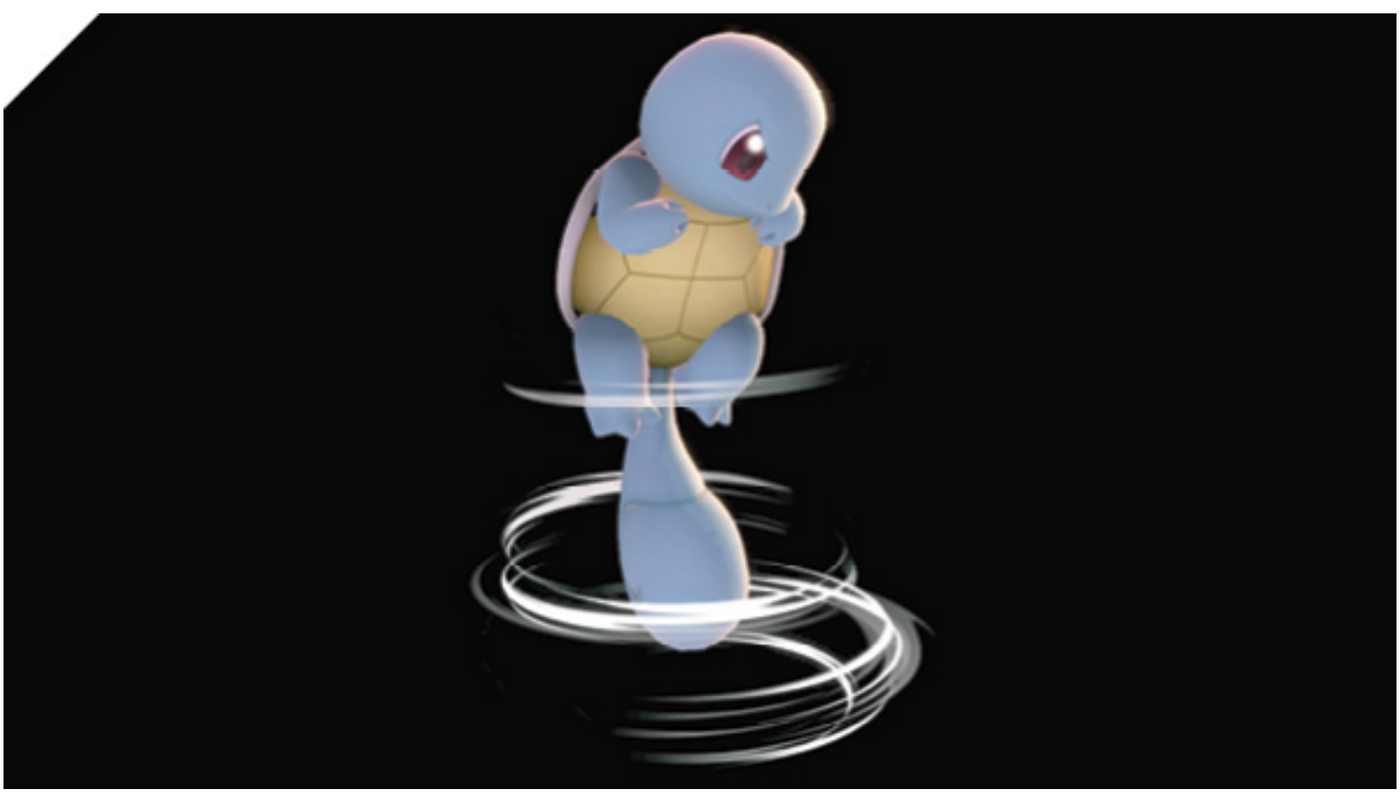
Back air attack's tailspin and forward air attack's watery kick basically do the same thing, with different results. Forward air deals less damage, but all in one hit, with much better landing lag if done on the way down. Back air has better hitboxes and more damage and juggle potential, but runs the risk of missing hits if the aim isn't lined up. Also, low-altitude back air ends with unique landing lag: Squirtle lands on its belly with a thud, shell up. Its impact with the ground is a low-damage hit, capable of working seamlessly as the final hit if aimed correctly. Aimed poorly, it just leaves Squirtle extra vulnerable after landing (not to mention probably a little out of breath).

UP AIR ATTACK

Squirtle whips upward with its tail, starting aimed up-forward and rotating to up-back. Matches are full of chances to chase after higher-altitude adversaries with up air attack. The most basic examples are right after grabbing and hurling someone with up throw, or launching them with up smash.

Aside from its use for batting enemies around above, up air has some use as a very late, precise jump-in. Aim to hit just before Squirtle lands, with the initial up-forward-aimed strike. Squirtle has minimal landing lag falling like this, able to follow up immediately with all kinds of options depending on whether the last-moment up air popped up an enemy or was blocked.

DOWN AIR ATTACK



Like back air attack's spinning tail attack but aimed straight down. Squirtle drills down while falling, hitting multiple times. After five starting hits, a sixth hit knocks victims away. This down air attack can't meteor smash, and can be a little finicky to aim and get all the hits. Still, it's decent short-hopping at grounded foes or stepping off a stage edge to snipe straight down with the tail at a recovering foe before jumping back to safety.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	0	Aim water jet up or down.
Side special	13	Hold forward or backward to increase or decrease travel.
Up special	1.4x7, 3	Hold forward or backward to influence movement.
Down special	0	Change to Ivysaur.

NEUTRAL SPECIAL: WATER GUN

Squirtle's Water Gun is a zero-damage move, like Mario's F.L.U.D.D., used for redirecting items, shots, and enemies. You have to charge up first before Squirtle can squirt its water jet. The charge can be canceled early by dodge-rolling (but not by sidestepping, jumping, or double-jumping), if you need to dodge something incoming.

The best (or certainly most fun) use of Water Gun is when edge-guarding, if the opportunity presents itself to push someone back with the water stream just as they're making their final play for the ledge.

Charge this in spare moments early, taking a second or two of charge when available, then rest with the water torrent as a tool in your back pocket. Don't force the gimmick; just take a good opportunity if it comes along.

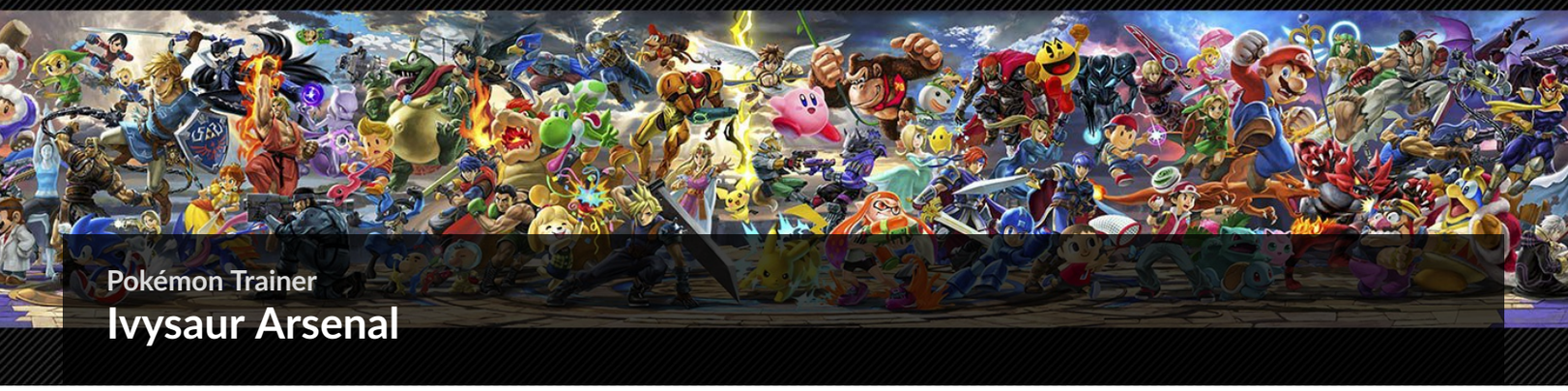
SIDE SPECIAL: WITHDRAW

Squirtle pulls into its sturdy shell and spins in one direction, bouncing off after hitting anything. Squirtle is invincible while spinning, though if anyone leaps on top with good timing, Squirtle will be flipped like a Koopa in *Super Mario Bros.*!

While Squirtle spins, hold forward or backward to influence momentum a bit. Hold forward to travel as far as possible, keeping the move active for the max amount of time; hold back to move the minimum amount. This move can be a good sudden change-up to rush through projectiles or to hit someone who failed to tech a knockdown. The damage diminishes a little bit the farther it travels, but not much. If you have altitude to work with when kicked offstage, Withdraw is even a decent recovery move to travel horizontally with a threatening hitbox, as long as the move finishes up in time for you to use Waterfall to snag a ledge.

UP SPECIAL: WATERFALL

Squirtle surfs a sudden huge spout of water upward like a big ball. This is useful as a defensive reversal, a juggle extender, and a recovery lunge. Holding forward or backward can influence the surging waterball's travel. Afterward, Squirtle is helpless until landing.



Pokémon Trainer

Ivysaur Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2	—
Neutral attack 2	2	—
Neutral attack 3	0.5x7, 2	Hold input for more hits.

Ivysaur's neutral attack combo is a three-stage sequence, starting with a couple of vine slaps. Ivysaur's initial neutral attack is much slower to hit than Squirtle's and even Charizard's, so beware relying on this up close too much. On short notice, down tilt and dashing attacks are faster to hit than neutral attacks. When poking up close, consider using short-hopping back air attack or neutral air attack in places where you might tend toward neutral attacks. Since Ivysaur has to go through pre-jump takeoff before neutral air attack or back air comes out, the overall sequence is a bit slower than a plain old neutral attack, but being off the ground makes those moves less exploitable if they're blocked or dodged.

The neutral attack's third stage is a furious multi-hit vine blender. You can perpetuate this attack indefinitely by holding the button, though any foe being hit by the vine is eventually pushed out of the hits.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	12	—

Along with down tilt, Ivysaur's dash attack is its fastest-hitting physical strike. The galloping Bulbasaur evolution throws its weight into a forward headbutt, knocking victims into a low-altitude tumble that allows follow-up hits.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack (faceup)	7	Intangible.
Wake-up attack (facedown)	7	Intangible.

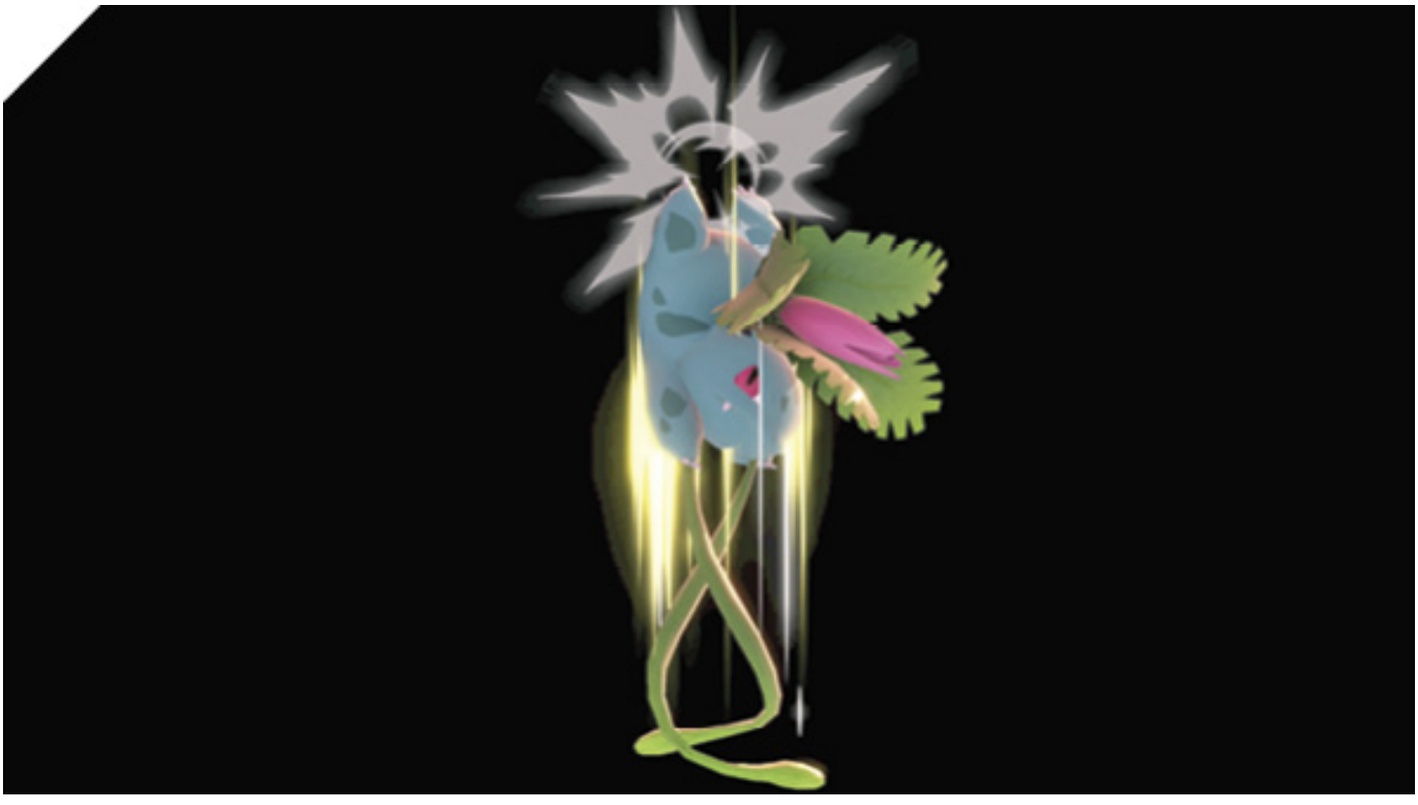
TILTS

MOVE	DAMAGE	NOTE
Side tilt	1.5x6, 2	—
Up tilt	7	—
Down tilt	5.5	—

SIDE TILT

The leaves surrounding Ivysaur's bulb spin rapidly, delivering several slaps to the air in front of the Pokémon. It might look like this attack has vertical and back coverage, but it only hits in front. The active period is long, at least, with a hitbox along the floor. This makes it decent for edge-guarding, when trying to intercept someone's fingers just as they grab the ledge, but before they're intangible.

UP TILT



Ivysaur's tendrils serve as an anchor and trampoline, launching Ivysaur's body straight up into a hopping hit. This has shocking reach upward, but very little side coverage. It can kind of hit someone standing flush against Ivysaur's back, so it's possible to use this intentionally as both anti-air and anti-ground by running toward a target, turning at the last moment, and using up tilt, but this isn't crucial to Ivysaur's success. This attack is clearly intended for juggle combos and anti-air, and for those roles it performs exceptionally, reaching way higher than most up tilts and up smashes.

DOWN TILT

Ivysaur hunches down and slaps far in front with a low tendril swipe. Even at low-damage percentages, this knocks victims backward. The damage is low, but the range is good, and the speed is even better: down tilt is functionally Ivysaur's fastest move by a lot (dashing attacks hit with the speed of down tilt, but require that you be running/dashing first, which adds some arbitrary amount to the execution time).

When in doubt, or worried about the lag on Ivysaur's other moves, lean heavily on down tilt.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	16-22.4	—
Up smash	17-23.8	Launches foes into potential juggle position.
Down smash	12-16.8	Max damage at tip of tendrils.

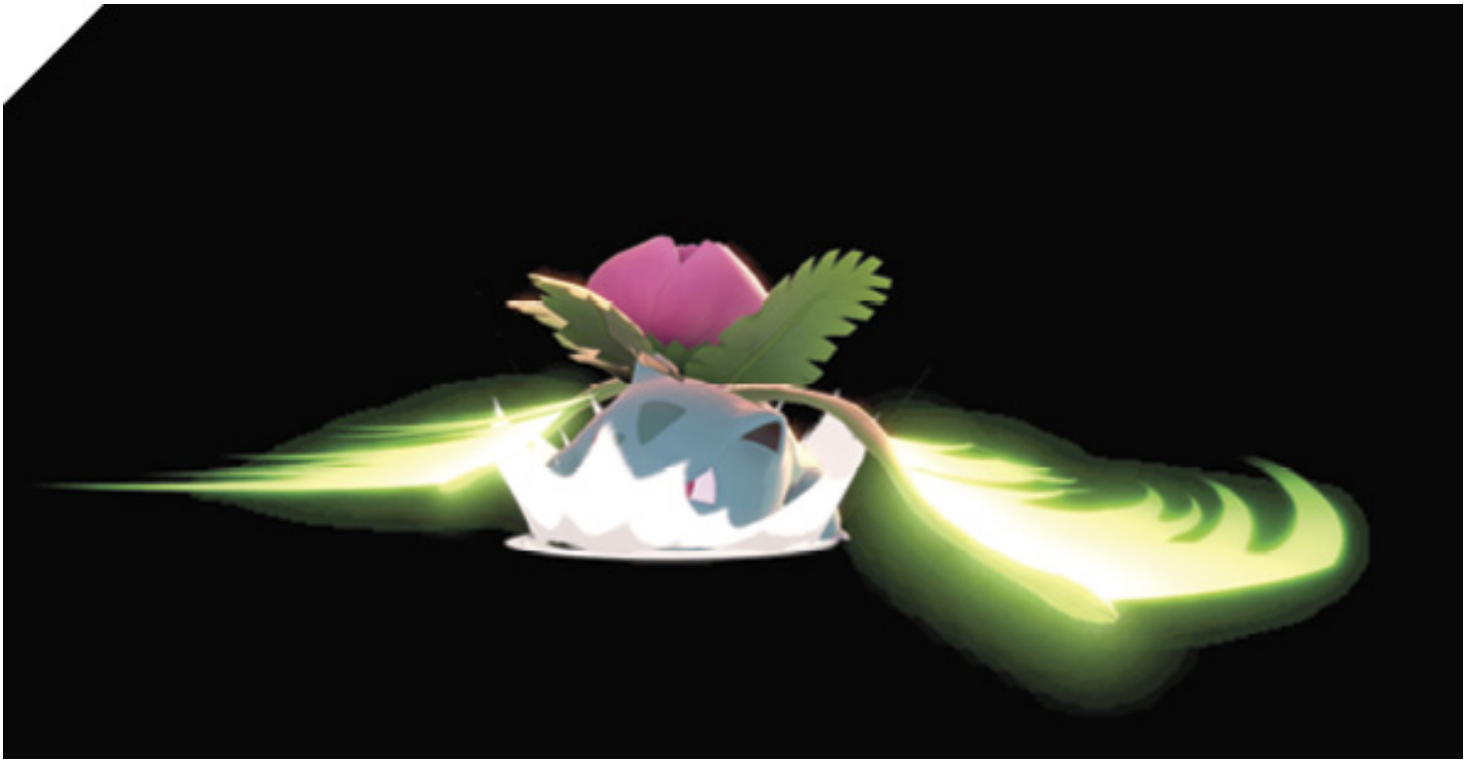
SIDE SMASH

After tensing up charging, Ivysaur launches forward, pushing itself with planted tendrils. Ivysaur itself is kind of like a big short-range projectile, almost like up tilt if it could be aimed sideways. The range and hitting power are solid, and Ivysaur can be aimed slightly up or down to account for tiny crouchers and short hoppers. There's considerable lag afterward as Ivysaur rolls backward to its starting point.

UP SMASH

This attack is very slow to start, even uncharged, but makes up for it with a huge hitbox right above Ivysaur. The bulb generates a spore explosion, which has considerable launching power against anyone caught inside the radius. If you can compensate for the speed (it takes nearly half a second for up smash to hit, uncharged), this move is great for shooting at aerial foes. The slow speed means you won't be working this into guaranteed combos, but it's also great if you can juggle enemies tumbling helplessly.

DOWN SMASH

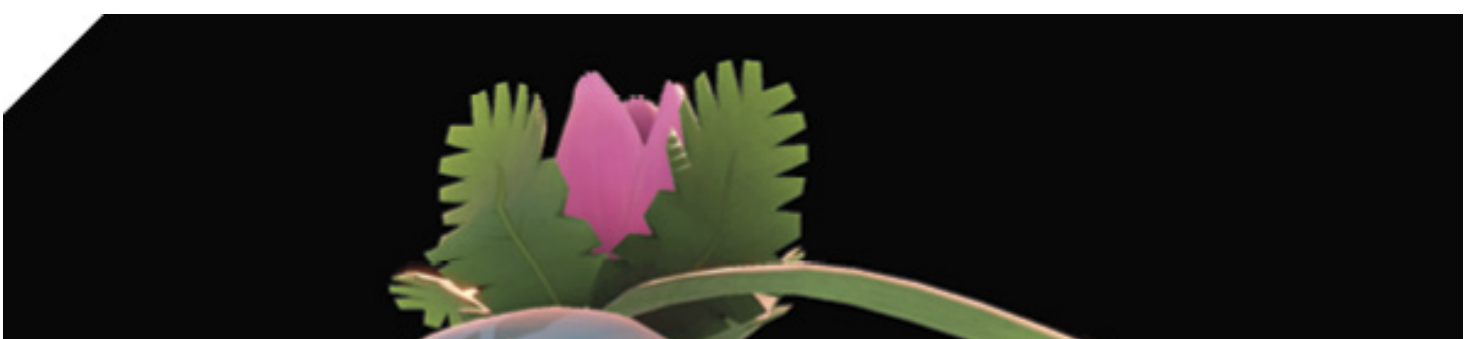


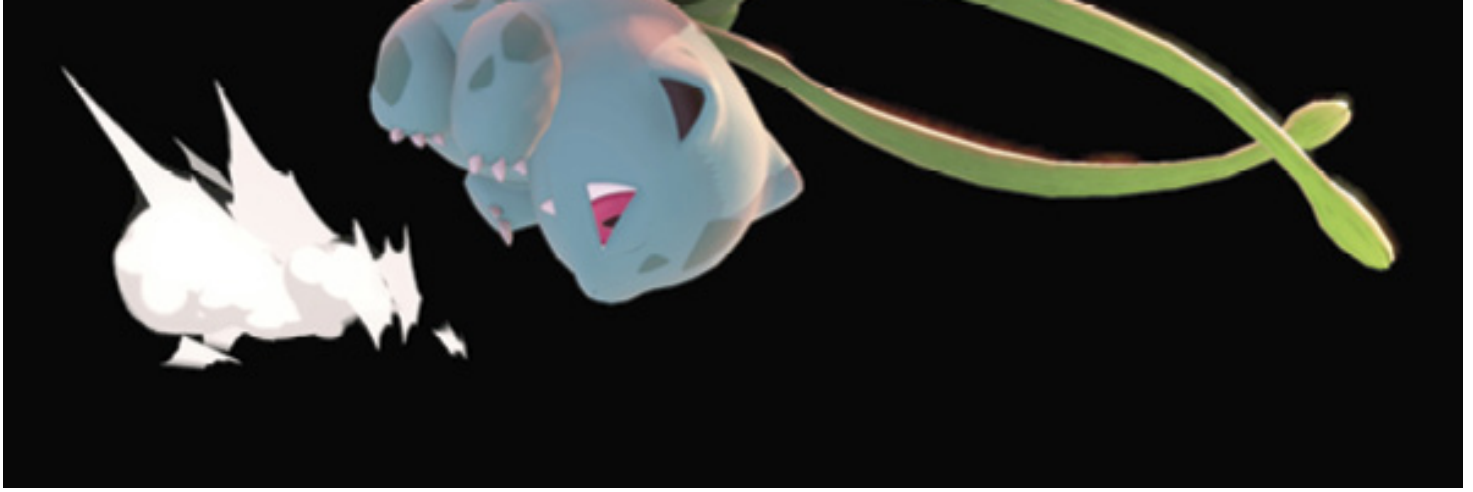
Ivysaur stretches its tendrils out wide to both sides at ground level, knocking away anyone nearby. For a smash attack that clears out on both sides at the same time, down smash is surprisingly fast. This isn't one of those clear-out smashes that hits front right away, then behind much later. The reach for both vines is also terrific. If you're finding yourself surrounded midstage, down smash is probably the solution. It only lacks coverage on the bulb, centered above Ivysaur.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	5, 5	Forward throw.
Back throw	12	Backward throw.
Up throw	4, 5	Throws foe into potential juggle position.
Down throw	7	Bounces foe into juggle position.

GRABS





Ivysaur's vines give it much longer grab range than most fighters. You have to make the most of that extra reach, too, because Ivysaur's grab animation is one of the slowest around. Practice with the range, so you're attempting grabs from far enough away that smaller fighters can't just counter-poke or grab Ivysaur first. Even better, practice dashing, then grabbing immediately; not only does the dash add even more to the range, but starting a grab during a dash gives forward momentum to the grab animation, so there's a double bonus to grab range from dashing first. To practice the range, get flush against a fighter in Training Mode, dash away from them twice, then dash toward them once and cancel the dash by grabbing.

Once they're in Ivysaur's clutches, the standard options are in play. Use front or back throws to push enemies toward a desired stage edge, or to go for outright KOs at high-damage percentages. Back throw has unusually heavy loft, great when backed to stage edges. Up throw leads to immediate juggle opportunities straight up, which Ivysaur has no problem capitalizing on. Down throw bounces foes off the ground directly in front, for lower-altitude juggles.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	1x7, 2	—
Forward air attack	12	—
Back air attack	3, 6	—
Up air attack	15	—
Down air attack	10	—

NEUTRAL AIR ATTACK

Airborne Ivysaur splays its big-bladed leaves and pinwheels to hit in all directions. This is a great attack for general use, with Ivysaur like a flying pizza cutter. For the full combo, you have to strike right away, but the move is still good for bullying with late hits, like after fast-falling. Since Ivysaur's ground attacks tend to be slow and laggy, it helps to think of short-hopping neutral air attack as basically a ground poke.

FORWARD AIR ATTACK

Ivysaur lashes out with a vine from diagonally up-forward to down-forward. For an aerial attack this is slow, hitting in about the time smash attacks usually take, but the range and power are great. Recipients get knocked off their feet.

BACK AIR ATTACK

Ivysaur whips backward twice. The hitbox for the two backward hits covers a slightly smaller wedge than forward air attack's. The first vine whip combos into the second to knock victims away. Back air attack has slightly less coverage and damage than forward air, but it hits much faster, as fast as neutral air attack. And back air has equally good reach, if shallower coverage up and down.

UP AIR ATTACK

When the bulb on Ivysaur's back explodes, enemies nearby can be launched far away by the sudden burst of air and spores. The bulb explosions during up air attack (and down air attack, and up smash) hit a huge area around the bulb, making this a dominating move when going after enemies higher in the air, or standing on platforms above. It's not fast for an air attack, but up air from a short hop is still twice as fast as uncharged up smash, while fulfilling the same role.

DOWN AIR ATTACK

An upside-down version of up air attack and up smash, featuring Ivysaur flipped upside down to direct the bulb's spore explosion downward. Down air attack does less damage than other bulb moves but hits faster, with just as generous a hitbox. With the big bulb explosion blanketing a circle under Ivysaur, this can even be used to ward off foes on lower platforms without dropping down a floor. It also has the obvious use, aiming downward at enemies on the ground or, even better, offstage.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	3, 1.5x4, 3	Seed bullets diminish damage with distance.
Side special	8	Damage diminishes with distance traveled.
Up special	11	Tethers to ledges.
Down special	0	Change to Charizard.

NEUTRAL SPECIAL: BULLET SEED

Ivysaur starts shooting seeds straight upward rapidly. The force Ivysaur gathers to start shooting is an attack in itself, popping close-range foes up right into the seed fusillade. On a normal input, the whole sequence launches victims at the end. Holding the input launches more seeds. Depending on the target's damage percentage, you can hold them in place for three or four times more seeds than standard, still scoring the launcher hit on release.

It's nice that it pops up point-blank challengers, and it's a surprisingly quick hit up close, but you'll mostly use this special to shoot at enemies far above, like after they've been popped up or way offstage and are tumbling back.

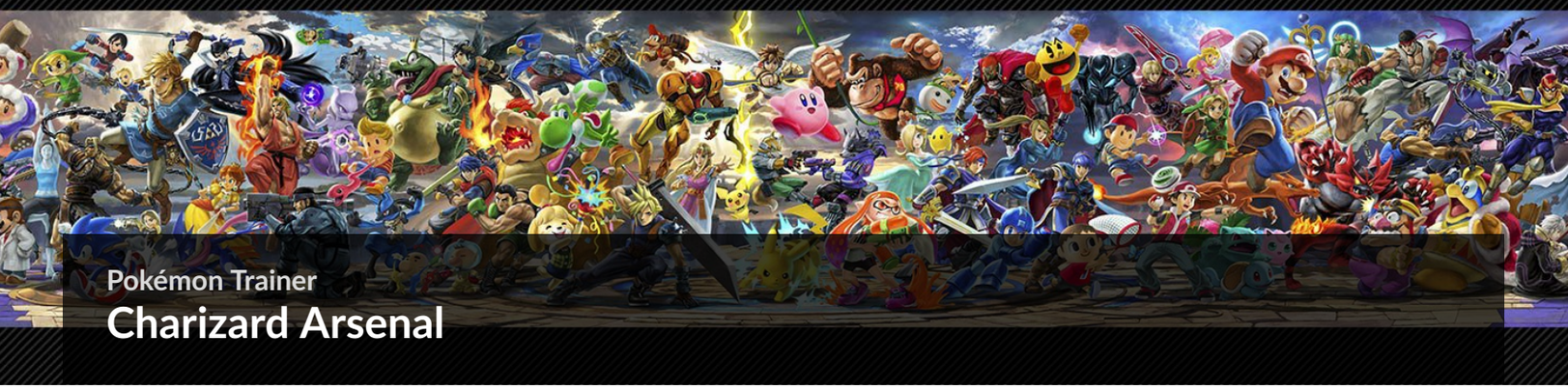
SIDE SPECIAL: RAZOR LEAF

Ivysaur tosses a crescent-shaped plant projectile, which twirls at variable speed through anything in the way. It can plow through multiple targets, if they're all lined up. When throwing this special, use a tilt-style input for a slower version that doesn't travel as far before disappearing. This mostly affects the leaf's deceleration toward the end. For a fast, farther-reaching Razor Leaf, use a snap-style input, like with a smash attack.

UP SPECIAL: VINE WHIP

Ivysaur's Vine Whip special is variable depending on where you use it. Midstage, Ivysaur only lofts up a little bit during the first midair use of a given jumping period. It's better to think of this as a powerful up-forward-aimed vine attack, like a midair smash, rather than a traditional up special. Used this way, it has huge vertical reach, great for striking at high-fliers and helpless tumbling enemies. It also doesn't leave Ivysaur helpless after, so you can still double-jump (if it's in reserve) or perform other actions while in midair, even another up special Vine Whip.

Offstage, Vine Whip is Ivysaur's lifeline. Within reach of a valid ledge, using up special lashes Ivysaur to the ledge with the outstretched tendril. Vine Whip's aim is automatic, winching a ledge from above or below. Ivysaur then drifts down to the vine's extended length, waiting for another input before pulling into the ledge or dropping off (since the Vine Whip tether to the edge counts as touching a surface, dropping off into space allows for a double jump).



Pokémon Trainer

Charizard Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

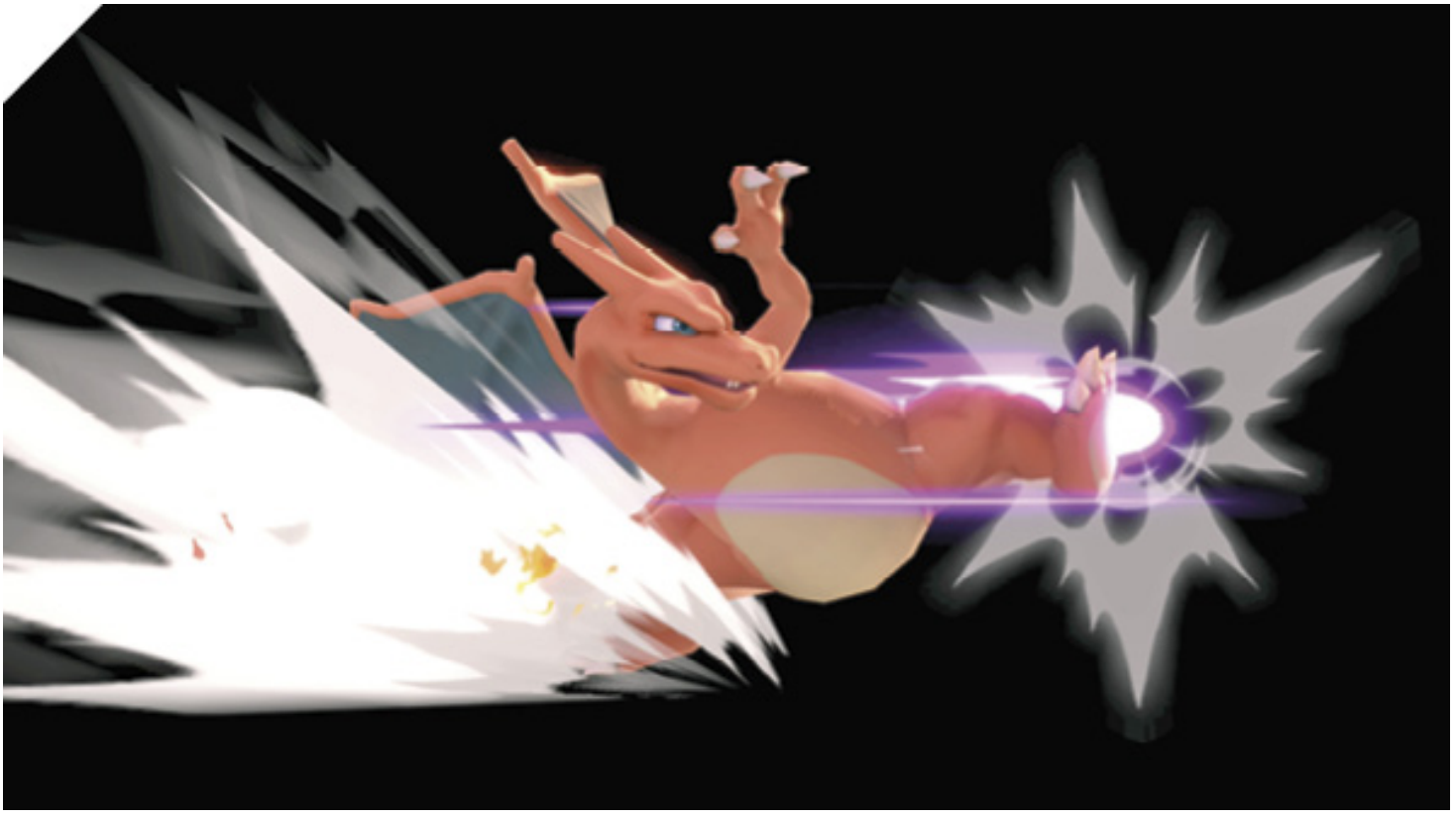
NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2.5	—
Neutral attack 2	2.5	—
Neutral attack 3	5	—

Charizard swings away with a bruising three-hit combo. The first neutral attack is the fastest move in this Pokémon's arsenal, faster than any Ivysaur move and equal to Squirtle's down tilt. The full neutral attack combo is great for retaliating right after successfully blocking someone's attack. One or two can be used when dancing around enemies looking for hits and trying to dodge attacks; if they get claw-swiped too many times moving aggressively or carelessly, opponents may respond by being more defensive, which opens them up to Charizard's grabs.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	11	—



Charizard lunges forward with a serious dropkick. It does the most damage right on activation, but any hit sends enemies sailing away.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	10	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	11	Can be aimed slightly up or down.
Up tilt	8	Pops foe into potential juggle position.
Down tilt	10	—

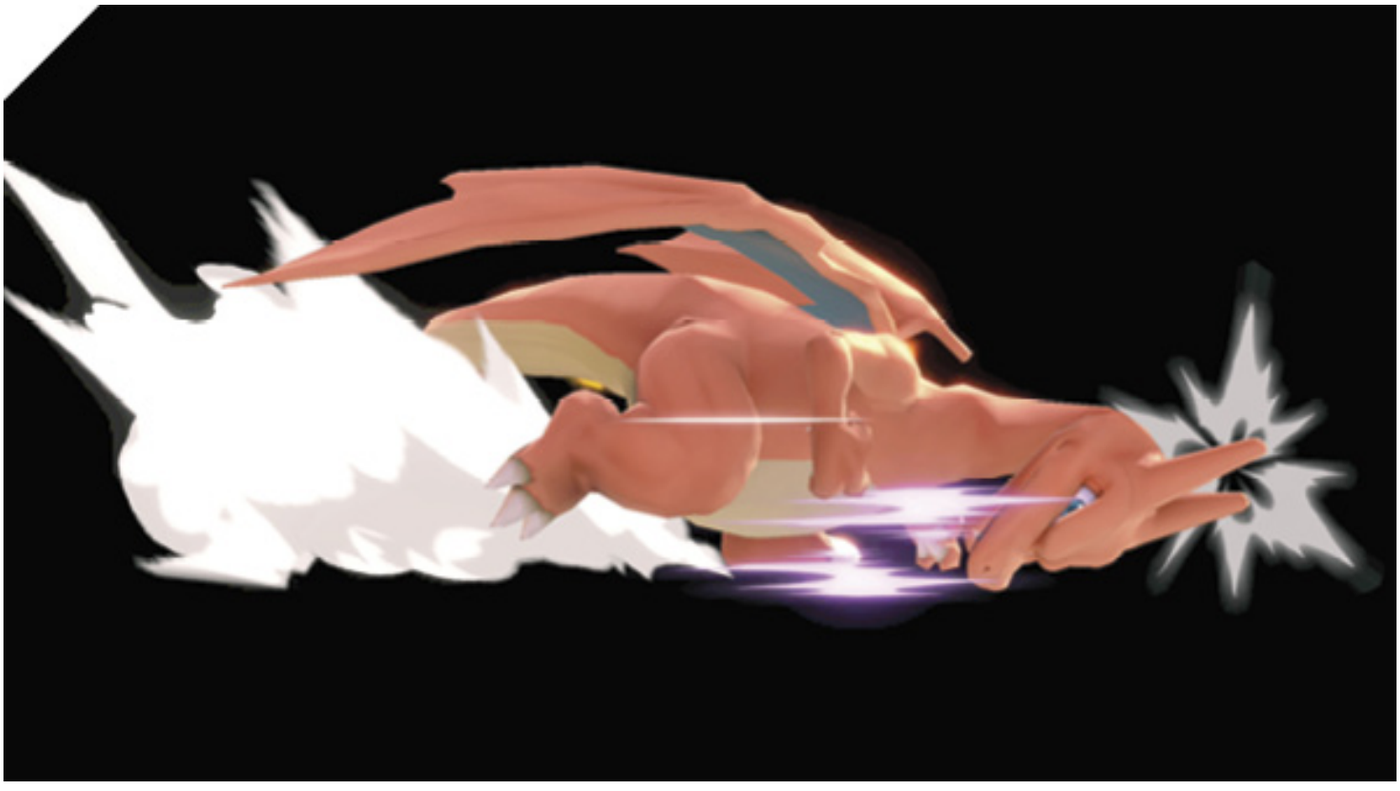
SIDE TILT

Charizard lashes forward with a long flaming tail tip. The attack can be angled a little bit up or down. The damage and knockback power are highest right at the tip, and less closer in. With the reach and strength, this poke is like a miniature smash attack.

UP TILT

Charizard springs up on its tail with both wings extended. There are flat hitboxes along both wings, and a larger one around Charizard's body. Charizard's riff on the hopping up tilts of Squirtle and Ivysaur also dominates against anyone airborne, but lacks lateral coverage.

DOWN TILT



The fastest tilt attack the Pokémon has is a low, far-reaching head bash. For a reliable lateral poke that isn't simply a neutral attack, this beats out most moves except the first hit of uncharged up smash. It hits at the same angle as, but has a lot less commitment than, dashing attacks and side smashes.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	17-23.7	Intangible just before and into first hitting frames.
Up smash	5, 11-7, 15.4	Knocks foe into potential juggle position.
Down smash	16.1-22.4	—

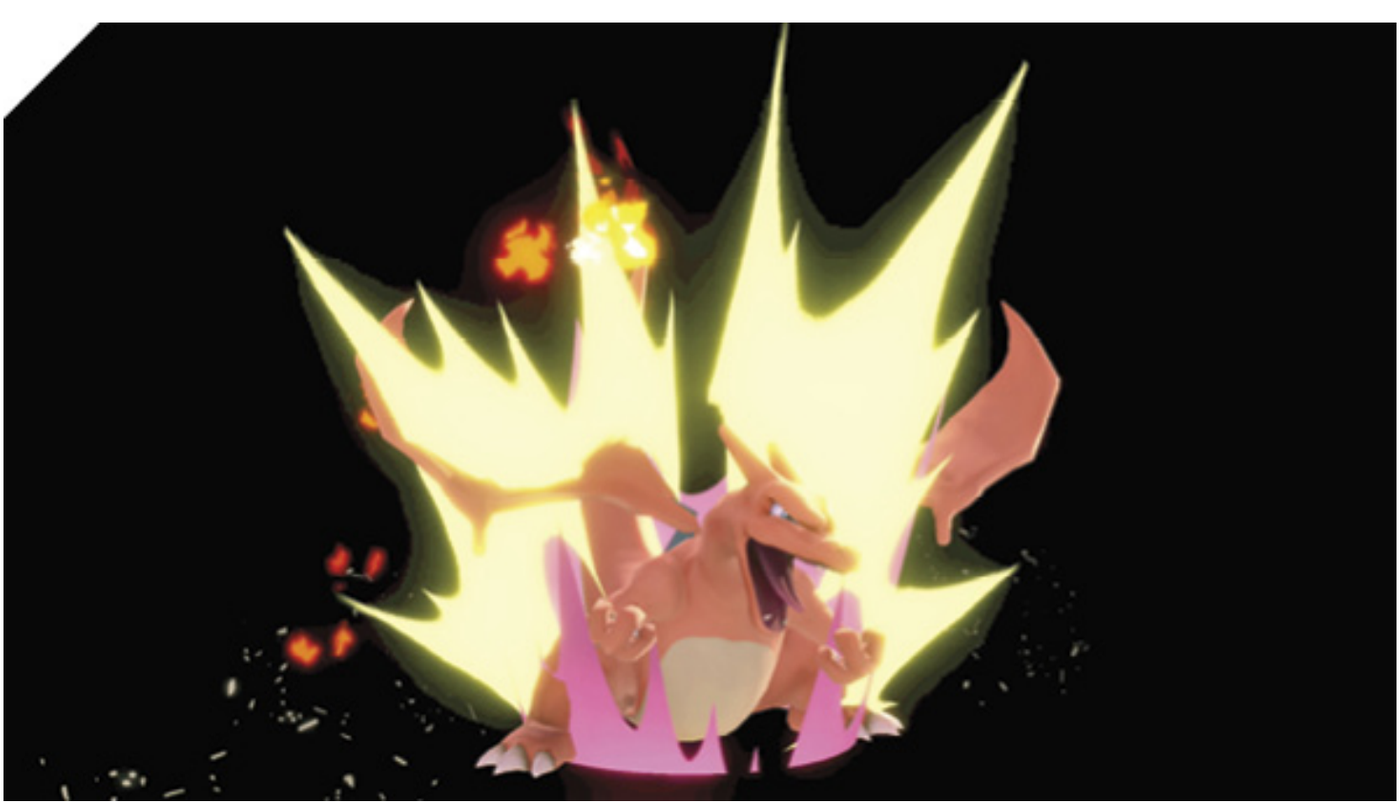
SIDE SMASH

This devastating attack gives Charizard brief intangibility just before the hitting period begins, which helps compensate for the slow speed. Anyone in the way of the fierce sideswiping headbutt takes heavy damage and huge knockback, especially with a charged side smash. Even if they block the attack, they're likely in danger of having their shield broken.

UP SMASH

The Pokémon lurches back slightly to get momentum for a forward wing smash. Charizard's quick shuffle at the start is a close-range attack, its second-fastest after a neutral attack! This starting hit launches victims directly in the way of the follow-up wing slap. Otherwise, the wing slap can function as an attack on its own, when used against fliers and tumbling combo candidates.

DOWN SMASH



Charizard stomps with teeth-shattering force, shaking the area to both sides. The hit area to both sides of Charizard is enormous, like an enhanced version of Ivysaur's (already quite big) down smash, with the same speed. All Pokémon Trainer's down smashes hit both sides at the same time, boosting these creatures' odds in party battles.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.6	—
Front throw	10	Forward throw.
Back throw	10	Backward throw.
Up throw	8, 3	Bounces foe into potential juggle position.
Down throw	1x6	Bounces foe off ground after flaming grab attack.

GRABS

Charizard's grab is right in line with normal heavyweights, not exceptionally slow or fast. Neutral attack and close-range up smash are attacks faster than Charizard's grab, needed (alongside low-altitude air moves) to bully foes to get them to sit still long enough to get grabbed in the first place.

Charizard's front and back throws have great power and knockback. Up throw feels like a special-move throw, flying high to slam enemies off the ground, in perfect position for immediate midair hits. As the Pokémon falls with its prey, anyone underneath takes damage from the impact. Charizard is airborne right after bouncing them off the turf. At low percentages, you can combo with forward air right away. At higher percentages, you have to double-jump right away, then slash with forward air to nail them. You can even try double-jumping, then firing with Flare Blitz! Down throw also affords combo chances. Charizard holds foes down and spews flames on them for a second, then bounces them up in front a short distance.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	12	—
Forward air attack	12	—
Back air attack	14	—
Up air attack	13	Head intangible. Pops foes into potential juggle position.
Down air attack	14	—

NEUTRAL AIR ATTACK

Charizard spins forward, hitting around most of its body with the curved tail. The tail's tip is the strongest point and starts its travel aimed up-back, before curling over the top to down-forward.

With the tail wrapped around Charizard, neutral air attack's coverage is great; it's just the speed that's below par. If short-hopping toward foes with neutral air attack, think of it like aiming a somewhat slow uncharged smash attack.

FORWARD AIR ATTACK

This frontal claw swipe is Charizard's fastest air attack. It's strong enough to knock foes off their feet even at low percentages. Forward air attack is a great general-use air attack if you're facing the right way, and the only one that's remotely speedy.

BACK AIR ATTACK

Charizard lashes backward with a tail strike, reaching far and hitting hard. The reach is fantastic, if you have time for the windup.

UP AIR ATTACK

Charizard swipes upward with its horned head front-to-back. This fills the usual role of most up tilts, swinging across an arc upward to juggle helpless enemies or knock down jumping ones. Charizard's head is intangible here, helping up air attack win out against whatever anyone above tries out.

DOWN AIR ATTACK

While airborne, the Pokémon stomps with one leg. When falling toward a target or jockeying for higher position with an opponent offstage, this is your option for aiming straight down and maybe spiking them. It's slow to hit and the hitbox is relatively small compared to other air moves, so it can be difficult to use.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	2x3, 1x3	Flame intensity dies down with move overuse.
Side special	6, 18	Travels tremendous distance laterally. Lag until landing. Damages Charizard.
Up special	5, 2x4, 4	Can be steered left or right on ascent and descent. Lag until landing.
Down special	0	Change to Squirtle.

NEUTRAL SPECIAL: FLAMETHROWER

Charizard begins emitting a ferocious spew of flames. The torrent is very powerful at first, but quickly dwindles as Charizard's bellows deplete. Nothing's stopping you from continuing to hold the input when all force is gone from the fiery gust, but the attack will barely make it out of the Pokémon's mouth at a certain point. When the fire is temporarily gutted, you have to lay off of using Flamethrower for a while.

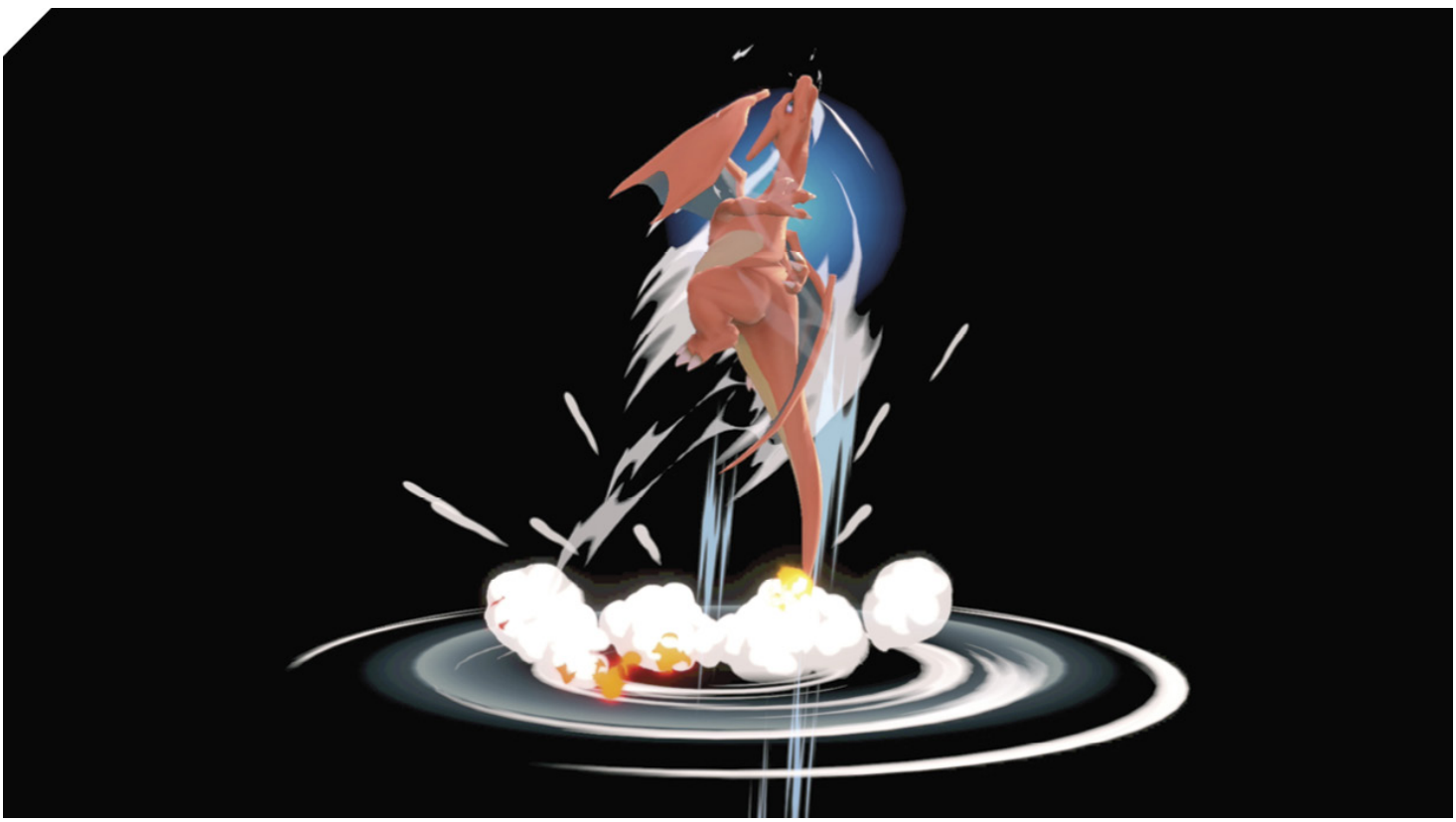
With a down-forward trajectory covering a wide close-range swath, what with all the fire, this is very good edge-guarding against someone coming in from below at a 45-degree angle, or to unleash on groups preoccupied fighting each other. There are also circumstances where it can be used to juggle foes, like after down throw's low bounce.

SIDE SPECIAL: FLARE BLITZ

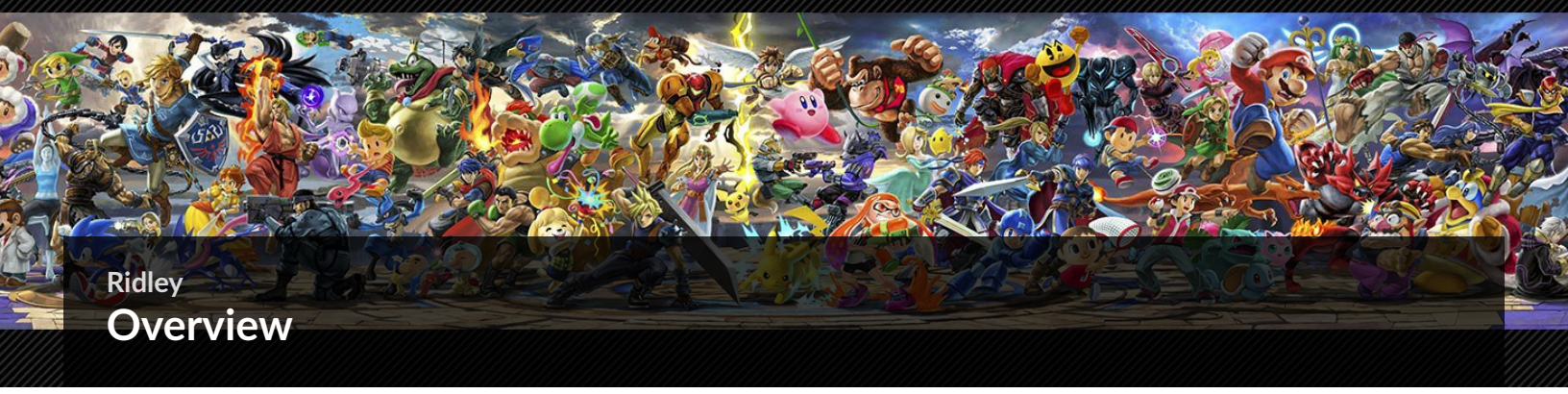
Charizard hunches for a moment, building tension, then rockets forward an astonishing distance, flames and smoke trailing in its wake. This attack is so forceful that Charizard takes damage with every use—5% for a whiff, and 10% for a hit (whether foe or wall). If anything gets in the way, Charizard slams into it with an extremely powerful blow, bouncing off rather than continuing on the usual lengthy path. If used standing on solid ground, Flare Blitz doesn't send Charizard plowing off a stage edge; the attack stops at the cliff. But if used in midair, all bets are off: it's up to the player to aim prudently with Flare Blitz while jumping. When Flare Blitz ends low to a surface, Charizard has considerable landing lag lying down. Being so potentially predictable and punishable comes with the territory for something so fast and strong. If performed high enough in the air, so the attack doesn't end right above a potential landing pad, the air recovery isn't too bad. Recovery is possible after a missed high-altitude Flare Blitz, or even a Flare Blitz back in the direction you came from.

With the incredible lateral travel, Flare Blitz is naturally good for recovery from way offstage. Basically anything higher than the stage's floor is recoverable, if Charizard's damage isn't so high that getting punted offstage is an outright KO. The only catch is Charizard might hit something early and bounce off, ultimately falling short of the stage. It's also possible to fly into a vertical surface, like a cliff, making Charizard rebound.

UP SPECIAL: FLY



Charizard rockets almost straight upward with a scary launcher. The initial hit at ground level is generous at close range, popping up anyone vulnerable to get carried upward with further hits. As the Pokémon rises, several more hits are delivered. Charizard can be steered a bit left or right while rising with Fly, though not too much. The vertical gain is good, at least. Afterward, Charizard is helpless while falling, able only to drift in the desired direction. Overall lateral travel for recovery purposes for such a move is kind of weak, despite the hangtime. Flare Blitz early may be a better option than Fly late, depending on the recovery situation. Keep in mind that Charizard is one of few brawlers capable of triple-jumping, which aids offstage survival.



Ridley

Overview

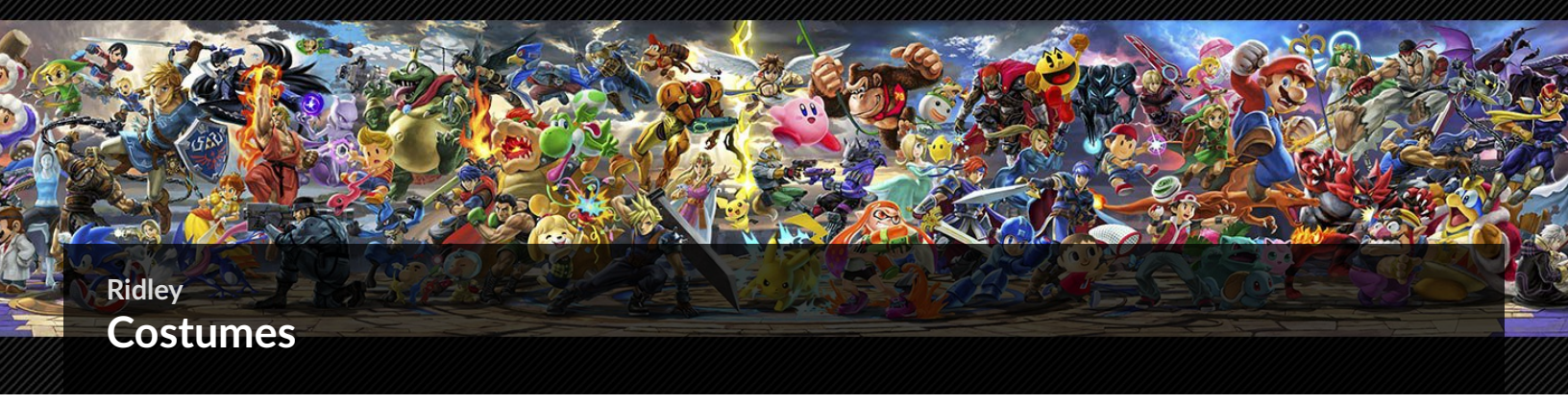
Ridley is unique in that he's considered a heavyweight fighter but, at the same time, is a highly mobile flight-based fighter with several air-traversal options. As a winged space pirate, Ridley can flutter his wings to remain airborne (essentially a "triple jump" that allows him to change his facing direction). His up special is a multidirectional dash special called Wing Blitz, which could be considered four additional aerial options. Then his Space Pirate Rush grab attack doubles as a kind of horizontal air dash if used non-offensively. All of these options combined make Ridley a difficult foe to edge-guard.

Ridley's general game plan revolves around his Plasma Breath pressure and incredible air attacks. He can force out mistakes from his foes with his chargeable projectiles, luring enemies into range of his neutral air attack, down air attack, and Space Pirate Rush unshieldable grabs.

RIDLEY VITALS

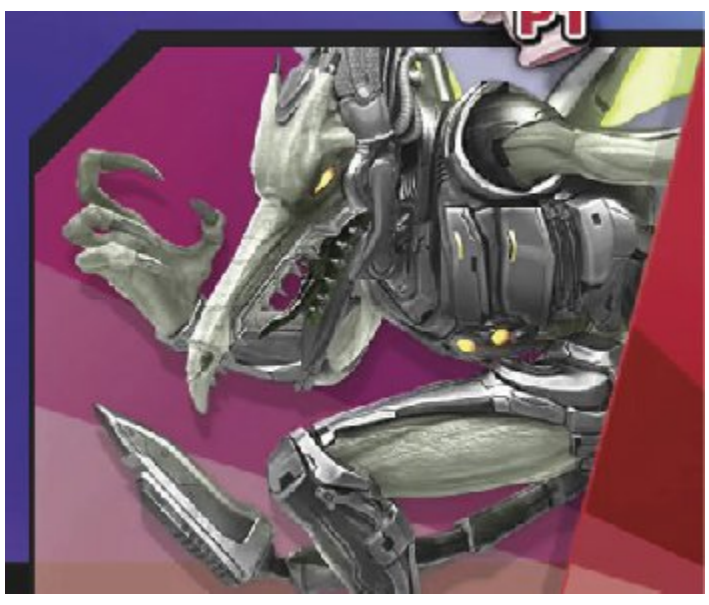
MOVEMENT OPTIONS	
Midair jumps:	2
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

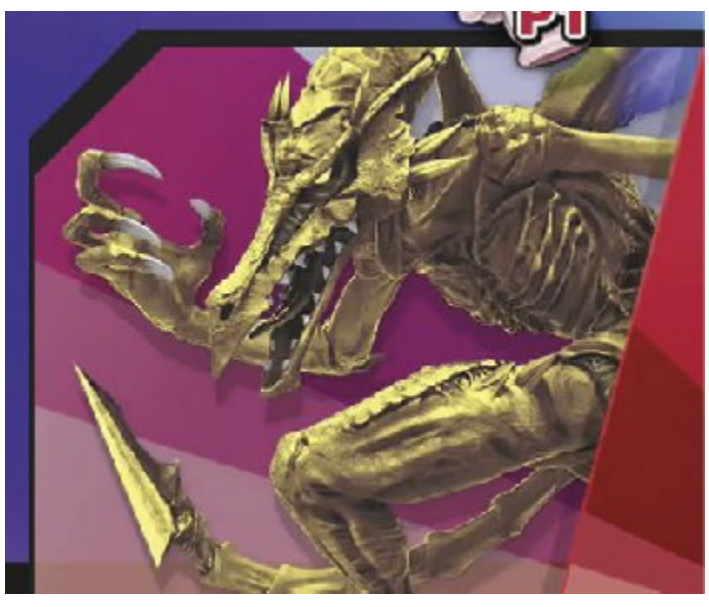
MOVEMENT RANKS	
Ground speed:	B+ (10)
Air speed:	C (40-43)
Falling speed:	B (16)
Weight:	B+ (11-15)

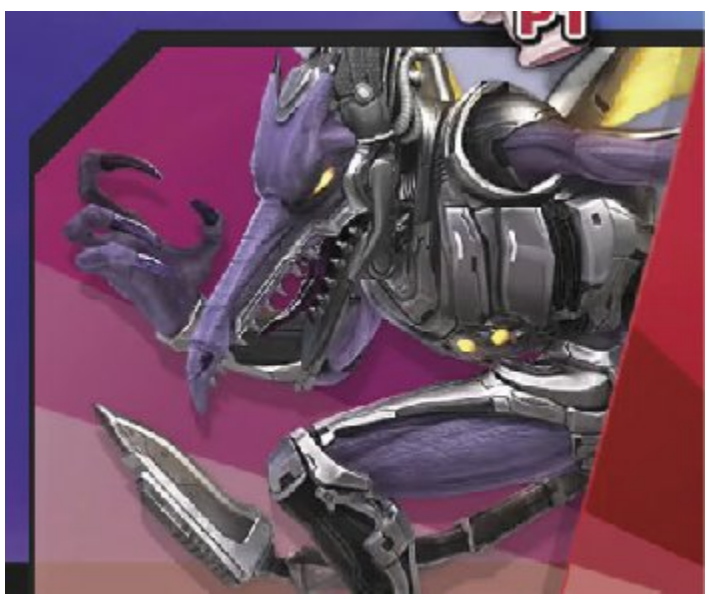


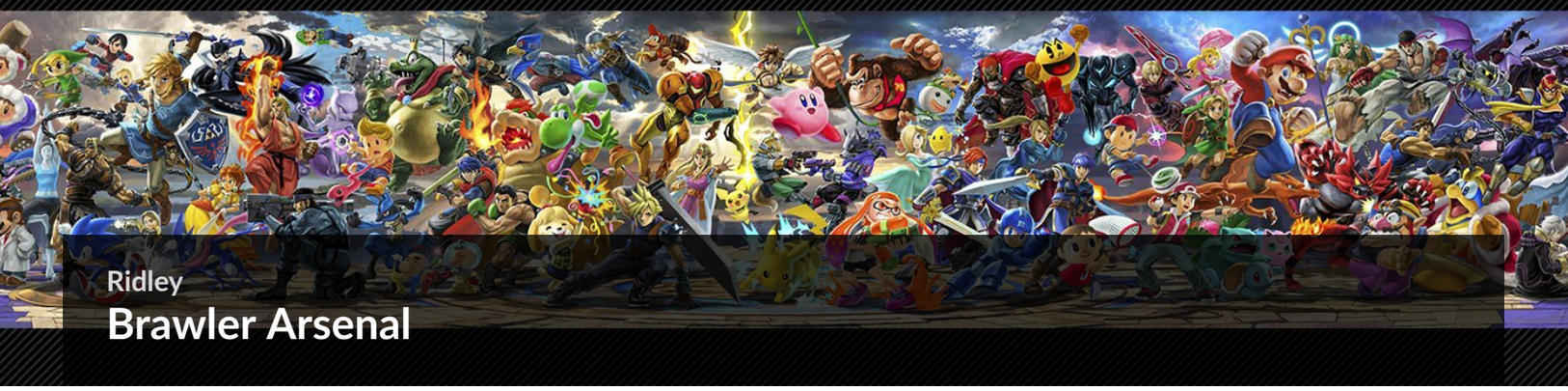
Ridley

Costumes









Ridley
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2	Hold on whiff to chain repeated attacks.
Neutral attack 2	1.5	—
Neutral attack 3	5	Launches away.
Rapid neutral attack special	0.7xN, 2	Launches up and away. Rapid-type attack input. Hold Attack to loop.

Ridley quickly slashes the enemy with a simple left, right, left claw-swipe combo. On whiff, if the Attack button is held, Ridley executes the rest of the auto-combo, with the second and third neutral attacks improving in range.

Since Ridley's strengths primarily revolve around his aerial moves, you don't use neutral attack too often. It should be mainly used as an out-of-shield buffer-retaliation punish after guarding enemy attacks. Otherwise, your ground-based offense should be more grab- and tilt-attack-based.

Note that if you input the three attacks too quickly, you perform Ridley's unique rapid-fire special instead of his third neutral attack.

RAPID NEUTRAL ATTACK SPECIAL

Ridley's tail becomes a rapid-fire piercing machine. This unique attack is performed by tapping neutral attack three times quickly in succession. Once Ridley begins the lightning-tail animation, you can hold the Attack button to continuously fire his tail indefinitely. Releasing the button results in a final tail-launch attack that knocks away enemies.

This isn't a particularly strong or useful attack as a poke, since you're immobilized and grounded. Be careful of accidentally unleashing this attack if you're going for a normal three-hit neutral auto-combo.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	12	Launches away.

While flying forward, Ridley lunges and takes a bite out of his foe, launching them away. Ridley's dash speed and the start-up of his dash attack are below average, so his dash attack can be difficult to implement into your game, especially since your game plan largely revolves around projectiles and air-based strategies. The launch effect of dash attack doesn't effectively lead into further combo potential.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	10	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	13	Launches away. Deals more damage with tip of tail. Can be angled up or down.
Up tilt	9	Launches directly above. Wing claw (spike) deals more damage. Upper wing intangible.
Down tilt	9	Launches up, allowing for potential follow-up. Deals more damage with tip.

SIDE TILT

Ridley thrusts his tail into the enemy. If he successfully stabs the foe with the pointy end of his tail, they take much more damage and knockback. Side tilt angled up and side tilt angled down can be used to minutely alter the attack, although it's important to note that non-angled side tilt has a slight horizontal range advantage.

Critical tail end hits are much more likely to KO enemies, making it an excellent attack for high-damage-percentage foes. But before then, your neutral game should be focused on staying airborne and applying safe pressure with neutral air attack and forward air attack.

UP TILT

Ridley performs a vertical wing swipe, reaching far above him with an attack area that covers his rear and front. Up tilt has a deceptive effective range and quick start-up. Visually, the attack begins behind Ridley, but the hit effect impacts almost instantaneously all around him. Although its main strength is in its anti-air property, you can use up tilt in almost any ground-to-ground and ground-to-air situation, thanks to its speed and generous hitbox.

Up tilt is one of the few ground attacks that should be used regularly in your arsenal. It sets up potential combos and 50/50 aerial juggles on hit, all while being relatively safe and speedy.

DOWN TILT

Ridley delivers a low-profile tail swing in front of him, sweeping enemies off their feet while crouching and minimizing his size vulnerability. While this attack looks like a sweep attack, its hit effect area covers a sizable horizontal block in front and can be treated like a relatively fast general-purpose side attack. It deals much less damage than side tilt, so you're sacrificing damage for a more generous horizontal hitbox and a low-profile attack animation.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	20	Launches away.
Up smash	17	Launches up and away at slight angle, high launch power. Leg intangible.
Down smash	16	Launches up and away at slight angle, high launch power.

SIDE SMASH

Ridley exhales a powerful burst of flame from his maw, blasting away foes before him. Like most smash attacks, this side smash has a lengthy start-up time, but rewards successful hits with incredible knockback and damage. Since it's a breath-type projectile, it can absorb a single opposing projectile. It's also moderately safe (aside from the slow start-up), as Ridley doesn't extend a vulnerable limb during the attack.

UP SMASH

Ridley performs a front-somersault kick, covering a crescent-shaped angle above him. Up smash isn't nearly as useful as up tilt in most situations, but it deals much more damage and boasts a large area of effect for its hitbox, along with an intangible limb (only Ridley's extended attacking leg is intangible). If you can catch opponents off-guard (if they're standing on a platform or ledge above you), up smash can be an effective surprise attack. But its speed and attack are lackluster when compared to your amazing up tilt and neutral air attacks.

DOWN SMASH

Ridley pounds the ground and sends out a small shockwave, knocking away nearby foes. This is a clear-out attack, particularly useful in free-for-all skirmishes where you're surrounded by multiple enemies. In one-on-one scenarios, it can be a liability because of its slow start-up and considerable lag, but it offers a slight range advantage over side smash, so in certain scenarios, it can be used to KO high-damage foes, especially if you can condition them to fear your grabs and grab specials.

Ridley's down smash is also deceptively difficult to beat out directly since he's in such a low-profile state as he slams the ground, although after the ground pound, he's extremely vulnerable.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.6	—
Front throw	9	Forward throw.
Back throw	11	Backward throw.
Up throw	12	Launches directly above, high launch power.
Down throw	7	Launches up and away at slight angle for potential follow-up.

GRABS

As a heavyweight brawler, Ridley's grounded normal grab starts up relatively slowly, but with considerable reach. Ridley's grab attack is a quick tail stab. His up throw puts the foe in a comboable air state where you can potentially follow up with extra juggle damage. His forward and back throws are almost identical, except back throw deals a bit more damage.

His down throw is where the meat is, allowing for guaranteed combo follow-ups depending on the enemy's damage value. Against heavyweights at around 30% damage, you can down throw into immediate up smash for high burst damage, then follow up with potential juggle combos or 50/50 bait mix-ups. Against all other fighters (up to about 70% damage), you can almost always follow down throw with jump forward air for decent guaranteed combo damage, as long as you adjust your jump strength accordingly.

A majority of your ground game should be grab-focused. When you're not harassing foes with plasma balls and neutral air attacks, you should be going for dashing grab attempts. Although Ridley has a decent unshieldable grab special in Space Pirate Rush, there's a relatively high amount of risk and lag involved, much more so than when going for normal grabs.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	12	Knocks up and away. Deals more damage with tip of tail spike.
Forward air attack	5, 5, 7	First two hits drag. Third hit knocks away. Deals more damage with tip of tail spike.
Back air attack	15	Knocks away.
Up air attack	12	Launches directly above.
Down air attack	14	Causes meteor smash on early hit.

NEUTRAL AIR ATTACK

Ridley performs a full somersault backflip in the air, knocking away enemies within proximity. Neutral air attack is one of your best attacks; it boasts excellent angle coverage, low enough lag to perform twice in one jump, and a decent start-up speed. It's highly effective as a fast fall attack. At the peak of a jump, input neutral air attack, then immediately input down to fast-fall. Your neutral air attack persists enough to behave as a sort of somersault dive-bomb attack (with a huge rotating hit effect), nailing anyone below you.

A strong base game plan for Ridley should revolve around the threat of your neutral air attack. From there, mix up your neutral air attack attacks with Space Pirate Rush, Plasma Breath, and normal ground grabs.

FORWARD AIR ATTACK

Ridley quickly executes a triple tail-stab combo in front of him, blasting the victim to long range. Forward air attack is a relatively fast attack, but limited in its attack area coverage, only stabbing the small area in front. Its damage slightly varies depending on how initial tail strikes connect, but ultimately, the difference is negligible.

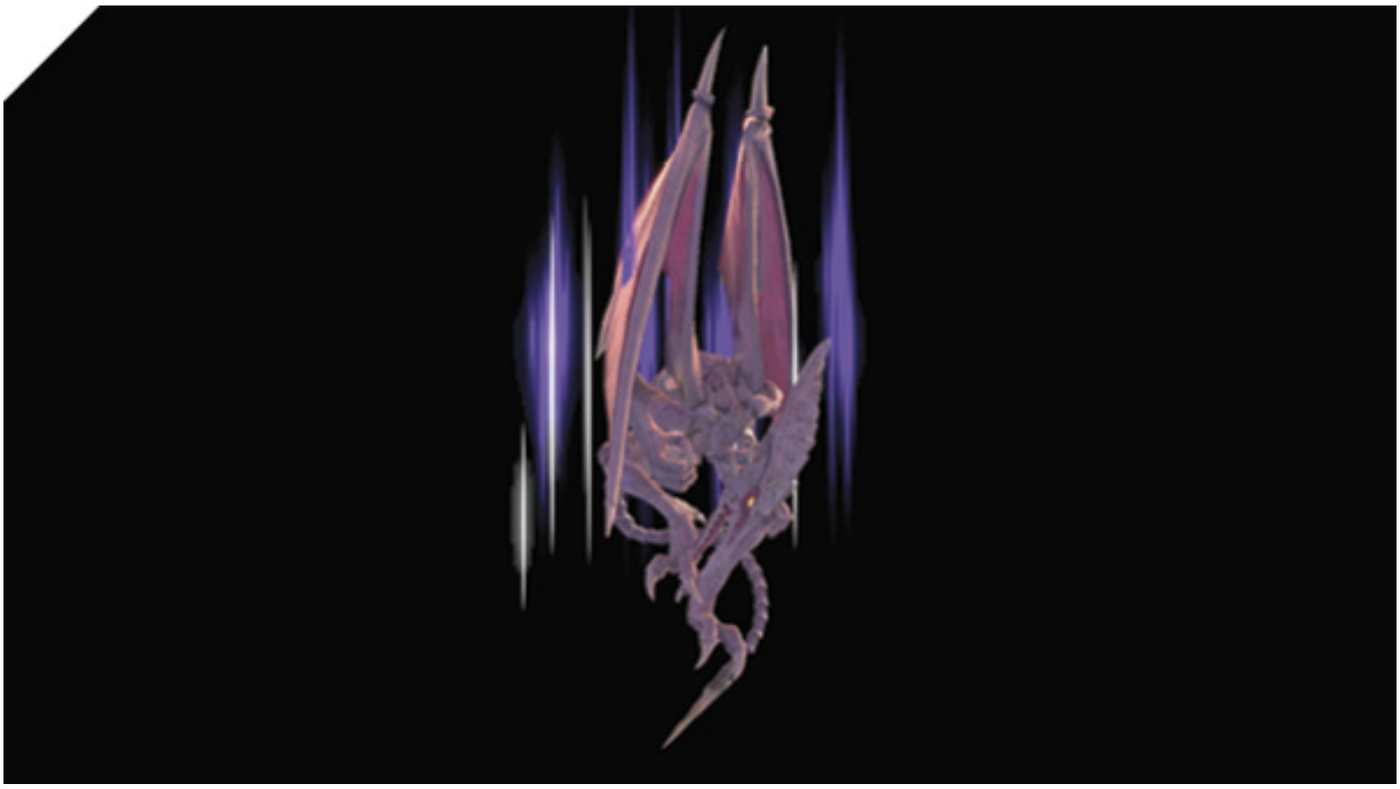
This attack's main strength is as a quick deterrent attack, especially when used with short hops. For instance, if an enemy is fast approaching you, you can go for forward+Jump+Attack to perform a quick, low jumping forward air with decent persistence (since it hits three times). Just don't be too predictable with this attack, as it's relatively easy to punish when shielded.

BACK AIR ATTACK

Ridley performs an aerial backswing kick, dealing heavy damage and blasting away foes behind him. This high-damage air-to-air attack is largely conventional, with middle-of-the-road properties. It has a linear, horizontal hit effect, with few active frames.

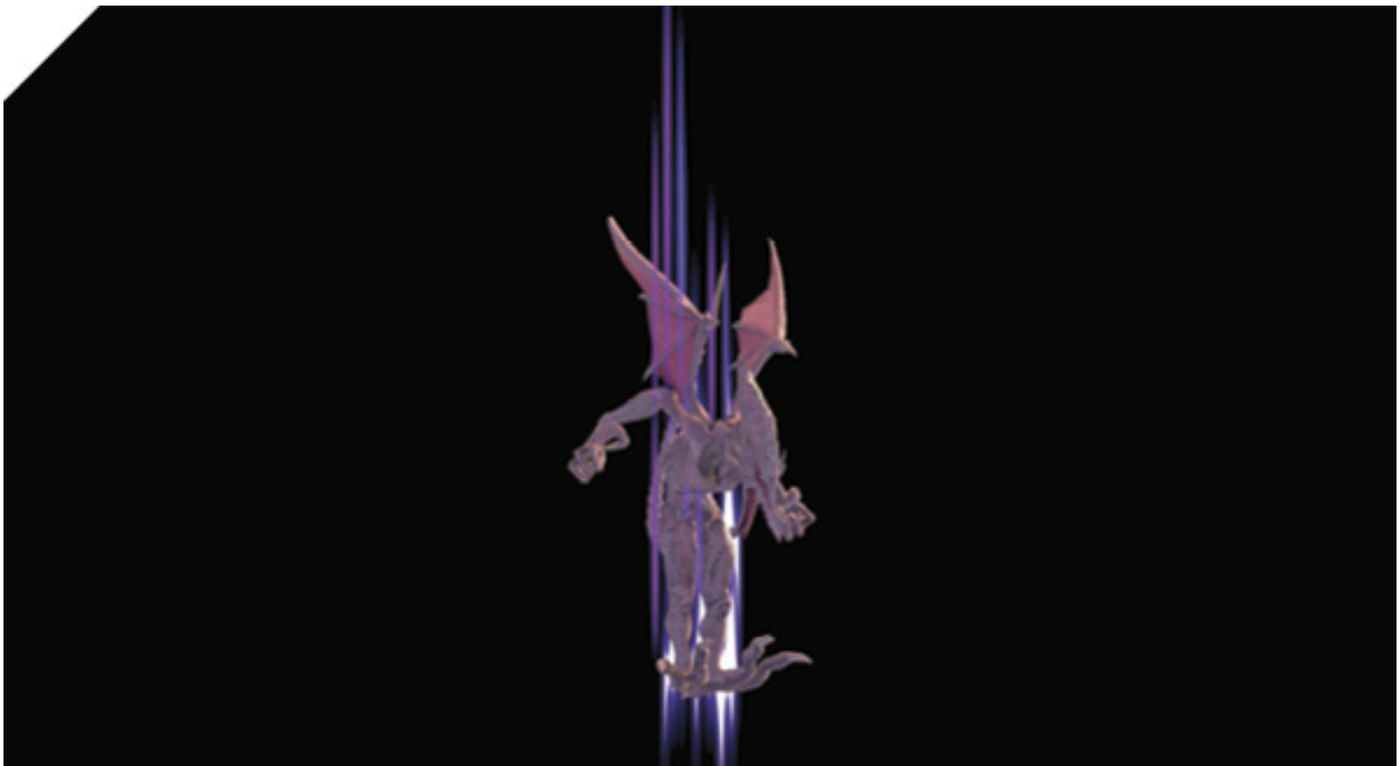
While you most likely won't go out of your way to use back air attack, it deals the most damage out of all your air attacks, and it does its job sufficiently as a solid air-to-air.

UP AIR ATTACK



Ridley thrusts his wings into the air, popping up foes above him. Up air attack is a standard air-thrust attack that covers all the conventional roles. It sets up combos when connected deep (against low-altitude or grounded enemies) and functions as a solid air-to-air anti-air, popping up foes and setting them up for extra combo damage and 50/50 juggle setups. A standard, simple combo to go for: off of a low-altitude up air (around 30% damage), follow up with jump forward air attack. It's possible to combo a second forward air, but extremely difficult in its timing.

DOWN AIR ATTACK



Ridley quickly descends from any altitude with a double-talon foot stomp, obliterating enemies below him. Down air attack is a dive-kick-type attack, with a persistent hit effect from any altitude, lasting until Ridley hits the ground. It offers combo opportunities, but only when hit at specific angles. If you can aim it to hit around just the front of a foe's head, you can pop the enemy up, close enough to follow up with a neutral attack jab combo (with standard-sizes enemies at 35-45% damage).

At other angles, down air sends opponents flying away. While Ridley's dive kick can be a strong surprise attack, it's punishable when shielded. It has a high amount of landing lag as Ridley sticks his landing, so try not to be too predictable with this move, especially in one-on-one fights.

SPECIAL MOVES

SPECIAL MOVES

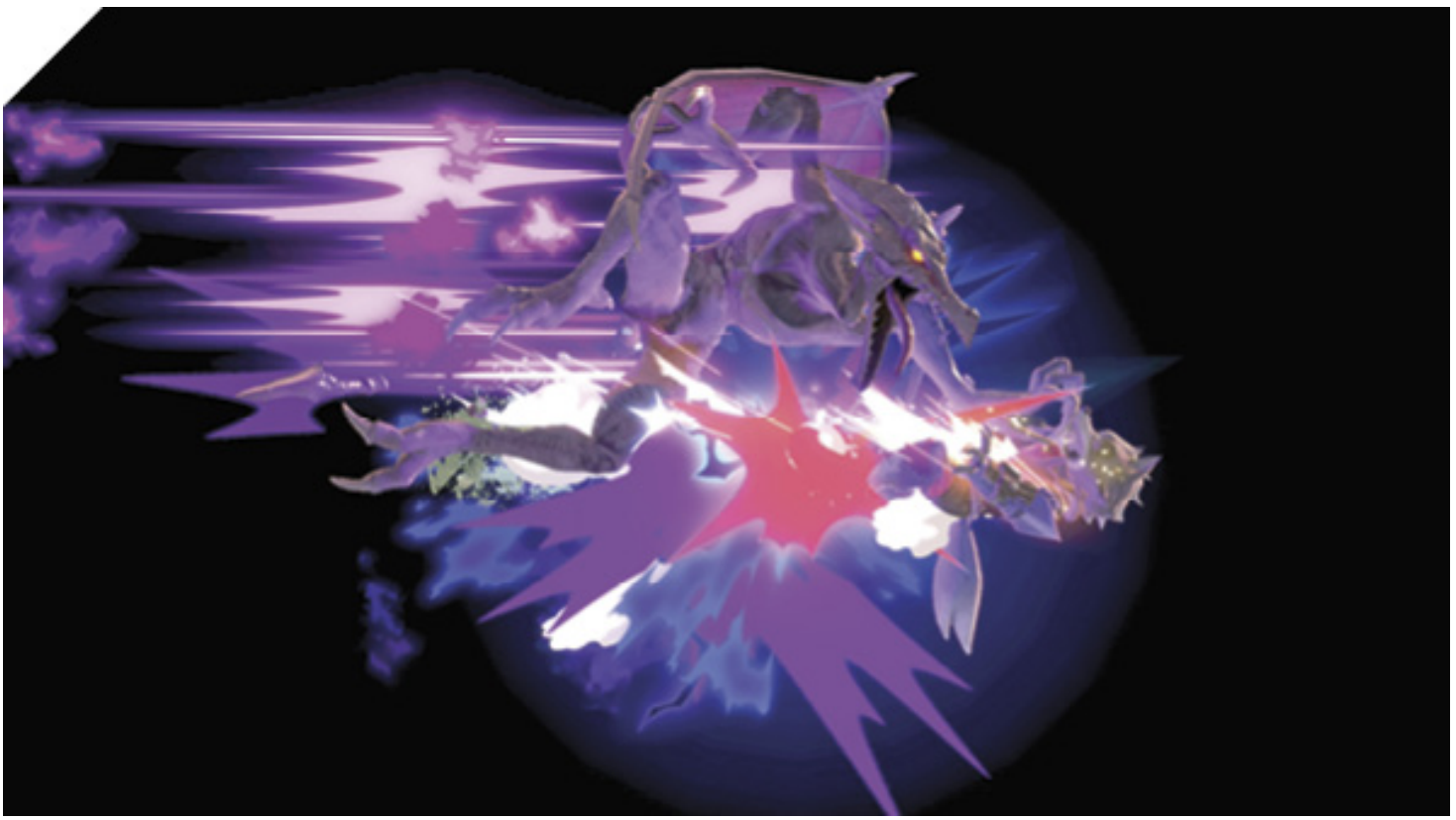
MOVE	DAMAGE	NOTE
Neutral special	5.7 (4.4 midrange falloff)	Charging increases projectile count. Ridley extends vulnerable mouth hurtbox while charging, taking more damage at higher charge (up to 24%).
Side special	4, 2xN, 7	Unshieldable grab attack. Can cancel drag into throw follow-up. Like grab, opponent can shake out of drag.
Up special	18 (up), 16 (side), 15 (down)	Change flight path using control stick during start-up. Up/side version, head area intangible.
Down special	40	Follow up with neutral jab attack combo. Deals more damage with tip.

NEUTRAL SPECIAL: PLASMA BREATH

Ridley spits out up to five bouncing plasma balls. The longer he readies the attack, the more plasma balls he spits. While this is an exceptionally powerful projectile attack, it has a glaring weakness: while Ridley is charging up, his mouth area becomes a weak point (the longer he charges, the larger his weak point becomes). If he's struck in the mouth while charging Plasma Breath, his mouth explodes and he takes massive damage.

Extreme caution should be used before committing to throwing out Plasma Breath. Be wary of your surroundings, especially in free-for-all matches. Make sure you have enough space to charge this attack. Otherwise, this move should be used sparingly, particularly against aggressive high-speed fighters like Zero Suit Samus.

SIDE SPECIAL: SPACE PIRATE RUSH

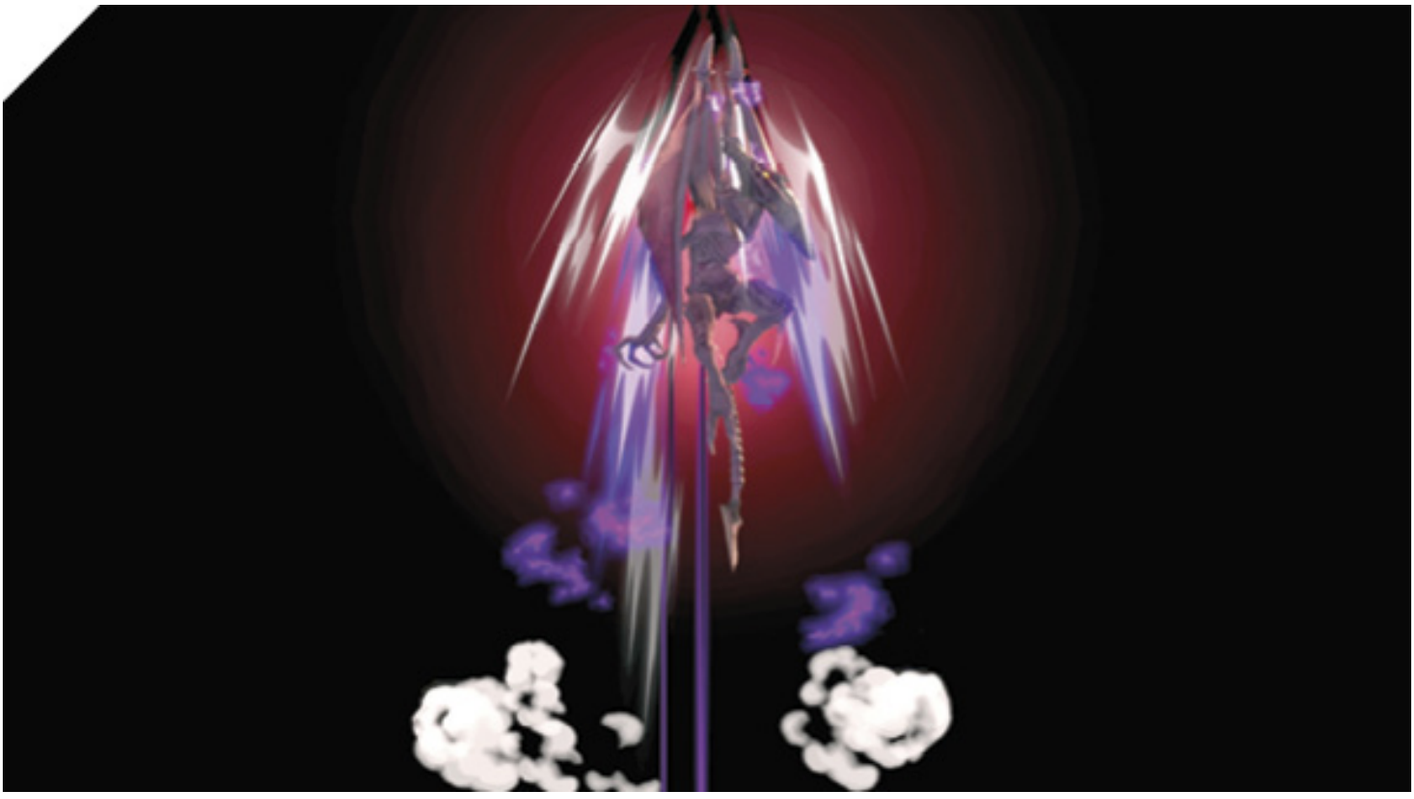


Ridley smashes the opponent into the ground and then drags them along the floor until they escape or Ridley decides to toss them into the air. Space Pirate Rush is a unique special move with distinct mechanics. The floor-drag duration and damage of Space Pirate Rush directly correlate with how much more damage the opponent has taken in comparison to Ridley. This difference also determines how difficult it is for the opponent to shake out of the grab. For instance, Ridley at 0% dragging a 200% foe almost always KOs, while at the same time being extremely difficult to mash out of. At the other end of the spectrum, if Ridley is at 200% and he grabs a foe at 10% with his Space Pirate Rush, it will almost certainly be ineffective, as they easily escape his clutches.

You can prematurely end the drag portion of Space Pirate Rush by inputting up on the control stick or pressing any button, throwing the enemy up into the air. Otherwise, once Ridley reaches a ledge during the drag, he automatically transitions into the throw.

Air Space Pirate Rush can be used defensively in certain situations. As an air move, it can provide an extra horizontal burst of movement to keep you airborne. For instance, if you get flung off over a ledge, you can save your Wing Blitz and instead use Space Pirate Rush to stay airborne, use your wing-flap triple jumps to gain extra altitude, then use Wing Blitz to traverse the air to where you want to land.

UP SPECIAL: WING BLITZ



Ridley musters energy and then boosts into the air with force. Wing Blitz is a versatile air-traversal tool that allows you to select one of four directions to charge in. It can be used for everything: to attack enemies from below with a launching skyward wing attack (hold up input upon start-up), as a dive kick (hold down input upon start-up), as an aggressive horizontal down-angled charge attack (hold forward input upon start-up), or as an up-angled rear attack (hold back input upon start-up).

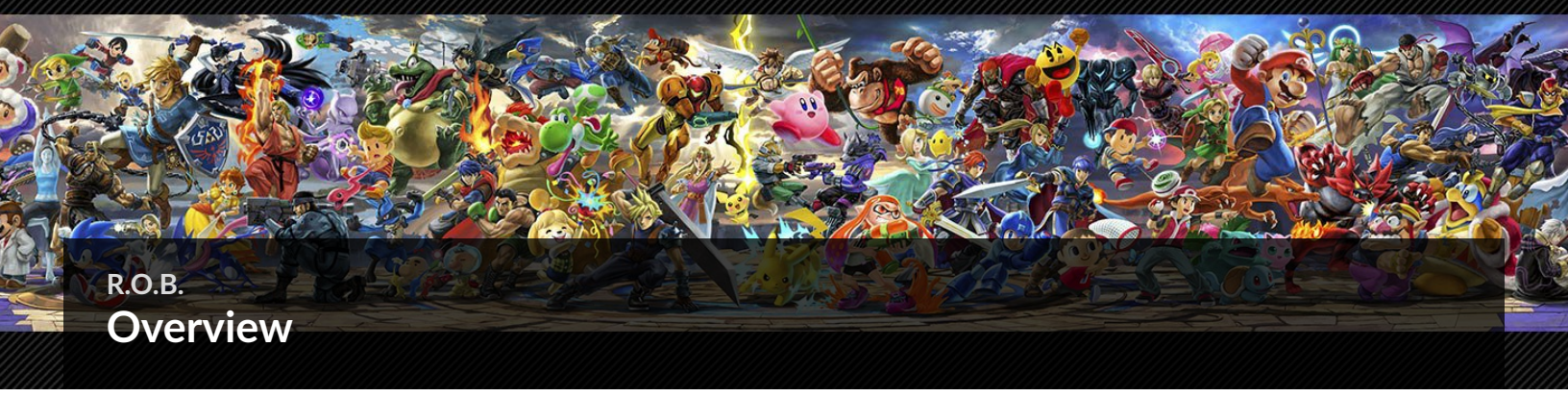
For the up and side variants of Wing Blitz, Ridley's head area is intangible during its active attack window. For his talon-dive down variant, Ridley's landing causes a small area-of-effect damage hitbox that can deal 5 damage.

DOWN SPECIAL: SKEWER

After a brief charge-up, Ridley stabs his sharp tail forward. If the pointy end of his tail finds its mark, he deals a critical amount of damage and debilitates his victim. Skewer causes crumple stun for a potential jab follow-up on critical tail-end hit, but is relatively difficult to hit against agile enemies. Non-critical hits deal only 5 damage (if you hit with the inner part of Ridley's tail), so you should almost always aim to hit with the pointy end if you're going for this high-damage, high-risk attack. This attack should be reserved for punishing laggy moves, not routinely used as a poking tool.

FINAL SMASH: PLASMA SCREAM

Ridley flies forward horizontally, tackles anyone in his way, and hurls them onto Samus's Gunship. He then fires a devastating ray that can hit up to two opponents. Enemies with at least 100% damage are instantly KO'd.



R.O.B.

Overview

R.O.B. is a highly mobile heavyweight brawler who specializes in a defensive stage-controlling playstyle. Thanks to his powerful Robo Beam and Gyro projectiles, R.O.B. can force his enemies to make mistakes from almost anywhere on the battlefield. As foes are forced to avoid and deal with his long-range attacks, R.O.B. can capitalize on their openings with a strong walling tactic, boxing out fighters with high-priority moves.

R.O.B.'s melee-range attacks are usually punishable when shielded (even some of his aerial attacks), but he makes up for this deficiency in offense with his long-range pressure game. While other fighters apply pressure through close-quarters pokes and grabs, R.O.B. penetrates shields and defenses with well-timed and well-placed Gyros while prodding at foes with his Robo Beam.

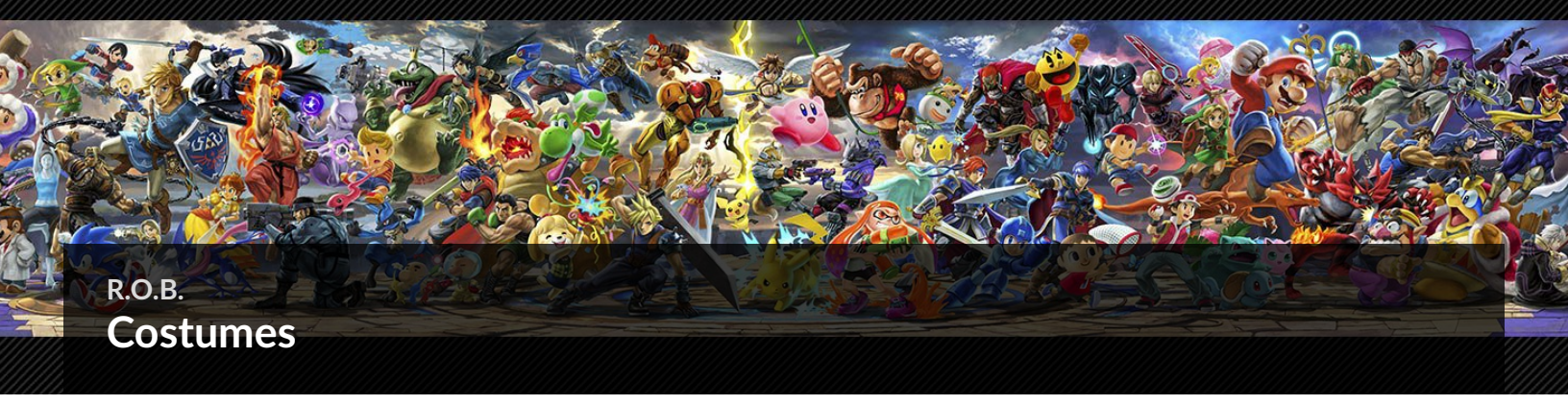
If he loses ground, R.O.B. can defend himself from the air quite well with his thruster-based attacks like neutral air attack. His thruster attacks have exceptional hit coverage due to the uncontestable bursts extending out from his base (with great hitbox-to-hurtbox ratios), making it difficult for foes to challenge his air-to-ground options.

Although he's a large robot with a huge hurtbox, R.O.B.'s jump is considerably floaty, so it can be difficult to get back onstage against juggle-heavy opponents. He has a high fast fall speed, so after the apex of his jump, he can quickly descend to the ground with forward air attack or neutral air attack to defend himself. R.O.B.'s recovery game is fantastic; his Robo Burner affords him an incredible amount of flexibility in how and where he lands (as long as he has fuel). On multitiered stages, he can recover from the bottom of the stage to higher platforms, manipulating his altitude on the fly. His aerial-mobility options are bolstered by his thruster-propelled attacks like back air attack and down air attack.

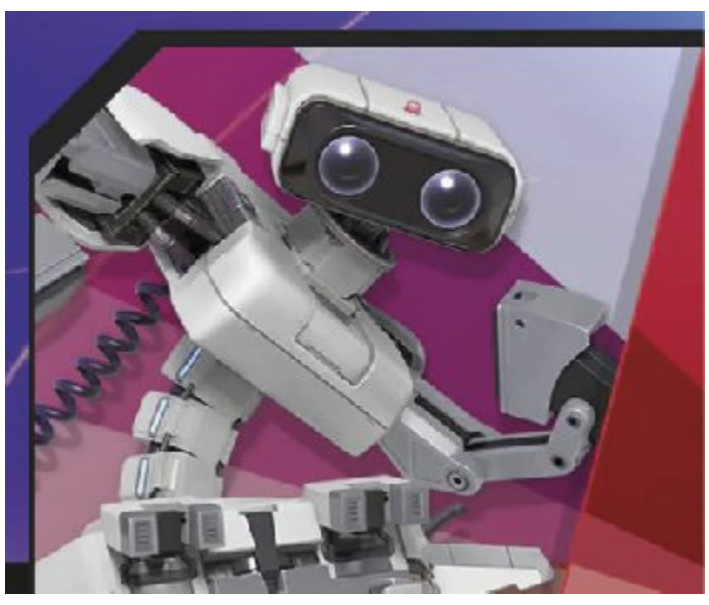
R.O.B. VITALS

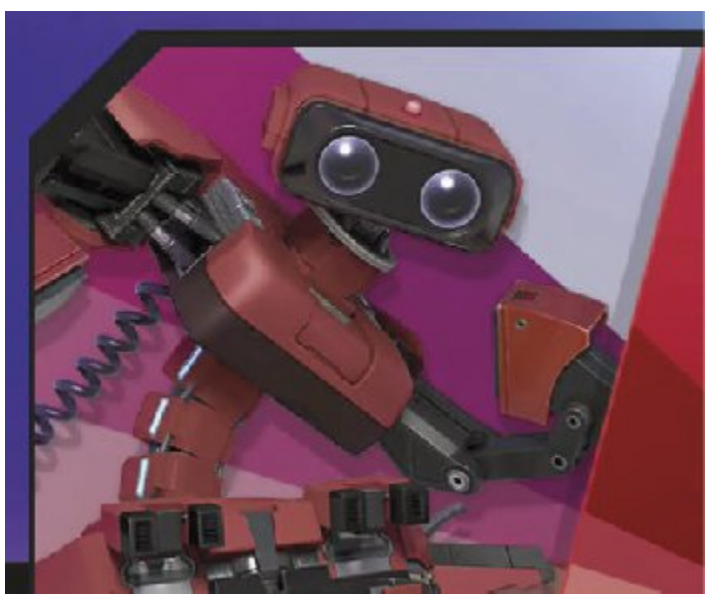
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

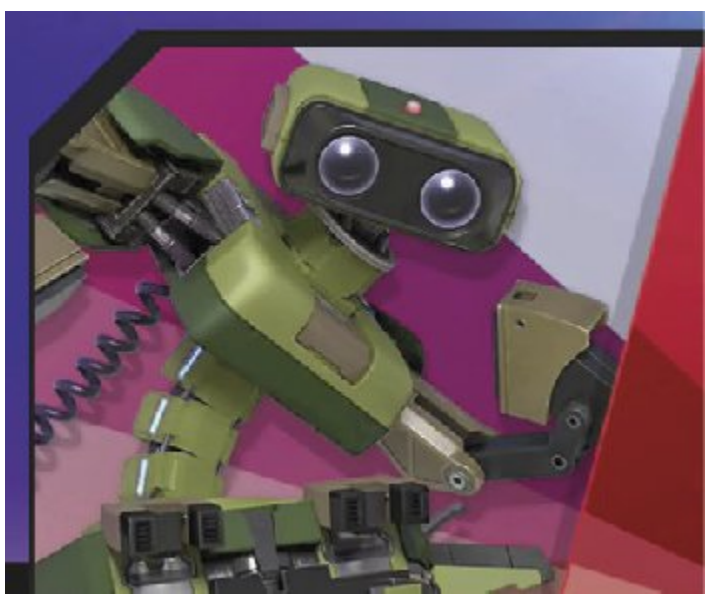
MOVEMENT RANKS	
Ground speed:	C- (37)
Air speed:	B (26-28)
Falling speed:	C (36-39)
Weight:	B (16-17)

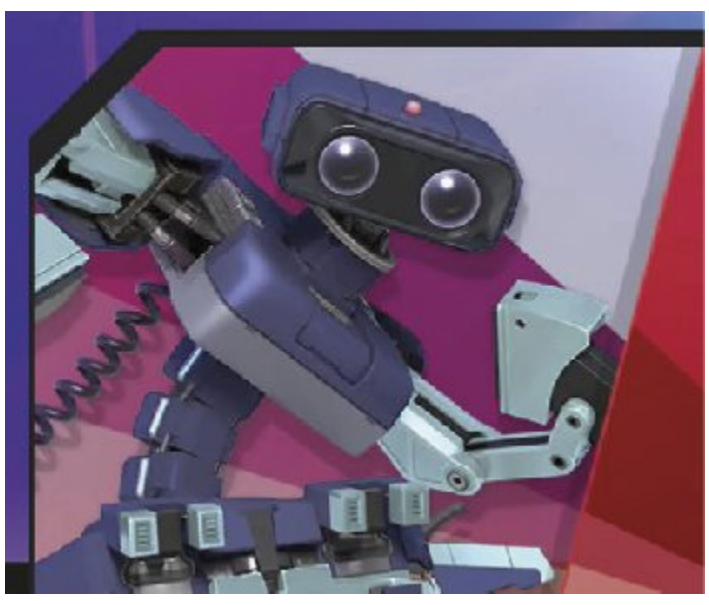


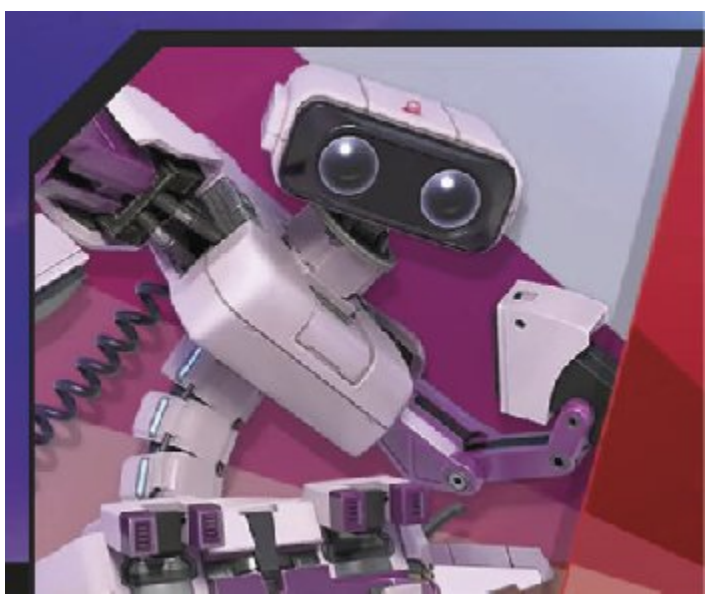
R.O.B.
Costumes

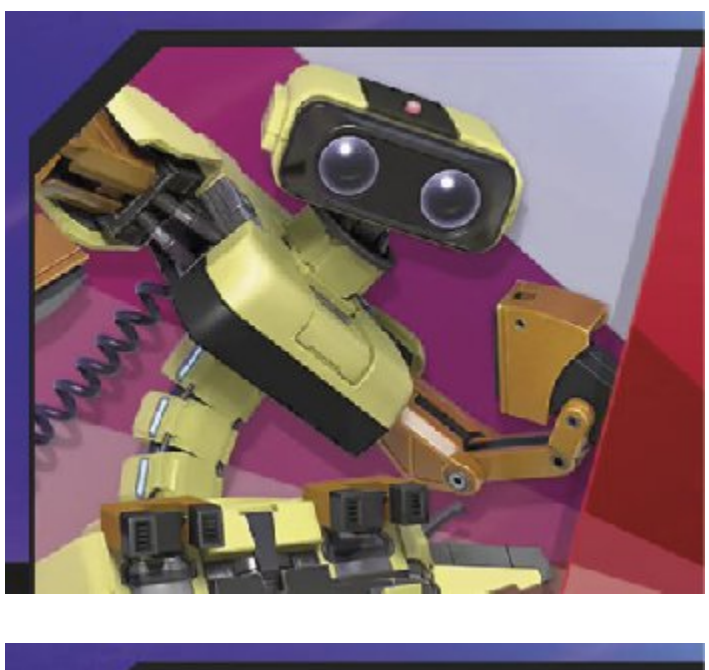


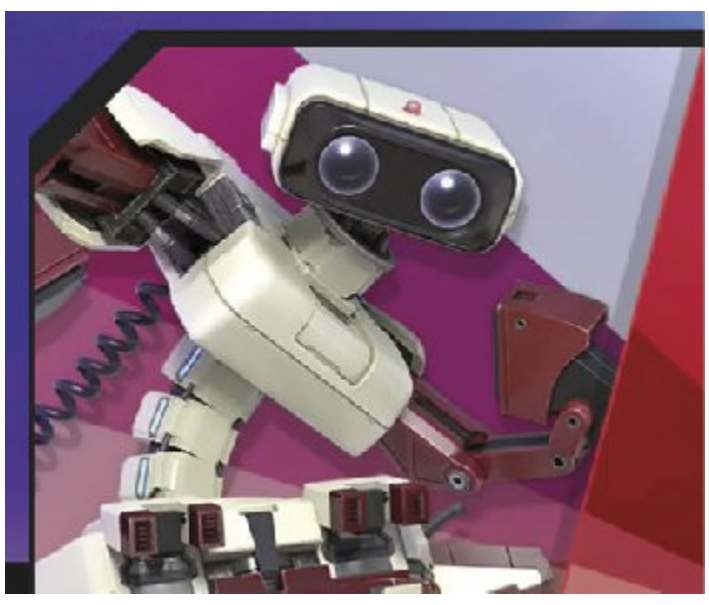


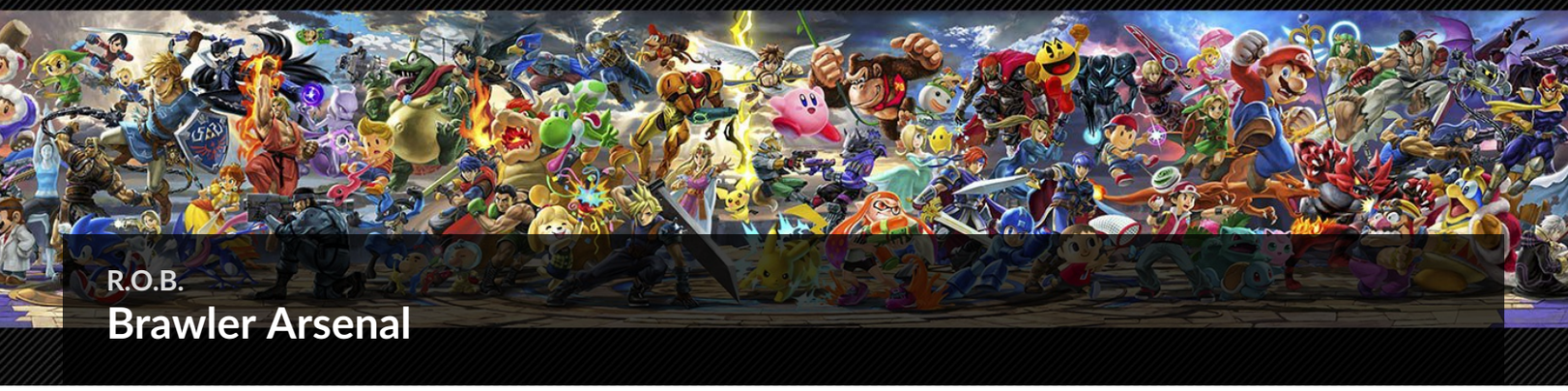












R.O.B.
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

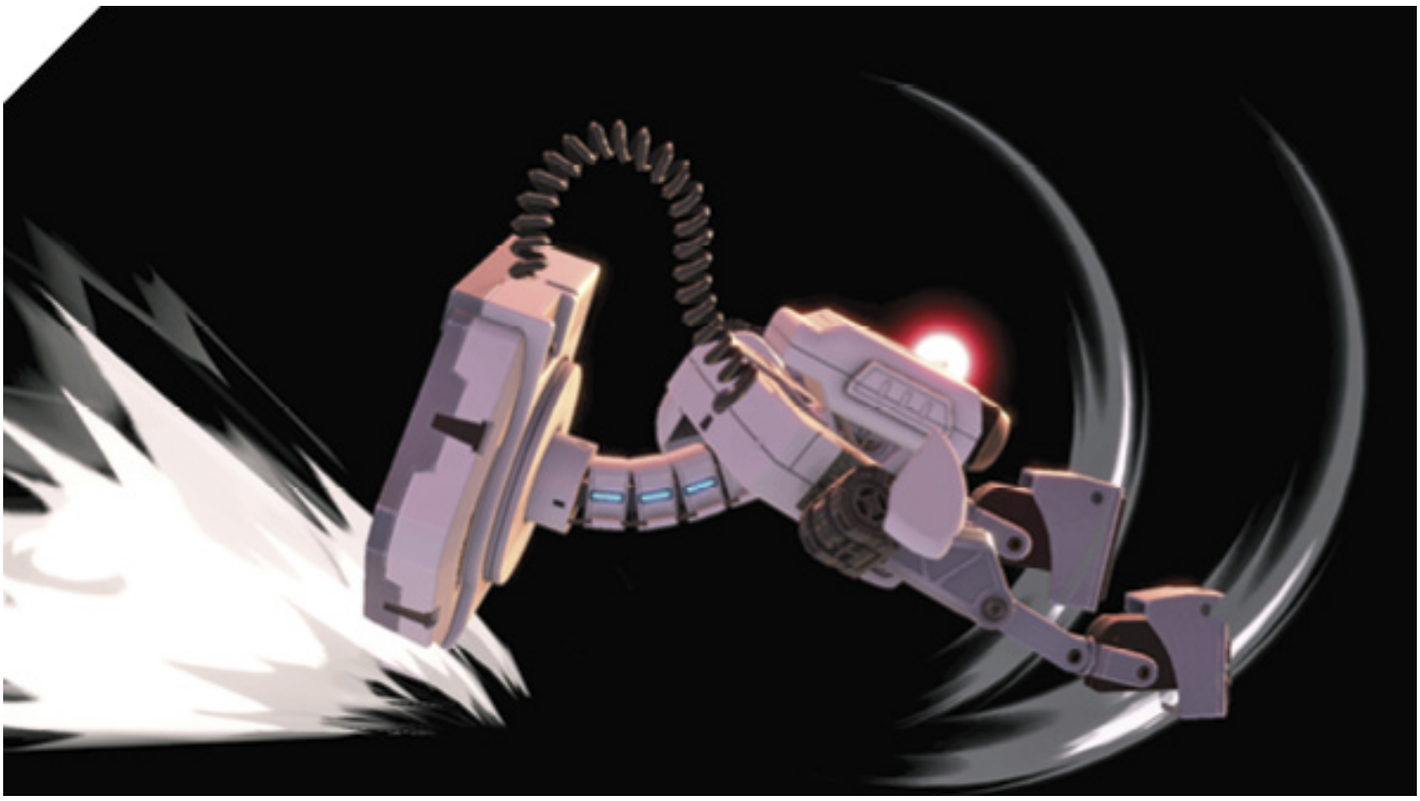
MOVE	DAMAGE	NOTE
Neutral attack 1	3	—
Neutral attack 2	3	Knocks back.

R.O.B. swings his robot arms in front of him for a simple two-hit punch attack, knocking back foes in range. Since R.O.B. is a more defensive, projectile-centric fighter, you don't use his neutral attacks that often. They're decent for fending off foes at point-blank range but don't deal much damage, and they force you to commit to staying grounded briefly. As R.O.B., if you're going to be grounded, you want to be either charging a Gyro or firing your laser.

R.O.B.'s throws are superb, so it's recommended that you use shield grabs as your option right after blocking at attack, rather than neutral attacks.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	7	Launches up and away for a potential follow-up.



While dashing, R.O.B. slams his arms down into the ground, launching enemies up and away while allowing him to follow up with an attack. R.O.B.'s dashing attack is relatively fast, but punishable when shielded. He can't pass through foes either, so you're likely to eat a throw combo if you go for a dashing attack against a quick-witted opponent on the ground.

Although R.O.B. visually appears to swipe the air above him, the attack's hit effect is narrow, only hitting out in front of R.O.B., so it's not the most effective anti-air.

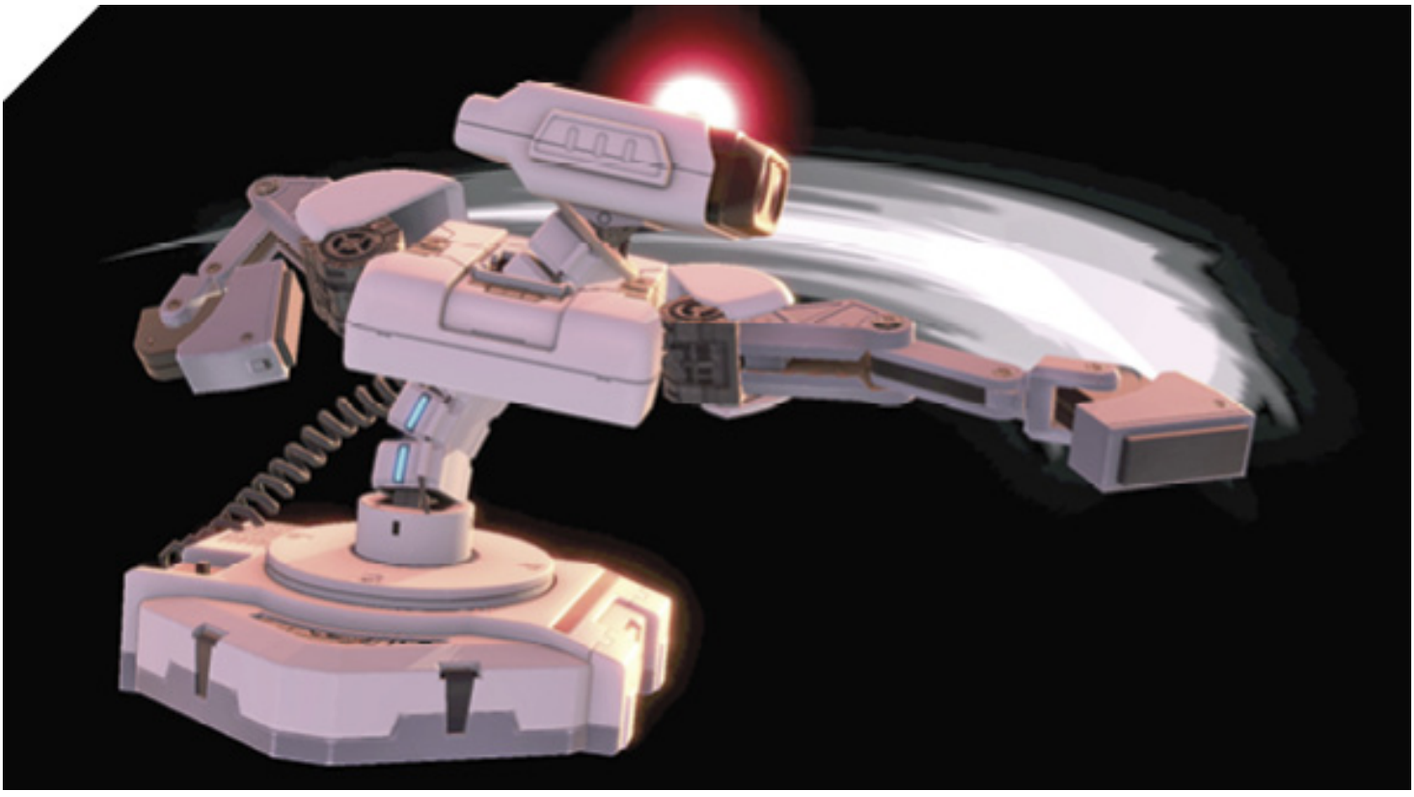
DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	10	Launches away. Deals more damage with tip. Can be angled up or down.
Up tilt	3, 5	Launches directly above for potential follow-up.
Down tilt	5	Can cause standing hitstun. Can link repeatedly. Can trip. At high percentages, knocks back.

SIDE TILT



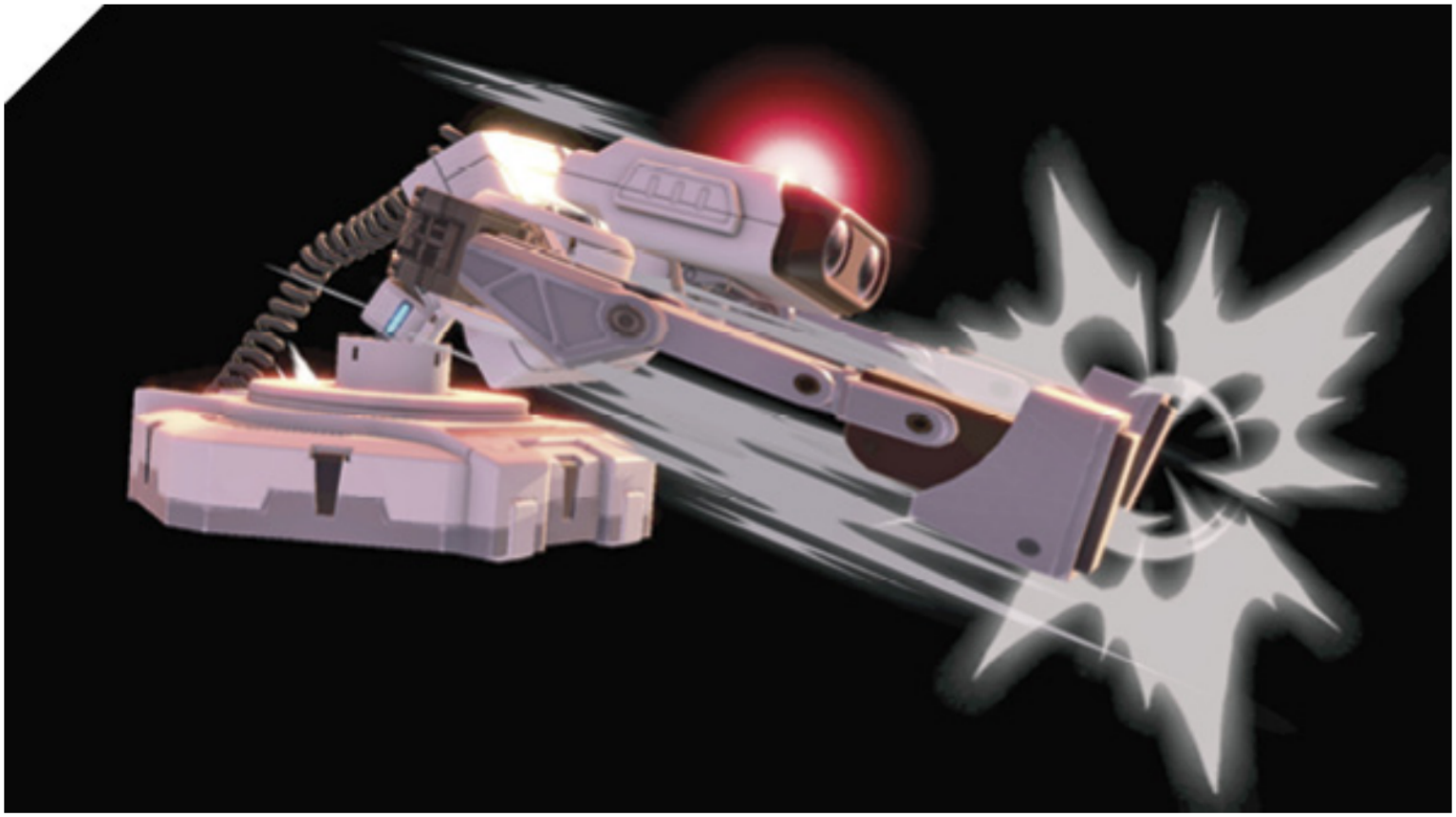
R.O.B. drives one of his arms forward with an extended horizontal attack that launches enemies away. It can be angled upward or downward. Side tilt is a decent ground-based poke for deflecting aggression against foes just beyond your neutral attack range. Since R.O.B. benefits most from staying airborne and using ground time to throw out projectiles, you should use this attack sparingly. Plus, his down tilt is generally a much safer and faster attack with less commitment time.

UP TILT

R.O.B. thrusts both arms over his head, launching enemies above him high into the air for a potential follow-up. This is your primary combo-extender off low-altitude knock-up attacks. It has narrow hit coverage, primarily extending directly above R.O.B.'s head, but has a minor horizontal hitbox that can nick enemies.

It's a solid and quick anti-air you can throw out when you're directly beneath a descending opponent or one who's standing above you on a platform.

DOWN TILT



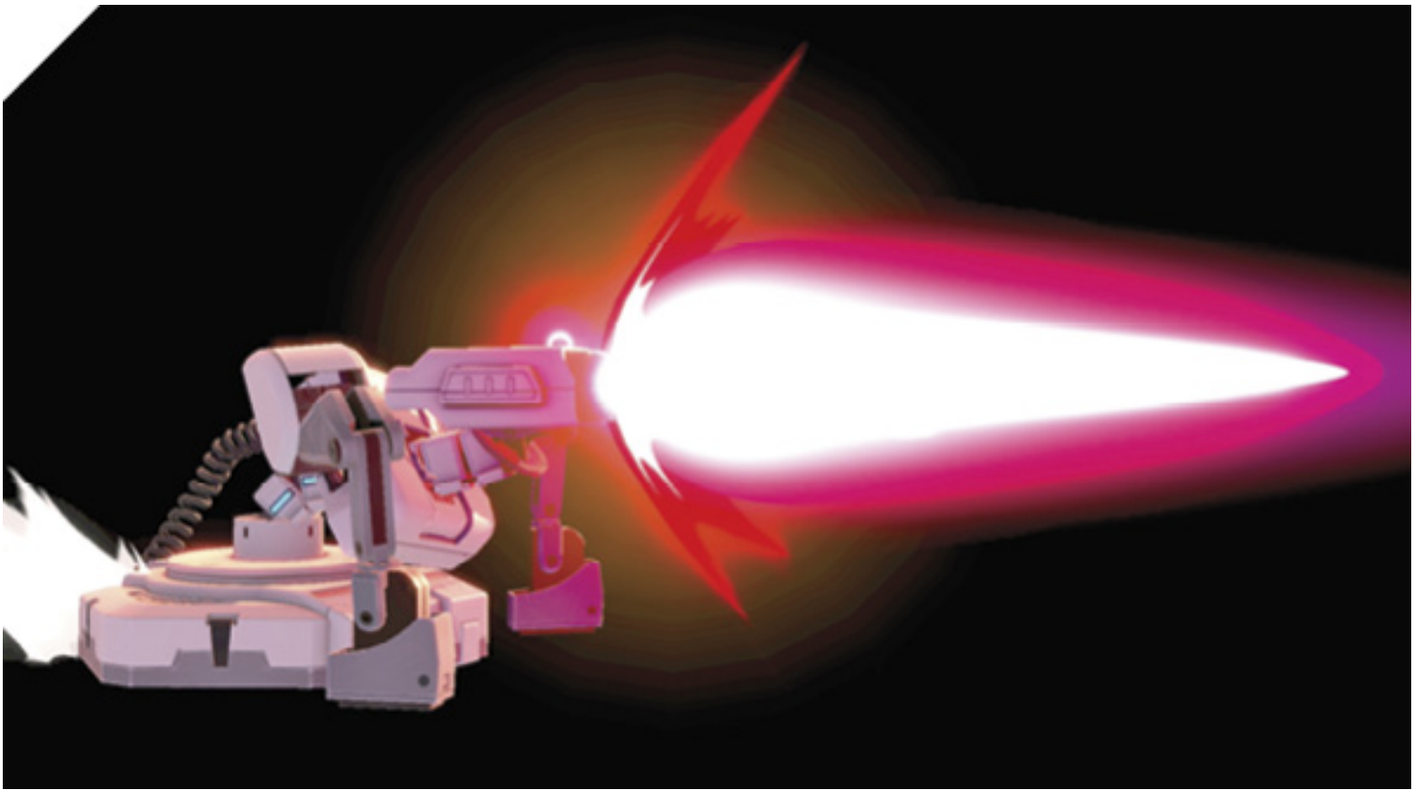
While leaning low to the ground, R.O.B. quickly stabs at the enemy's feet, staggering them.

Down tilt has fast start-up and low lag. At low-to-mid-percentage range, repeated down tilts create enough advantage to combo into itself. Against certain fighters, you can chain up to a four-hit combo. Naturally, it makes a great defensive ground-based poke. While you shouldn't dash around the stage fishing with down tilts (since you should be using your space to fire projectiles), you can use it to check enemy dashes or as a feint attack, potentially baiting your opponent into certain ledge recoveries.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	15	Launches away, high launch power. Deals max damage point-blank. Can be angled up or down.
Up smash	3, 14	Launches up and away at slight angle.
Down smash	3, 3.5, 5	Launches away. Double-sided attack.

SIDE SMASH



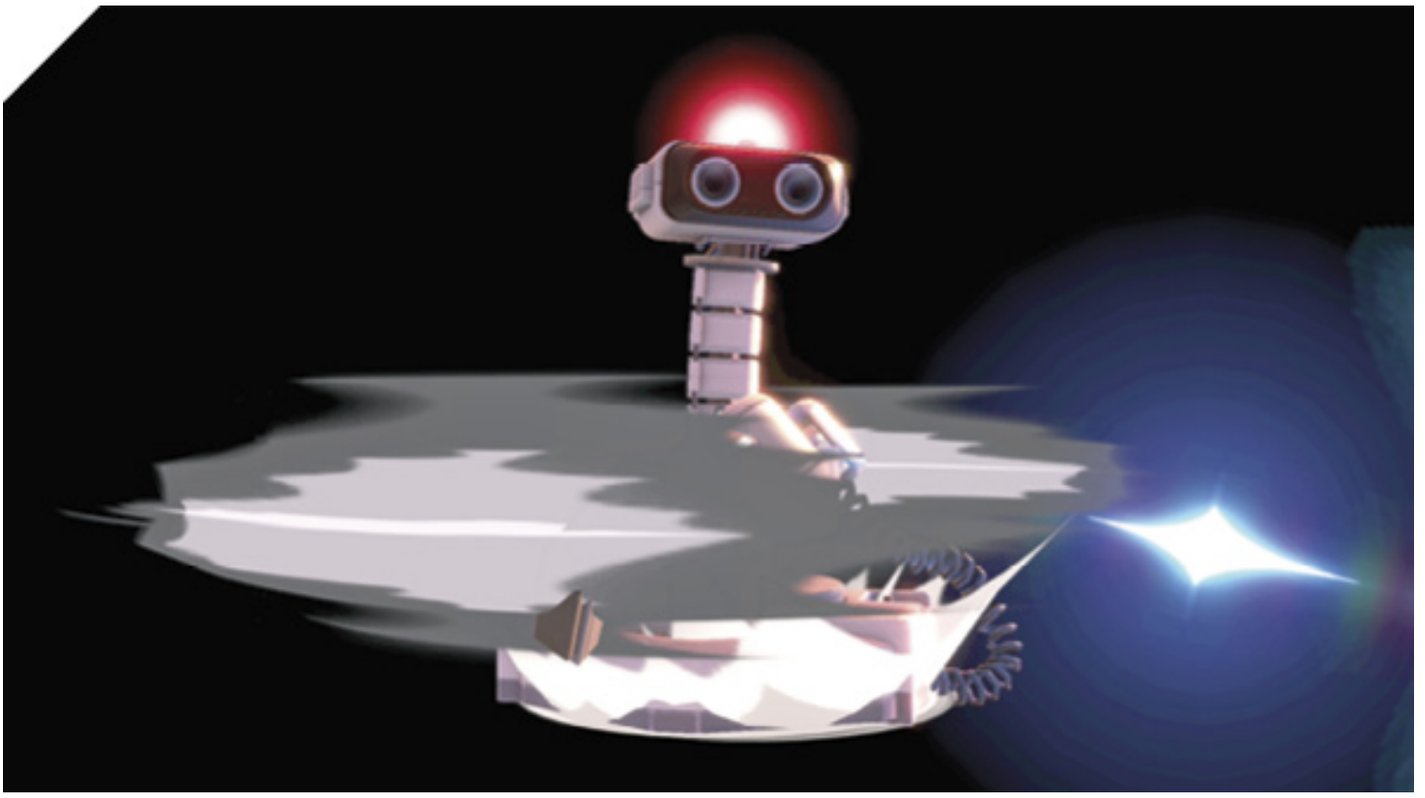
R.O.B. charges up and fires an energy beam from his eyes, blasting foes with high knockback power. The beam can be angled slightly upward or downward, at the enemy's feet. R.O.B.'s side smash deals massive damage and boasts an impressive range, but is easily punishable. Its range is best used against ledge-recovering enemies. If you can read a ledge roll or ledge climb with a well-timed side smash, you can potentially finish off enemies at mid to high percentages.

UP SMASH

R.O.B. performs a handstand, then fires his thrusters directly above him. Foes caught in the burst are launched sky-high. R.O.B.'s handstand has a tiny hit effect at point-blank range. This hit pops up the enemy into the vertical thruster attack. But like most smash attacks, R.O.B. is severely vulnerable to high-damage punishes if it's shielded.

Up smash is mainly used to finish off foes into the upper blast zone. The thruster hitbox makes it a solid anti-air if you can time it, but generally your up smash hits are based off predicting enemy movement (against overly aggressive foes, for instance).

DOWN SMASH

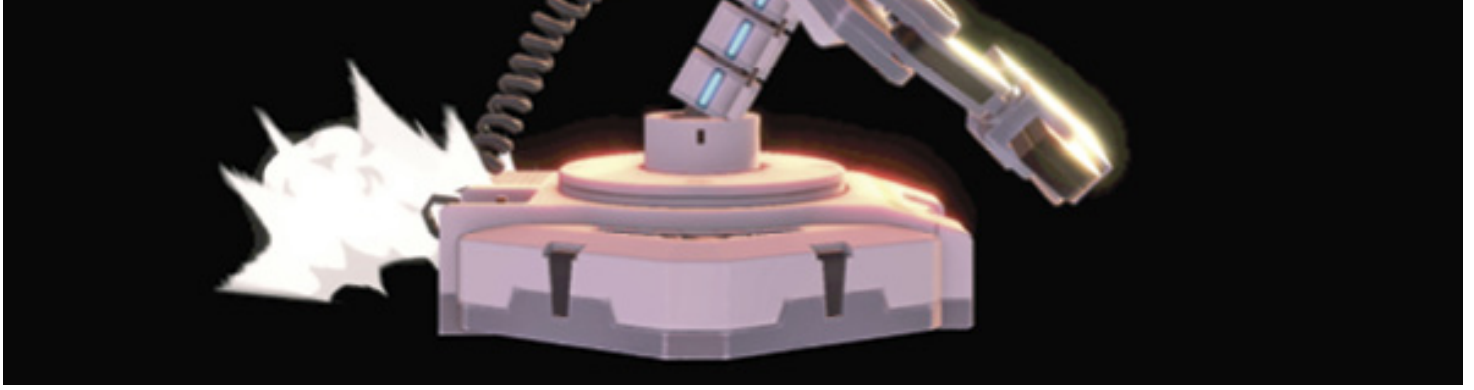


R.O.B. spins around at high speeds with his arms extended, striking nearby foes several times before launching them away. This is R.O.B.'s fastest-starting smash attack. It also has the bonus of hitting both sides, so you can use it as a defensive option right after blocking, retaliating against opponents who cross you up. It also boasts a solid range and damage, so while it's not safe to throw out haphazardly, it can be worth the risk in many cases.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	8	Forward throw.
Back throw	10	Backward throw.
Up throw	12	Launches up and away at slight angle for potential follow-up.
Down throw	5	Buries foe (they can shake out).

GRABS



R.O.B.'s grab is swift, but with limited range. Many of his throws have unique properties that set up for more potential damage. R.O.B.'s front throw is unique compared to other front throws in that he can act almost immediately after tossing the enemy. You can potentially combo into a dashing short hop forward air attack if your opponent doesn't shuffle away. Back throw is similar, allowing you to follow up with a dash attack against low-damage foes.

R.O.B.'s pile-driver up throw slams the enemy into the ground, bouncing them up for a potential follow-up forward air.

Down throw is a burying throw, planting the opponent into the ground before they're launched into the sky. The opponent can shake out with control inputs, releasing them earlier, so sharp foes may be able to avoid your follow-up attacks altogether.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	9.5	Launches up and away. Deals more damage with tip.
Forward air attack	7	Can cause standing hitstun. Knocks back.
Back air attack	12	Launches away, high launch power. Propels R.O.B. forward. Early hit deals more damage.
Up air attack	1.5x4, 4	Launches directly above.
Down air attack	12	Middle thruster can meteor smash. Propels R.O.B. up slightly.

NEUTRAL AIR ATTACK

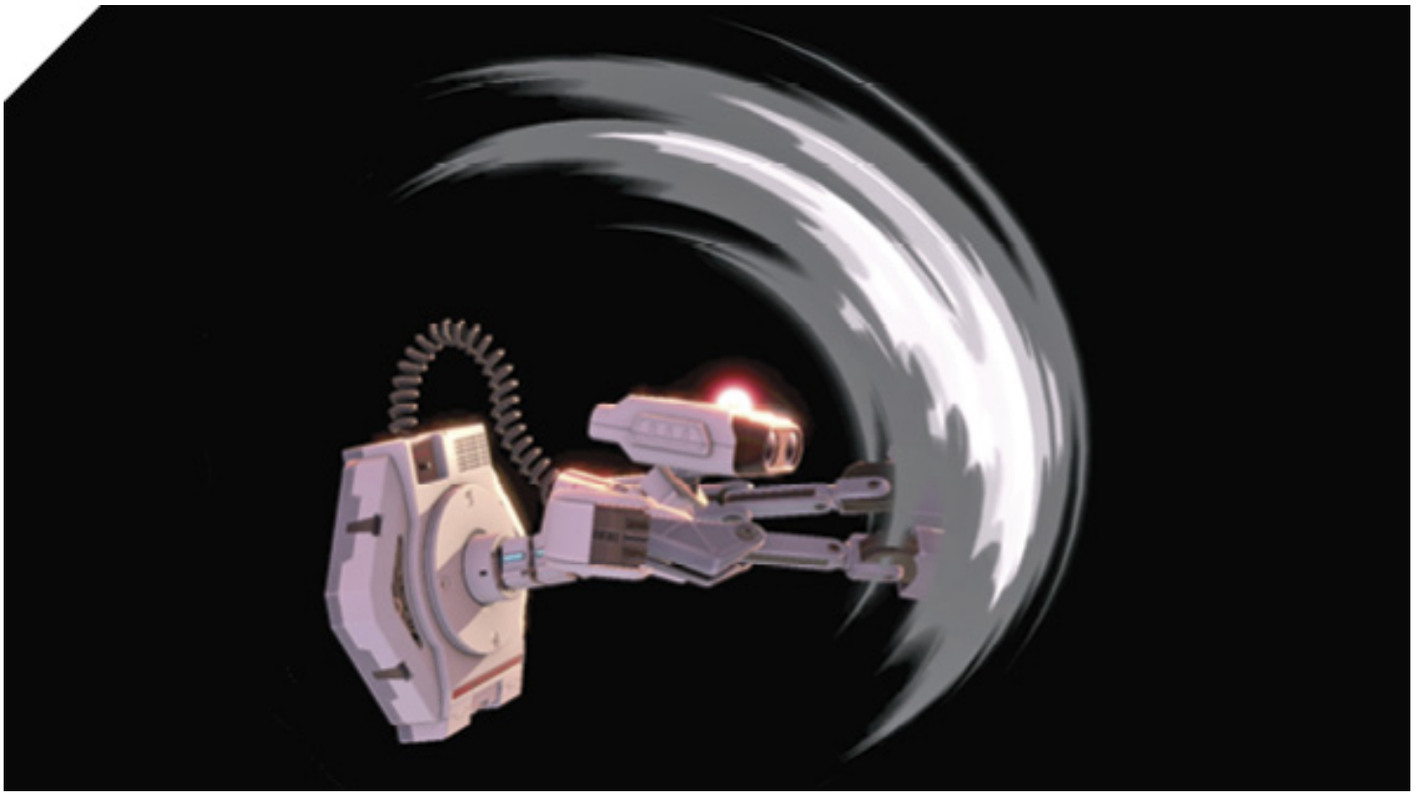
Airborne, R.O.B. fires his thrusters while delivering a somersault attack that incinerates enemies around him with the exhaust from his burners. Thanks to its low landing lag, R.O.B. can safely use neutral air attack to "box out" enemies (i.e., use his extended hitboxes to deter aggression). Retreating neutral air attack (short hop into neutral air attack, then immediately begin holding the opposite direction to back away) is an incredibly safe and powerful defensive maneuver you can use to punish aggressive foes dashing in on the ground. When used offensively, you can make neutral air attack even safer by crossing over the enemy and using its rear-thruster hitbox to put foes in shield-stun (while they're facing the opposite direction).

Neutral air attack is an excellent and generally safe combo-initiator. You can score a guaranteed follow-up at almost any damage range as long as you hit with the tail end of the attack. If you hit with a retreating neutral air attack, you can go for a quick forward short hop forward air attack.

Against low-damage foes and at certain angles coming from a jump, you can hit neutral air attack canceled into fast fall, then immediately up tilt and finish with short hop up air, dealing almost 30%.

The main downside to defending and attacking with neutral air attack is its significant start-up time. You need a little space to initiate it (aiming with the first active frame is a bit like aiming a hopping side smash).

FORWARD AIR ATTACK



R.O.B. swiftly swings his arms forward in midair, smacking foes away with low knockback power. Forward air attack is a remarkably fast air-to-air and air-to-ground poke attack. It has incredibly low air lag and moderately low landing lag. If timed to hit deep (low altitude) during your hop, it's safe to most out-of-shield options (although shield grabs will still get you).

Forward air should be used when you're in a tight spot against an aggressive opponent, when neutral air would be too slow to start. For instance, short hop forward forward air into a retreating descent is a good way to deter dash-ins while leaving yourself relatively safe (although if you're predictable, foes with fast ground dashes can wait for it and punish you).

At higher-damage values (roughly 60%), air-to-air forward air causes a pop-up effect long enough to combo into another forward air.

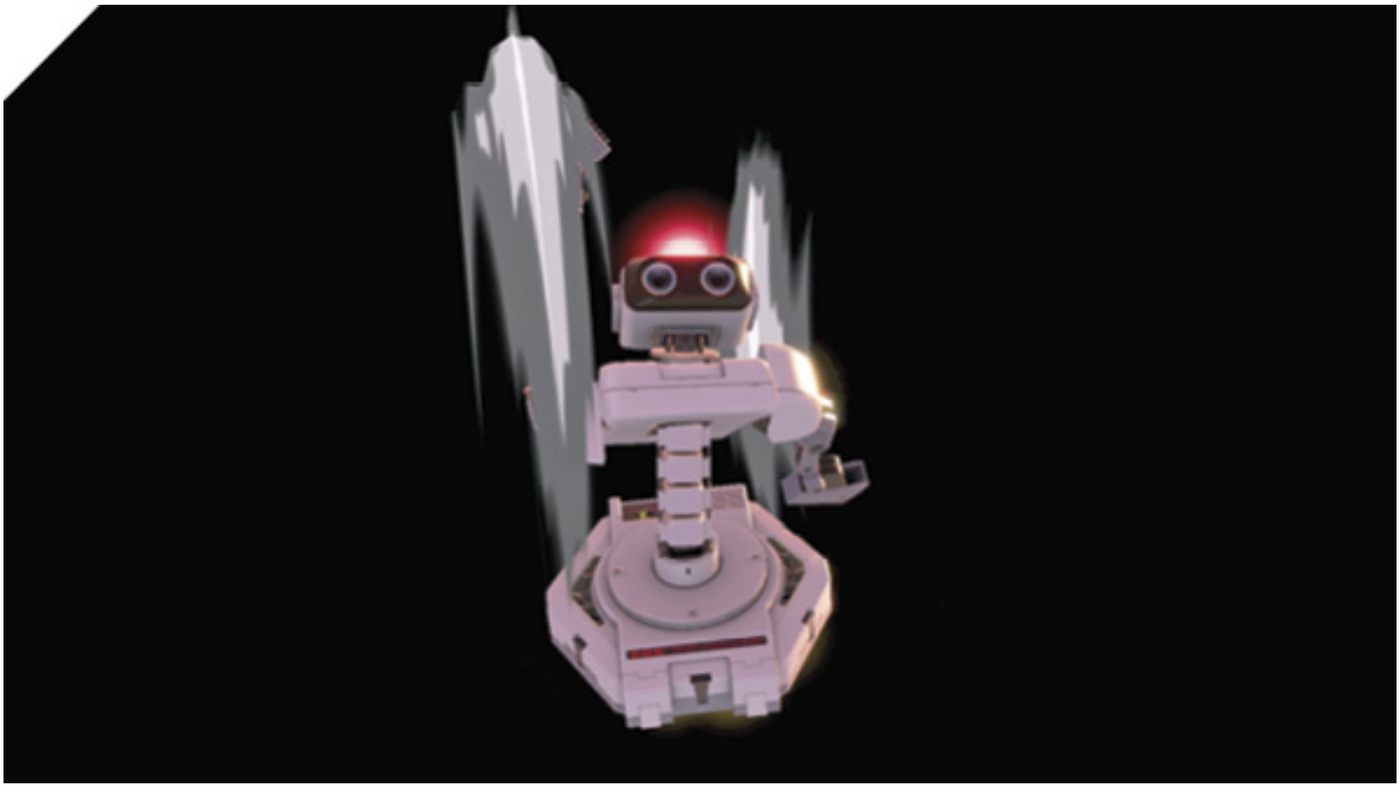
On grounded forward air hits, you generally can't get a guaranteed follow-up, but you can dash in for a grab mix-up.

BACK AIR ATTACK

In midair, R.O.B. aims his Robo Burners behind him and fires them. His thrusters propel him forward while devastating foes hit by the blast. Back air attack is a high-damage attack that alters R.O.B.'s aerial trajectory, boosting him forward (usually away from the target you're attacking).

Back air can be a difficult attack to use properly, especially if you aren't used to its boost effect. Since you're launched away from the hit effect, you don't use this attack to extend combos. Its high knockback power makes it one of your most effective edge-guarding tools, though. Once you throw an enemy off the stage, put your back toward the ledge and use back air to blast recovering enemies away while boosting yourself inward to safety.

UP AIR ATTACK



R.O.B. spins both arms vertically in an alternating rhythm, rapidly striking foes above him before sending them off with a double-armed launch. Up air attack is your juggle-trap tool and air-combo finisher. It starts up quickly and hits several times, but has a relatively strict hit effect, covering only the area directly above R.O.B.

DOWN AIR ATTACK

R.O.B. jumps above an enemy and activates his base thrusters, boosting his altitude slightly while meteor smashing foes beneath him. Down air attack has considerable air lag, but since it boosts you up into the air (behaving like a second double jump), you never have landing lag after landing from a down air.

Down air almost always causes a meteor smash if it hits. Use it against offstage foes to knock them into the lower blast zone while increasing your altitude slightly. Its hitbox is narrow, though, only covering the thruster area below R.O.B.'s base.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	Lv1: 7. Lv2: 7+4.5. Lv3: 7+15	Damage and effect vary with LED charge. Can be angled up or down. LED charge takes 15 seconds.
Side special	1.5x(5 to 10), 3	Launches up and away. Can reflect projectiles. Mashing Special increases number of hits.
Up special	—	Drains burner gauge. Restores after six seconds. Doesn't inflict helpless state.
Down special	4 + (4.5 to 6.7)	Charging increases velocity, which determines damage.

NEUTRAL SPECIAL: ROBO BEAM

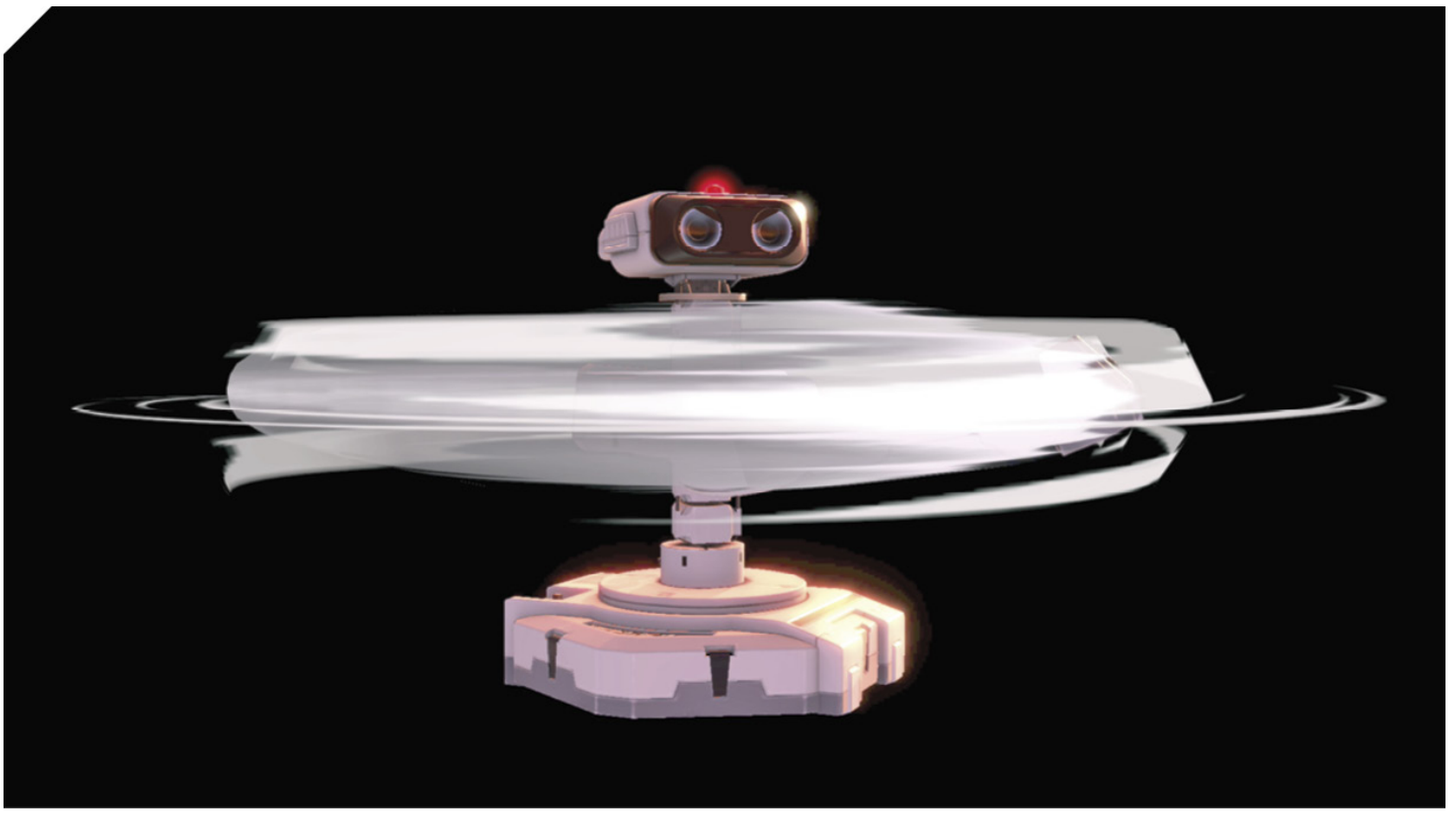
R.O.B. depletes all of his charge and fires a laser beam across the stage. If his charge is maxed out, he fires a Super Robo Beam that obliterates anything in its path. There are three distinct power levels to R.O.B.'s Robo Beam, determined by a behind-the-scenes counter that maxes out at 860 frames. When this counter is below 300, his Robo Beam is a short-range blast. Between 300 and 860 (max), the beam is upgraded and consists of a short-range blast along with a horizontal beam that deals a bit of damage. For the final form of the attack, at 860, the horizontal beam deals high damage with much more knockback and has a slightly larger hitbox. You can easily tell the charge level by the light on R.O.B.'s head: at level one, there is no red light; at level 2, the red light steadily blinks on and off; at level 3 the red light blinks rapidly and shines brighter.

Since *Super Smash Bros. Ultimate* runs at 60 frames per second, he maxes out his charge at just over 14 seconds (the counter begins immediately after firing Robo Beam). Level 2 beam has the most practical application, so the main timing you want to keep in mind covers zero charge to 300, which is five seconds. R.O.B. begins battle with a Level 2 charge (300 frames).

R.O.B. can aim the beam at an upward or downward angle. If you have at least a Level 2 charge, you can bounce the beam off the stage.

Every five seconds, you have access to an extremely powerful projectile. This is a threat your opponents can't ignore, and they're sure to keep track of your Level 2 beams as well. Mix up your beam timing and alternate between Robo Beam and Gyro to keep your enemies on their toes.

SIDE SPECIAL: ARM ROTOR

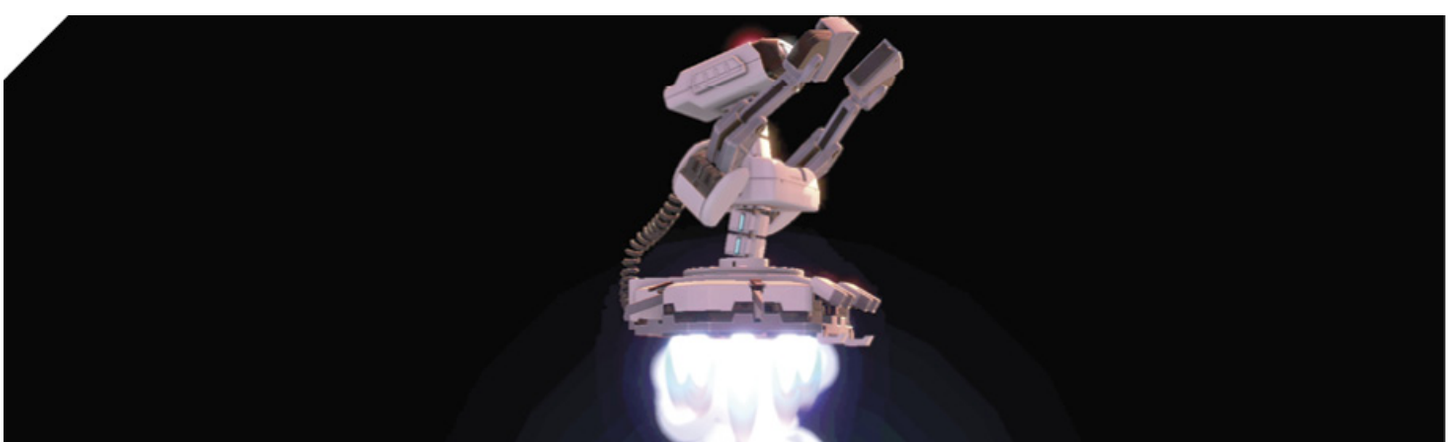


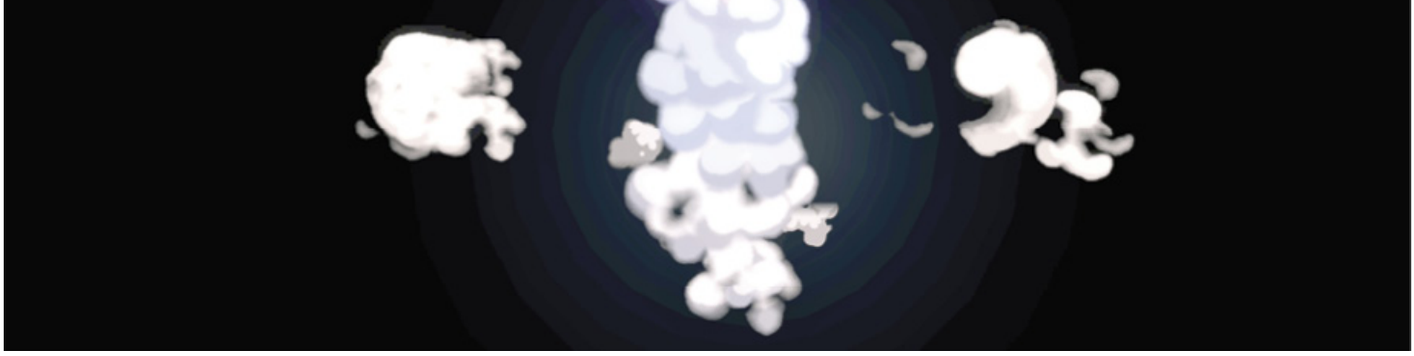
R.O.B. leaps forward with a grinding Arm Rotor attack, striking enemies several times, then completing the sequence with a robot uppercut punch that launches foes up and away.

The aerial version of Arm Rotor slightly propels you upward while allowing you to act when you're actionable. You can use Arm Rotor as an offstage edge-guarding attack. For instance, at higher percentages, you can combo a jump forward air into Arm Rotor to knock foes even farther away from the ledge. From there, you can Robo Burner safely back to the ledge behind you. This tactic is particularly effective against foes with good offstage-recovery projectile strategies. If Mewtwo attempts to throw its Shadow Ball at you to cover its stage recovery, reflect them with Arm Rotor.

Arm Rotor has extreme end lag, so it's incredibly risky to throw out excessively, especially if you're grounded.

UP SPECIAL: ROBO BURNER



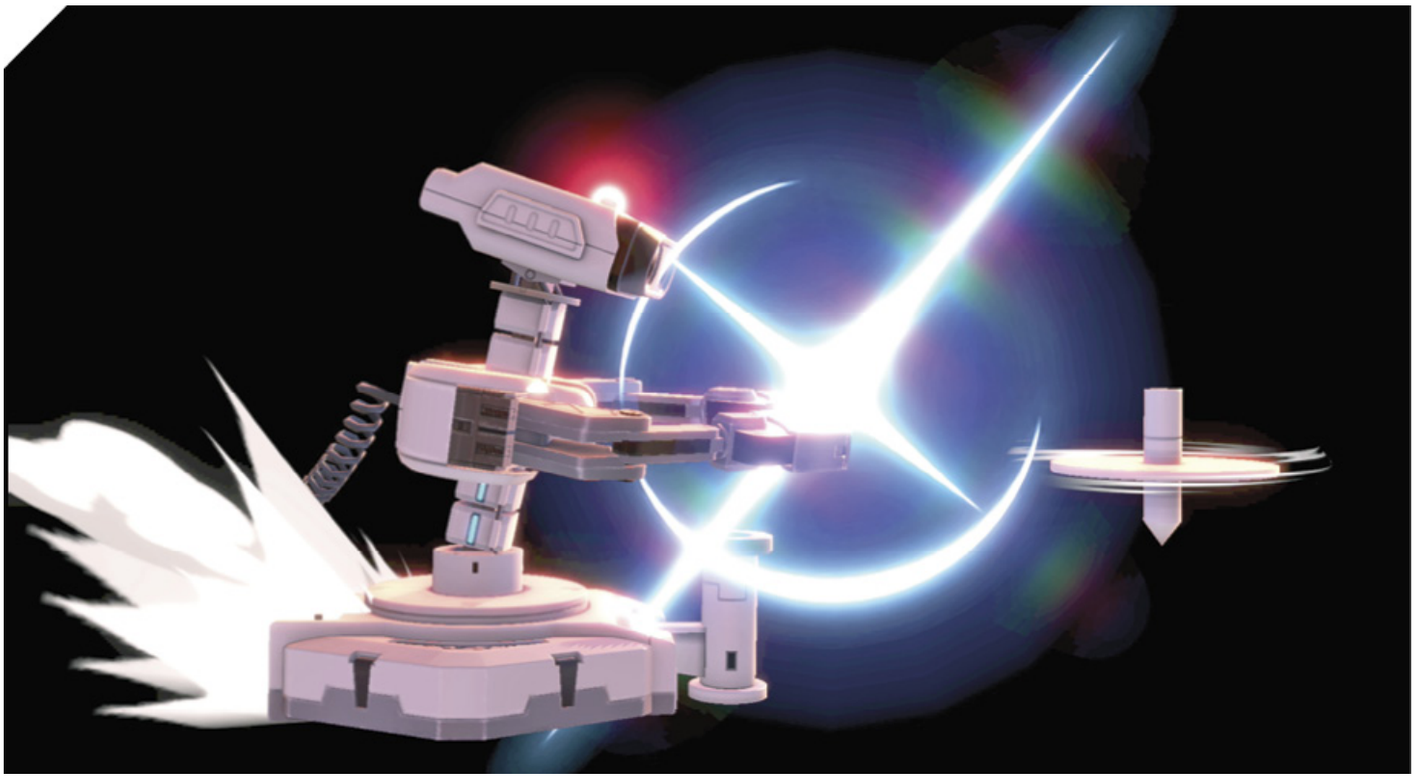


R.O.B. steadily activates blue thrusters that boost him into the air, allowing him to either fly high into the air or hover in place, as long as he has burner fuel to use. You can cancel and restart Robo Burner midflight. Tapping up+Special activates the burner and lifts you a set distance. Holding up+Special continuously drains fuel while further boosting your altitude. You can tap and hold Special (or the up direction) repeatedly to micromanage your altitude and fuel usage, so you can use your fuel judiciously in case you need it to recover out of the air.

Burner fuel replenishes while you're grounded but not while you're hanging off a ledge. Not only should you keep track of your Robo Beam charge, but also how long you've been touching the stage. Simply hopping into the air temporarily stops your fuel from replenishing. Fortunately, R.O.B. has a handy gauge indicator located down the side of his torso. When it's blue, you're at over two-thirds of max burner fuel gauge.

While Robo Burner is an amazing mobility tool, its fuel restriction means you have to spend time playing from the ground, which means mastering a defense-heavy ground game with Gyro and Robo Beam is vital to your success with R.O.B.

DOWN SPECIAL: GYRO



R.O.B. pulls out a top and begins revving up its RPM before releasing it in front of him, flying at his foe and knocking them away. The longer the top is revved up, the higher its velocity, which in turn increases its damage.

Gyro deals high damage on hit and can knock enemies down. When it's shielded, the Gyro disappears immediately. This is important to remember, since it means you can immediately charge up and throw out another one.

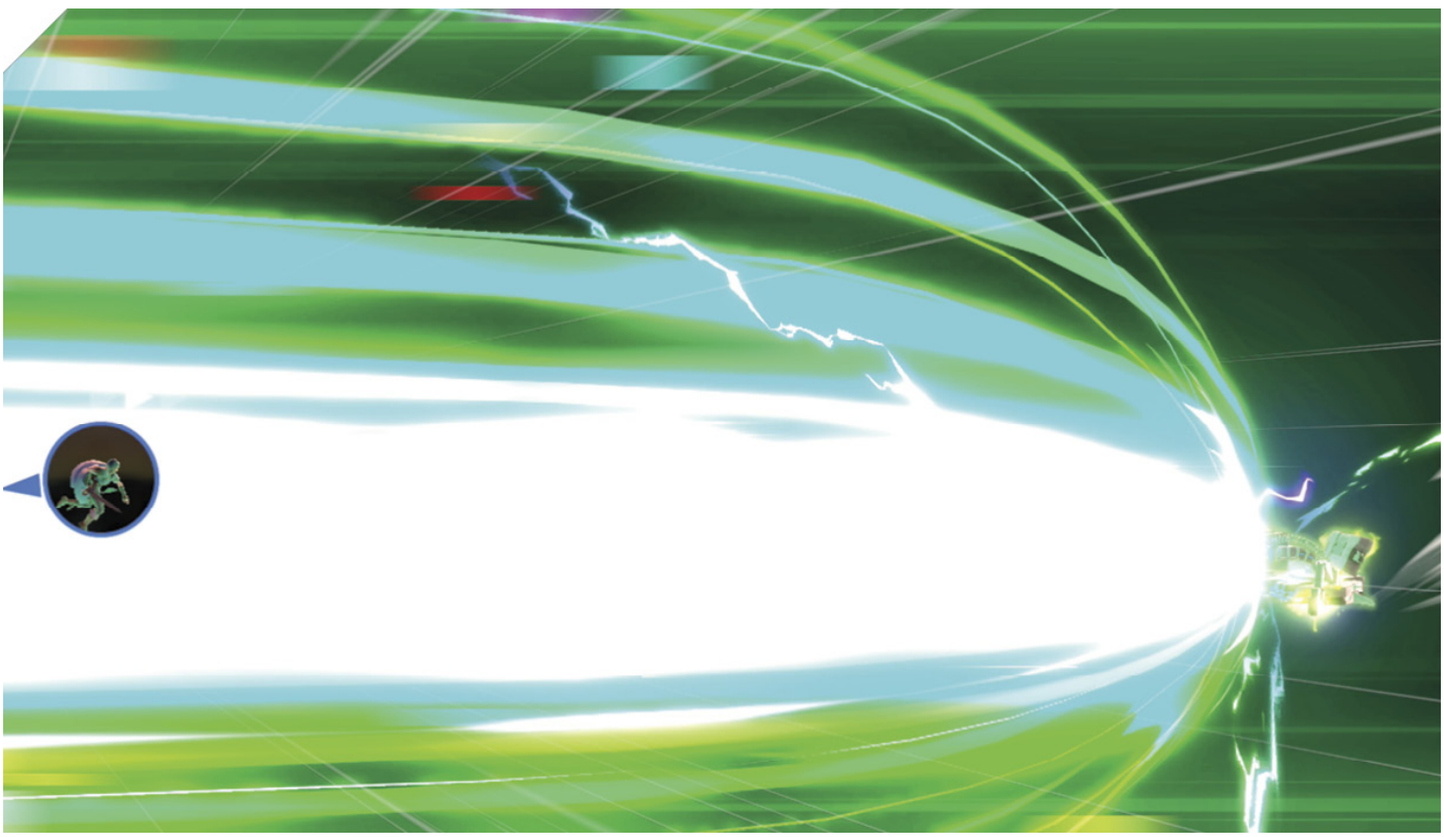
When a Gyro is tossed without making contact with an enemy, it remains spinning on the ground with a persistent hit effect. You can use this as an effective edge-guarding tool by placing a Gyro right next to the ledge and covering almost every single ledge-recovery option. It's important to note that the Gyro launches enemies it hits in the direction R.O.B. was facing when the Gyro was released. So, if you face inward (with your back to the ledge), you can drop the Gyro (with the Grab button while in the air) right on the ledge so that your ledge-recovering opponents who climb onto the ledge are launched toward you, allowing you to follow up with a combo.

There are advanced Gyro throw techniques you can apply to help you follow up your Gyro attacks. To quickly pick up Gyros on the ground, use the Attack button. To pick them up in the air without committing to an aerial attack, use the Grab button. Alternatively, you can short-hop and buffer-grab to quickly pick up a grounded item while jumping. To reduce lag off a dashing item throw, you can use a "squat-cancel" technique: while dashing, input Jump, then immediately input Attack (you have to input Attack quickly, within three frames). The advantage to this item throw is that it has much less lag than a dashing item throw (since you're performing a normal item throw, just with the added dashing momentum). This allows for stronger follow-ups and combos.

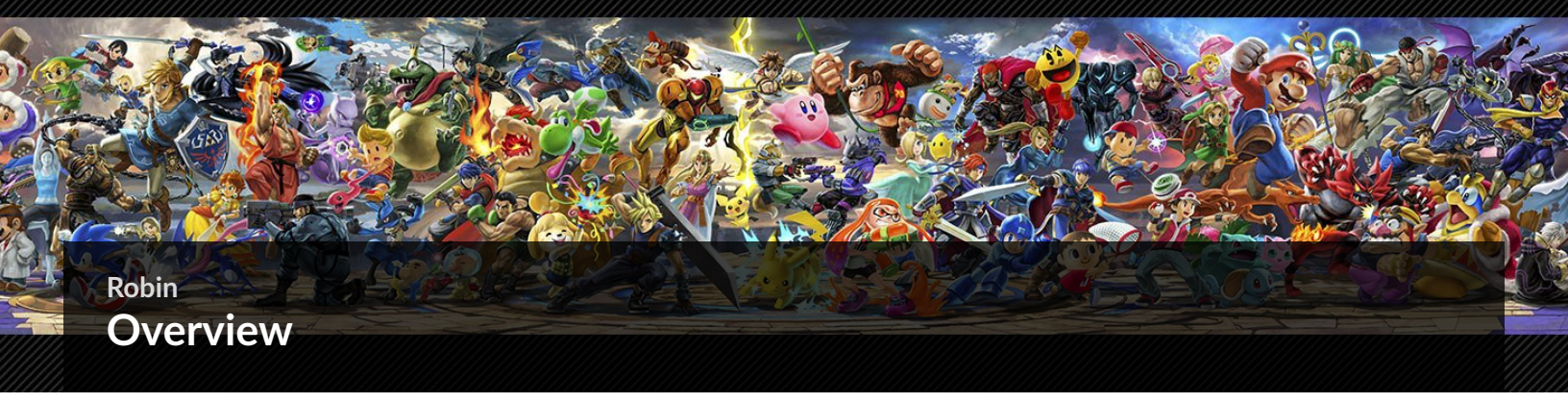
With a Gyro in hand, you can mount powerful Gyro offensive sequences by jumping over the enemy and throwing the Gyro down with down+Grab, then going for a turnaround into grab mix-up as you land.

You can only have one Gyro on-screen at any given time, so Gyro timing is important, as you don't want to be predictable with your Gyro throws. If you allow the enemy to pick it up, you lose access to a valuable tool (with your opponent having the advantage of being able to throw your weapon back at you).

FINAL SMASH: GUIDED ROBO BEAM



Automatically lock on to multiple opponents, then fire homing lasers at them. Finish the attack by shooting a giant beam that hits multiple targets. The angle of the beam can be adjusted up or down.



Robin

Overview

Robin has access to a plethora of incredible attacks and spells, generally much more powerful than other fighters' abilities. However, his power advantages come at a price: their uses are limited.

At the beginning of a match, Robin is equipped with the Bronze Sword and full Tome Gauges, with the Levin Sword becoming accessible as time passes (after 10 seconds). For most air attacks and for all of his smash attacks, the Levin Sword provides extra range, damage, and other noticeable advantages over the Bronze Sword.

Robin's overall game plan is to zone out enemies with intelligent use of his ranged spells in order to level and store his Thunder spell. Once he gains space, either by connecting with Arcfire or knocking away enemies with his powerful Levin Sword attacks, he can begin charging up his neutral special, granting him access to Arcthunder and Thoron. When applied properly, Arcthunder provides effective offensive setups thanks to its hit effects and area coverage.

Like most power-up strategies, you'll want to optimize your attack sequences by always considering your charge time. You must also be particularly attentive to your opponent's offense, since your defensive options are limited (you only have a certain amount of Elwind recovery attempts), and foes are likely to rush you while you're trying to charge.

ROBIN VITALS

MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

MOVEMENT RANKS	
Ground speed:	F- (75)
Air speed:	C (40-43)
Falling speed:	C- (49-51)
Weight:	C+ (36-39)

EQUIPMENT DISCARD MECHANICS

The Levin Sword can be used eight times before it's discarded, at which point you have to wait 10 seconds for the gauge to refill. During this waiting period, performing smash attacks and directional midair attacks slightly increases the gauge (basically, attacks that benefit from the Levin Sword). Additionally, KO'ing an opponent grants an instant 50% gauge while you don't have the Levin Sword.

Each of Robin's spells (special moves and neutral attack finishers) has a Tome associated with it. Neutral special costs Thunder Gauge, up special costs Wind Gauge, side special costs Fire Gauge, and down special costs Dark Gauge. However, it may be simpler to remember how many times you can execute a certain special move before its Tome is discarded.

See the Note table under Robin's Special Moves section for details.

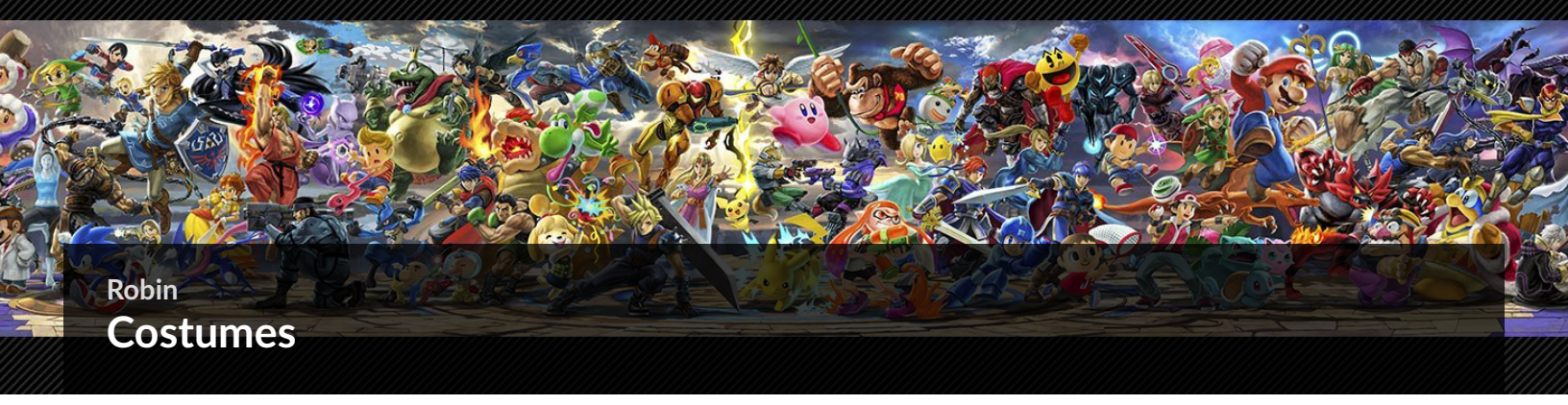
After discard, Thunder, Wind, and Fire Tomes require 10 seconds to be restored. Dark Tome requires 30 seconds.

As a general rule, the remaining uses of Tomes and Levin Swords don't reset until they're all used up or Robin gets KO'd.

EQUIPMENT AS INTERACTABLE ITEMS

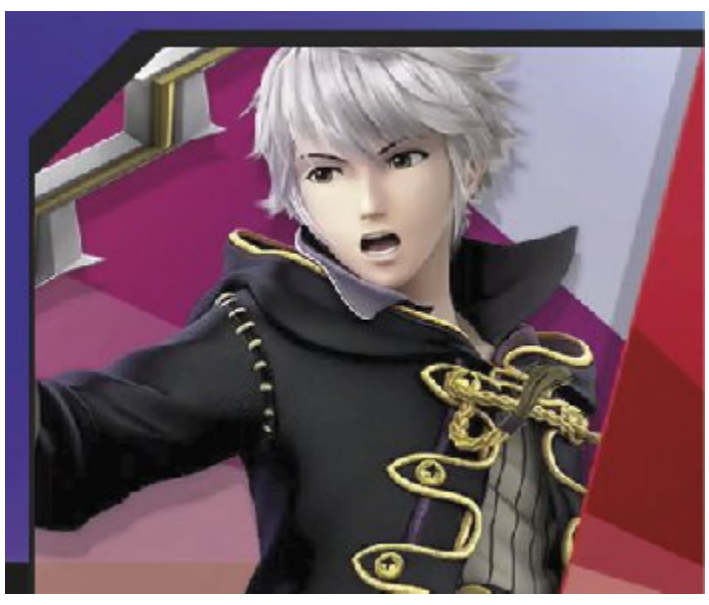
When Robin discards Tomes and Levin Swords after using them up, they can hurt opponents they hit as they're flung away (with damage depending on the item's velocity). Furthermore, they behave as items you can pick up and hold! You need to be quick, though, as they disappear after a brief window. With some planning and coordination, you can set up some interesting scenarios using your discarded weaponry, as long as you grab them in time. For instance, after depleting your Levin Sword gauge from a side smash attack, Robin tosses his Levin Sword behind him, so you can jump back and hit the Grab command to pick it up. Now you have a quick projectile at your disposal that you can use to set up an offense without committing to charging up Thunder!

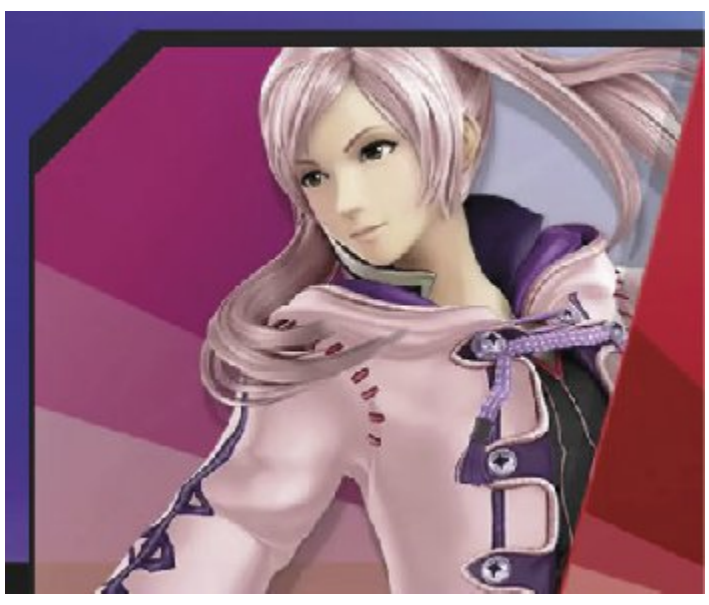
Discarded items deal roughly 3-6% damage.

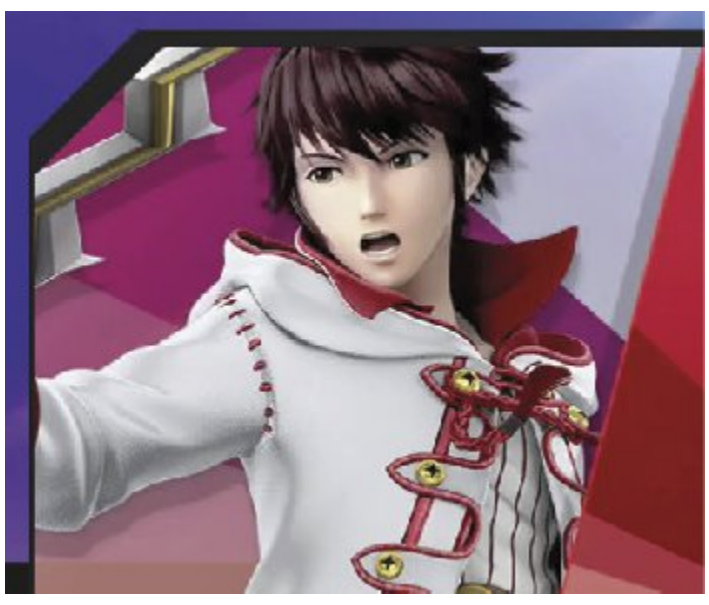


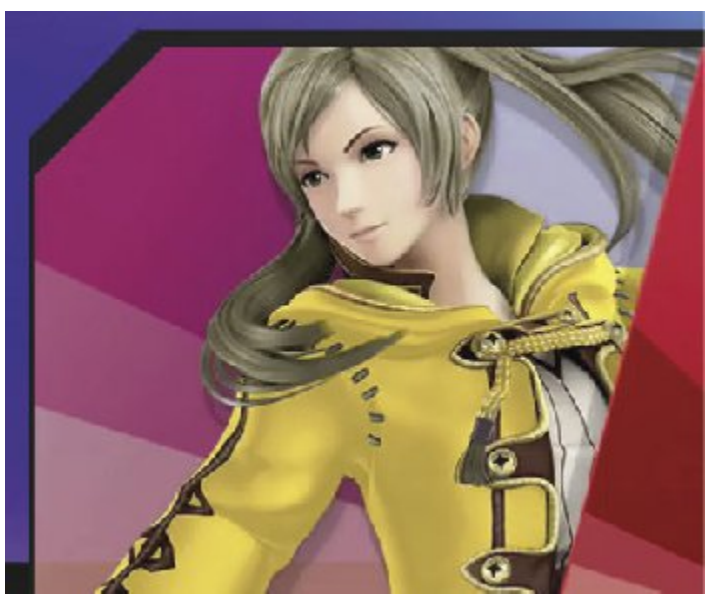
Robin

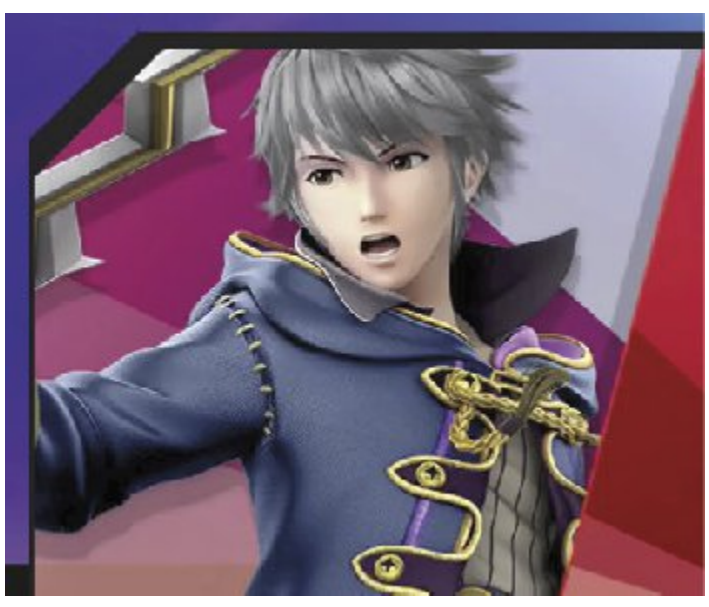
Costumes

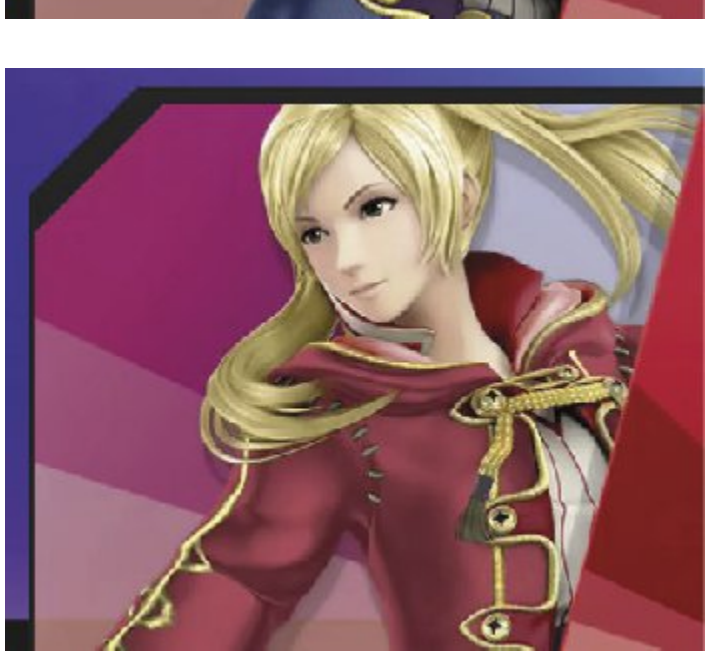


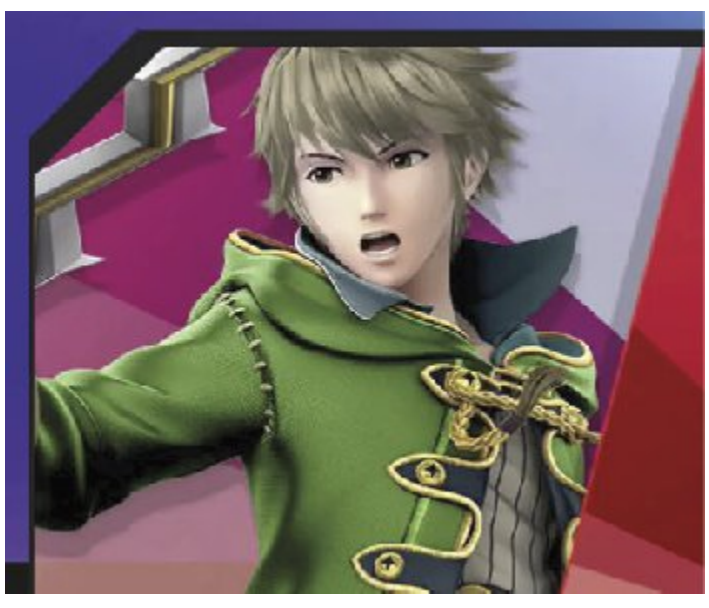


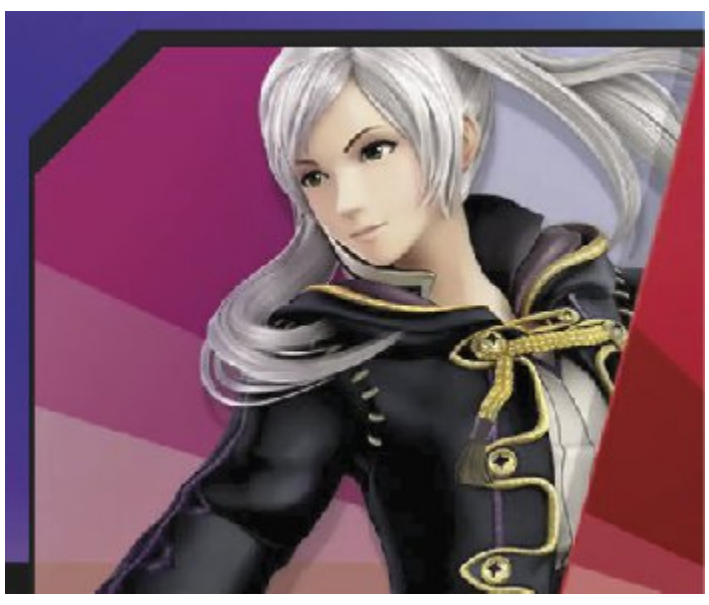


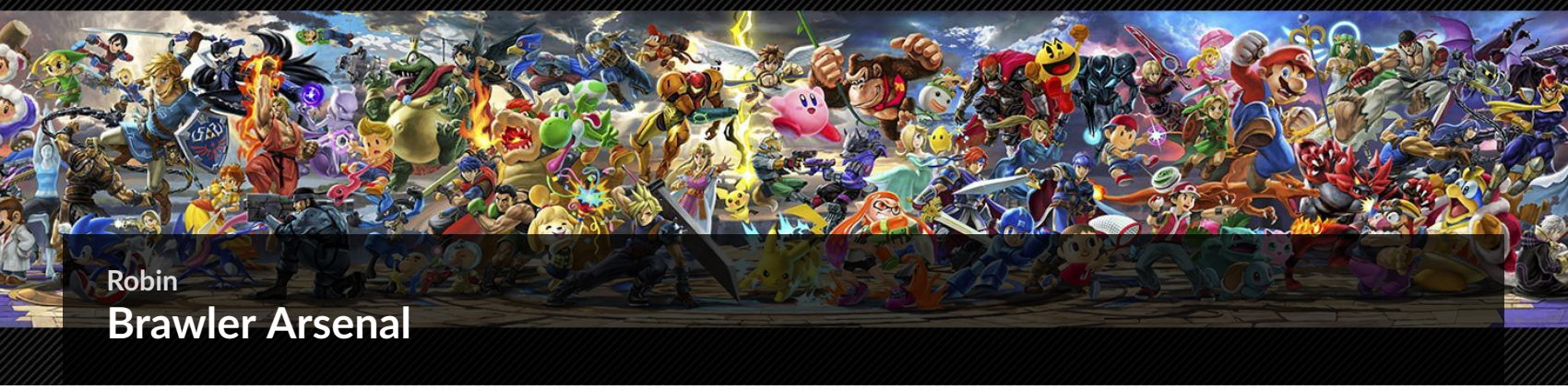












Robin
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2	Hold attack to continue.
Neutral attack 2	1.5	—
Neutral attack 3 (rapid/wind)	0.7xN, 2	Launches up and away at slight angle, high knock-up. Rapid-type attack. Costs 2 stocks of Wind Gauge per second. Final hit consumes 2 Wind Gauge.
Neutral attack 3 (fire)	5	Launches away, high knockback. Costs 2 stocks of Fire Gauge.

With the Bronze Sword, Robin delivers a swift slash upward followed by a backhanded slash, finishing the two-hit sequence with one of two magic-based attacks: a flurry of potentially infinite Elwind blades or a burst of Arcfire. The wind blades knock the enemy up into the air, while the fiery explosion knocks them far away.

To perform the wind blades finisher attack, press the second and third Attack inputs quickly in succession. For the fire-based finisher, slow your inputs down.

Neutral attack is an uppercut-like hitbox, excellent for deterring approaching enemies as well as those coming down from the air in front of you. Like most neutral attacks, it's one of your primary out-of-shield options for retaliating after blocking an opponent's laggy attack.

Robin's rapid Elwind jab is best used against low-percentage foes, while the Arcfire explosive finisher is ideal for creating space to charge up your Thunder spells.

Each of the magical finisher attacks consumes its respective Tome Gauge. If you expend all of a specific gauge, you can't perform that particular attack until the Tome is restored (over time).

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	10	Early hit launches up and away, dealing more damage. Later hits launch up and away at slight angle.

While dashing, Robin extends his Bronze Sword, using his momentum to empower the attack. Robin's dash attack is conventional in its speed and knockback effect. It has an average start-up time and, on hit, knocks foes up and away while not providing enough hitstun to guarantee a follow-up attack.

The start of the active period launches the enemy farther away, while the rest of the active window pops foes more vertically.

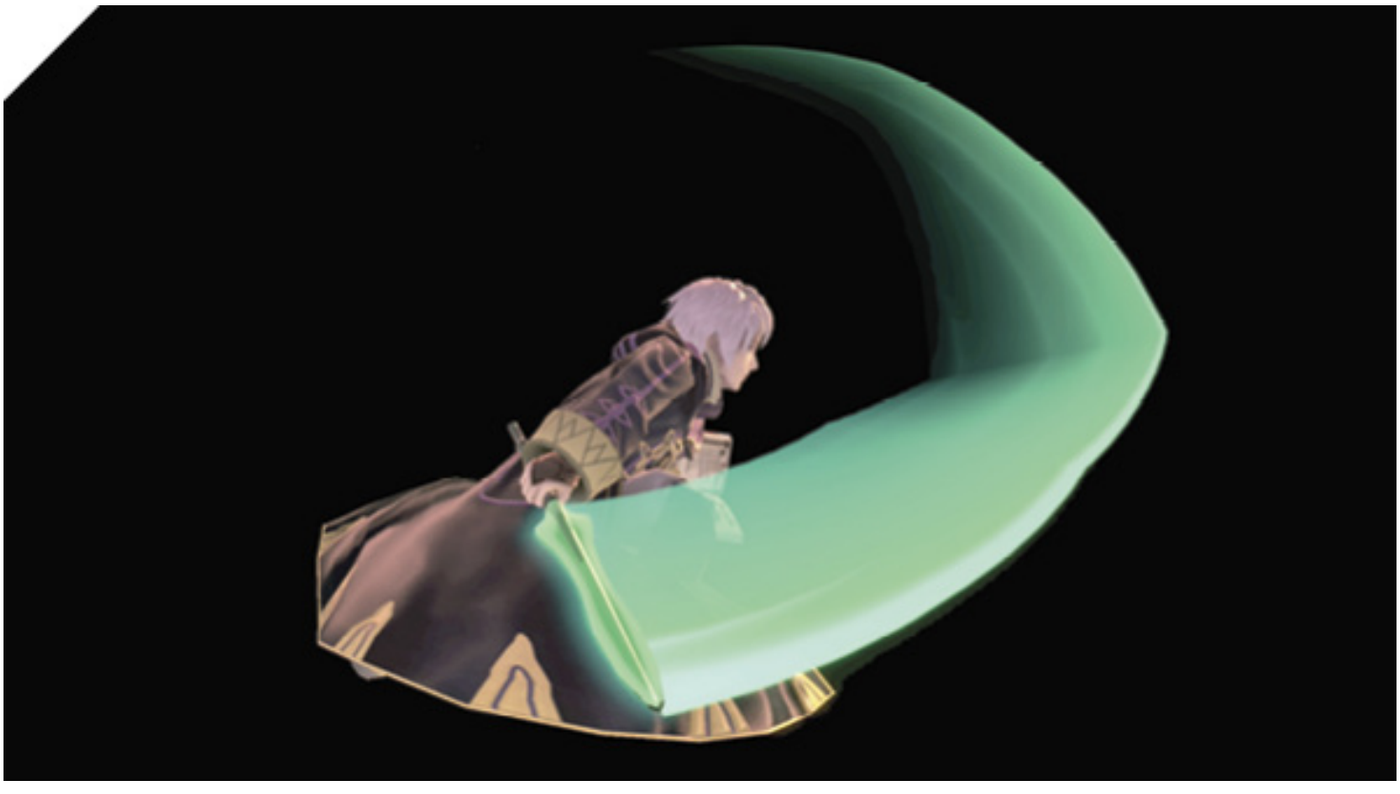
DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack (faceup)	7	Intangible.
Wake-up attack (facedown)	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	7.5	Knocks away.
Up tilt	6	Launches directly above for potential follow-up combo.
Down tilt	6	Knocks back, low knockback.

SIDE TILT



Robin leans forward and delivers a direct slash in front of him. While it appears to have an upper arc, it's not effective for striking foes in the air or above his head.

It's recommended that you use this attack sparingly since Robin's down tilt and dash grabs are generally more useful. They're faster and less committal.

UP TILT

With a bit of leg power, Robin performs a slight jump into the air while swiping his Bronze Sword at the area above him.

Up tilt is a decent, conventional anti-air with a hitbox that extends well past his hittable limbs. Against grounded foes, it can combo into another up tilt at low percentages. At around 30%, you can combo up tilt after down throw.

DOWN TILT

Robin leans down low and quickly strikes at his foe's feet with his Bronze Sword, causing them to lose their footing for a split-second.

Down tilt is incredibly fast and, along with your neutral attack, is used largely to defend yourself from aggressive opponents. It's particularly effective as a follow-up after an auto-canceled jumping attack like forward air.

SMASHES: LEVIN SWORD

MOVE	DAMAGE	NOTE
Side smash	16	Launches away, high knockback.
Up smash	15	Deals more damage during initial vertical hit of sword, launches directly above. Lower damage hitbox around lower body, launches up and away.
Down smash	15	Launches up and away. Secondary ground hitbox launches away.

SMASHES: BRONZE SWORD

MOVE	DAMAGE	NOTE
Side smash	9.6	Launches away. Incrementally increases Levin Sword gauge.
Up smash	9	Launches up and away, low knockback. Incrementally increases Levin Sword gauge.
Down smash	8	Launches away, high knockback. Incrementally increases Levin Sword gauge.

SIDE SMASH

Robin performs a heavy forward thrust with the Levin Sword, blasting foes a long distance. The Bronze Sword variant has lower range.

Both the Levin Sword and Bronze Sword versions of this attack have high start-up times, making them tough to use effectively in your neutral game. It has a lot of shield knockback, but leaves you at a major frame disadvantage, giving the enemy a chance to dash in and hit or grab you.

Side smash is best used if you can make a hard read on your opponent's ledge-recovery or air dodge.

UP SMASH

Robin throws his spinning Levin Sword above him, launching foes above into the air. The Levin Sword variation has a much larger vertical effect and starts with a brief horizontal hit effect near Robin's body (whereas the Bronze Sword version does not).

Up smash is stronger than up tilt, but leaves you vulnerable in most neutral-game scenarios. It's best used to poke at enemies standing on platforms above you.

DOWN SMASH

Robin slams the Levin Sword into the ground in front of him, launching enemies into the sky. The Levin Sword version of this attack has an added launching hitbox effect near the ground.

Down smash is Robin's most useful and effective smash attack. It deals a massive amount of shield damage with its secondary hit and can be used to punish mistakes like mistimed rolls and ledge recoveries. Additionally, it's essentially a clear-out move thanks to its rear hitbox, potentially KO'ing foes who end up behind you (for instance, if you're edge-guarding and a hanging opponent rolls past you).

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.5	—
Front throw	8	Forward throw.
Back throw	11	Backward throw with high knockback.
Up throw	9	Launches directly above into potential juggle position.
Down throw	6	Launches foe up for potential follow-up attack.

GRABS

Robin's almost-slow grab has a decent amount of range due to the whirling magic effect in front of him. However, there's a significant amount of lag on whiff, making it punishable by attentive opponents.

Robin's up throw launches the enemy sky-high. It provides little follow-up, but gives you a chance to trap the enemy with "shark" attacks (using anti-airs to continuously juggle the foe).

Forward and back throws are used to KO enemies at high percentages while they're near a lateral blast zone. Back throw deals less damage but throws farther, providing additional space and allowing you to charge your Thunder spells longer.

Down throw is your main damage source off of a grab. It can combo into up air attack from low- to mid-percentage ranges.

Robin's grab is essential to his game, both offensively and defensively. Thanks to its impressive reach, you're more likely to punish aggressive foes with it.

AERIAL ATTACKS

AERIALS: LEVIN SWORD

MOVE	DAMAGE	NOTE
Neutral air attack	11.5	Aerial clear-out attack that knocks back on hit.
Forward air attack	12.5	Launches up and away, high knock-up.
Back air attack	15	Launches away, high knockback. Deals more damage early.
Up air attack	13	Early hit launches foe directly above for potential air attack follow-up. Tail end knocks up and away slightly.
Down air attack	11	Early hit causes meteor smash. Rest knocks away.

AERIALS: BRONZE SWORD

MOVE	DAMAGE	NOTE
Neutral air attack	6.9	Aerial clear-out attack that knocks back on hit.
Forward air attack	7.5	Knocks away.
Back air attack	9	Knocks away. Deals more damage early.
Up air attack	7.8	Launches foe directly above for potential combo.
Down air attack	7.2	Initial hit cause meteor smash. Rest knocks away.

NEUTRAL AIR ATTACK

While airborne, Robin executes two consecutive slashes: a downward slash in front of him, followed by a rear slash behind.

Neutral air attack fills several roles, including defensive aerial zoning, KO'ing foes off ledges, and damaging shields safely. As a ground-based tool, it's strong used off of short hop. If timed correctly, you can auto-cancel your landing with short hop into neutral air. At certain percentages on hit, it puts enemies in a tech situation, giving you an opportunity to attack or set up Thunder and Arcfire projectiles.

FORWARD AIR ATTACK

Robin delivers an extended aerial uppercut slash with the Levin Sword in front of him, sending struck foes flying away. With the Bronze Sword, he performs a similar attack, but with considerably less range.

Forward air attack is a staple attack. It's an incredible spacing attack that can be used aggressively, defensively, and in combos. Deep (low-altitude) forward air attacks are one of your primary attack sequences. If you can condition your opponent to shield them, you can follow up with potential mix-ups. For instance, if they try to retaliate with an out-of-shield option, you can potentially beat them out with a well-spaced neutral attack (thanks to its great hitbox). If you think they'll stay in their shield, you can go for a dash-in grab attempt, or simply hit them with Nosferatu.

Forward air is an effective attack for getting back onto the stage. While hanging, input back+Jump, then immediately forward air attack and drift back onto the stage with your forward air extended. If done correctly, you'll limit your landing lag while giving yourself some breathing room.

BACK AIR ATTACK

Robin turns around and thrusts the Levin Sword behind him, blasting back foes. With the Bronze Sword, the range of back air is reduced.

While forward air attack is overall a more useful attack in most situations, back air attack can potentially KO at lower percentages. Back air attack is best used for edge-guarding purposes, or to extend a deep aerial attack against an enemy behind you.

UP AIR ATTACK

Robin delivers a high-reaching upward swipe above him, launching foes high into the air with his Levin Sword. With the Bronze Sword, the range and damage are greatly diminished.

Up air attack is your main anti-air for air-to-air combat and for juggling purposes. It's also used as a finisher for down throw and up tilt combos. It can start combos when performed as a deep jump-in attack, naturally linking into up tilt and up smash.

DOWN AIR ATTACK

From above his foe, Robin thrusts the Levin Sword below him with meteoric force, sending his victim plummeting. This attack doesn't have a meteor effect with the Bronze Sword.

Down air attack is a niche attack that can be difficult to apply in most practical scenarios. It's incredibly slow compared to other down thrust-type attacks, and its low-persistence hit effect can leave you vulnerable. Save down air for when you can guarantee a meteor smash KO.

SPECIAL MOVES

SPECIAL MOVES

MOVE	DAMAGE	NOTE
Neutral special	Thunder: 5.5, Elthunder: 11, Arcthunder: 6, 2.4x4, 8, Thoron: 2.6x7	20 gauge stocks total. Discards Tome when depleted. Thunder costs 1. Elthunder costs 3. Arcthunder costs 5. Thoron costs 8.
Side special	2, 1.3x6, 4	6 uses before Tome discard. Dissipates if projectile doesn't contact a platform or foe.
Up special (ground)	7, 7	4 uses before Tome discard. Deals 12 damage total if both hits connect. Early hit causes meteor smash.
Down special	2x9	4 uses before Tome discard. Unshieldable grab. Heals Robin. Heals bonus damage if grabbing enemies from behind.

NEUTRAL SPECIAL: THUNDER (THUNDER TOME)

Robin channels his Thunder-type magic, potentially charging it to four separate power tiers. Each level of charge is denoted by the color of your summoning energy (blue for Thunder, yellow for Elthunder, and purple(?) for Arcthunder).

While charging, you can roll, jump, or shield in order to cancel the charge. Your charge progress is "stored" once you reach a new power level, but if you fail to charge to the next power level, you have to try again, starting from the first frame of your current power level. Basically, always aim to charge at least a whole power level before jump-canceling.

Thunder

Thunder is a high-velocity projectile that travels medium range, costs 1 spell stock, and requires no charge (this can be thrown out quickly by double-tapping neutral special). It deals low damage but can be difficult to react to. Use Thunder to pester enemies, and to force them to react to your annoying jolts.

Elthunder

Elthunder takes around two-thirds of a second to charge and costs 3 spell stocks. Elthunder is similar to Thunder but deals much more damage and offers double the range. Its travel speed is slightly lower, but it packs much more killing power, able to KO foes off ledges in Battlefield stages at high percentages (~140%). Its main drawback is that it clashes and dissipates against other projectiles, potentially wasting your charge time, so keep that in mind when fighting fighters with good instant projectiles.

Arcthunder

Arcthunder requires roughly 1.3 seconds of charge and costs 5 spell stocks. Robin releases a mass of electricity that begins slowly but quickly accelerates and hurtles forward. Upon impact (whether colliding with an enemy or opposing projectile), it transforms into a multi-strike storm, devastating foes caught in its X-shaped effect.

Much of your game plan revolves around charging up to this attack. It deals high damage, sets up combos, and when shielded, provides offensive opportunities as the enemy is stuck briefly shielding its jolts.

Thoron

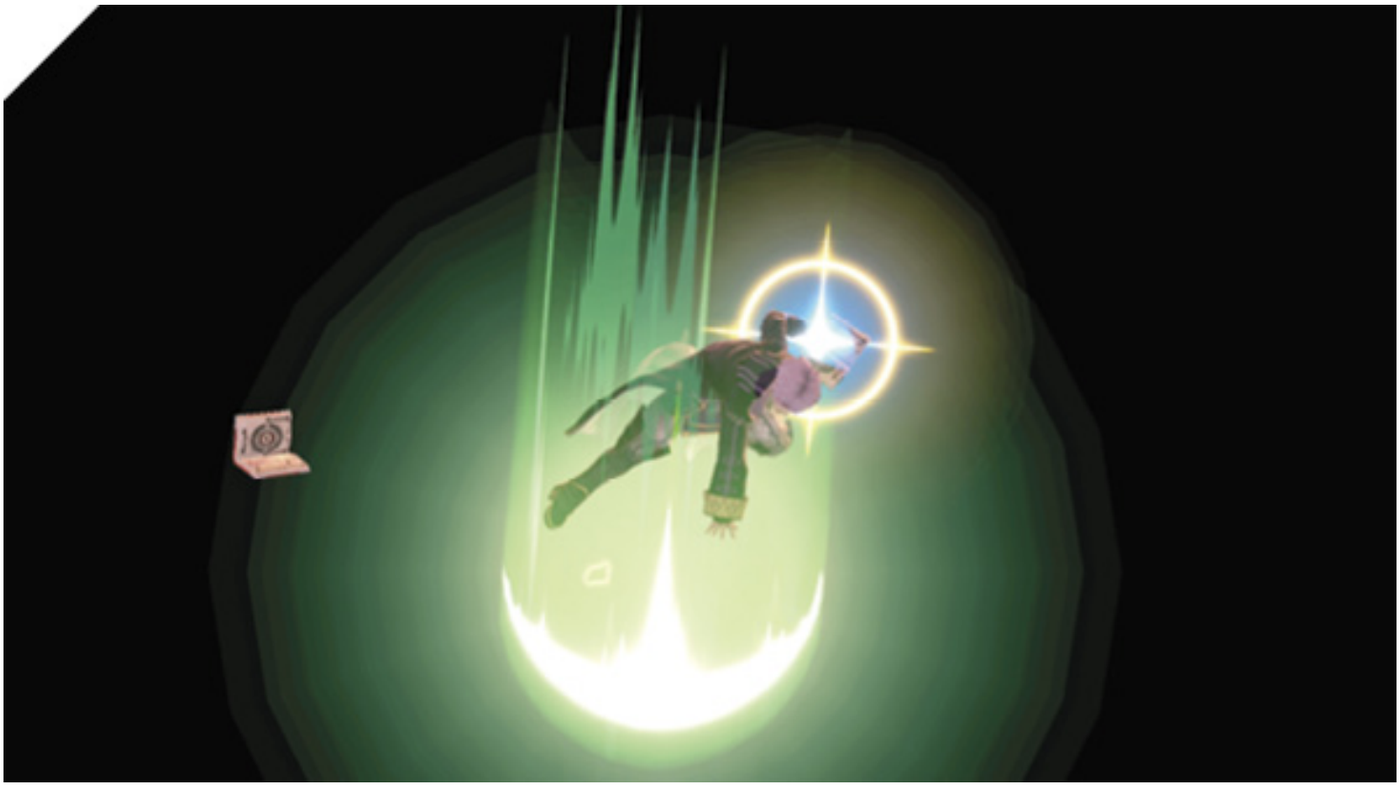
Thoron requires about two seconds of charge and costs 8 spell stocks. Robin unleashes a persistent beam attack that extends across the entire stage, dealing almost 18% damage to anyone caught in the blast and knocking out those around 130%.

SIDE SPECIAL: ARCFIRE (FIRE TOME)

Robin casts a fireball spell, triggering a pillar of flames when it connects with an enemy or the floor.

Arcfire is a remarkable edge-guarding tool. If timed and placed accurately against a ledge-hanging opponent, it covers several of their recovery options and sets them on fire if they just hang on to the ledge. It can be special-reversed (i.e., instantly reverses your momentum), giving you an extra air-mobility trick.

UP SPECIAL: ELWIND (WIND TOME)



While airborne, Robin summons a magical wind that propels him upward, dealing damage and boosting him into the air twice.

Elwind is your primary recovery tool and should be used carefully, since Robin's mobility is lacking otherwise.

Elwind doubles as a finisher attack in edge-guarding scenarios, thanks to its meteor smash effect the moment it's released. When Elwind hits the ground, it creates a gust of wind that pushes foes back.

DOWN SPECIAL: NOSFERATU (DARK TOME)

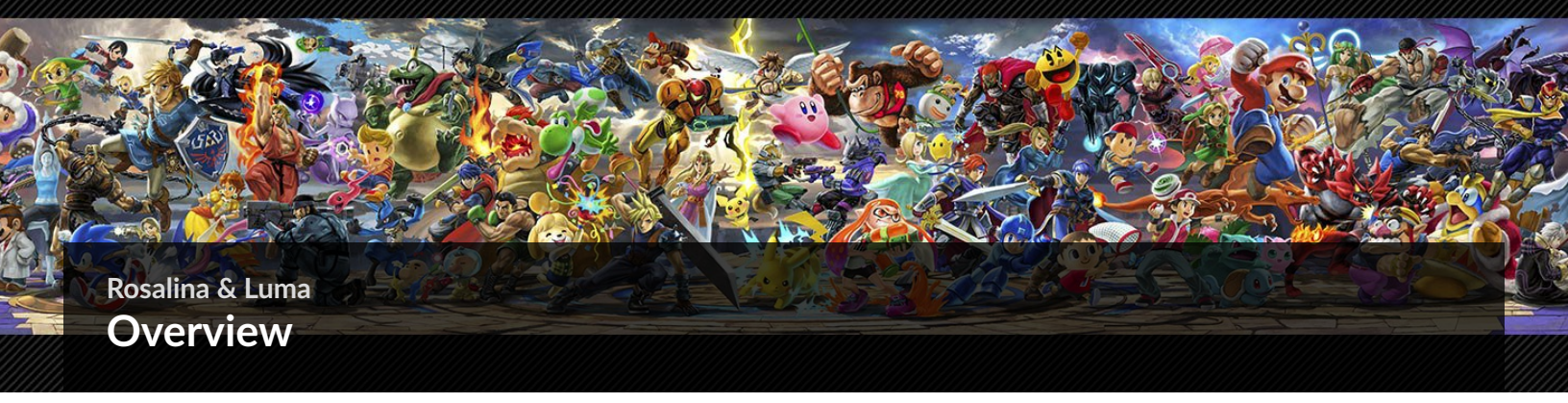
Robin conjures up a dark curse that siphons the life force out of his enemies.

Nosferatu is a powerful "command grab" (unshieldable special grab) that recovers health (reduces your damage percentage), but it can only be used three times in a row, with its Tome requiring about 30 seconds to recharge.

Nosferatu has considerable range for a command grab and can be set up off of ranged spells like Arcthunder and Arcfire. Since you can use it in the air, you can grab opponents standing on platforms above you. So if you can bait foes into a shielding posture above, you can go for a hopping Nosferatu for some free damage and health restoration.

FINAL SMASH: PAIR UP

Chrom dashes forward, and if he lands a hit, Robin joins him for a flawless combination of attacks that launches the opponent. After the attack, the Levin Sword and each Tome become fully charged. Make sure to hit an opponent with that initial dash.



Rosalina & Luma

Overview

Rosalina and Luma are a unique pair of fighters with their own mechanics. Rosalina's partner is a star treated as a separate fighter with its own separate attacks, its own health pool, and its own hurtbox (i.e., its body interacts with other players and can be attacked).

The duo's fighting style centers around reactionary defense, control, and midrange zoning, using Luma as a barrier between Rosalina and her foes. A strong Rosalina-and-Luma player can be extraordinarily frustrating to fight against since approaching them is much different from approaching conventional fighters.

In most matchups, your goal with Rosalina and Luma is to use Luma's attacks to poke at enemies, ensuring that Luma is always between Rosalina and your opponent. Rosalina and Luma are floaty fighters with below-average ground mobility, so you want to play a reserved, defense-heavy style, focusing on reacting to your opponent's aggression rather than rushing in yourself. To apply pressure, deploy Luma in a forward position by using Luma Shot.

You can almost always attack with Luma even if Rosalina is busy, such as during Rosalina's Launch Star recovery special, when you're being hit, and during Luma's Luma Shot recall. There are a few exceptions to this rule: Luma can't attack during the brief window while Rosalina is being launched and when Rosalina is being thrown. Learning how to manipulate Luma without control of Rosalina is crucial, as it can turn a disadvantage into an advantage. For instance, if Ganondorf grabs Rosalina with his Flame Choke, it leaves Luma free to act, so you can execute an up smash (even if Rosalina is subdued), launching Ganondorf in the air, essentially punishing him for successfully grabbing your Rosalina!

Rosalina's attacks deal the most damage, while Luma's attacks have much more launching and knockback power. You can adjust the way you attack when Rosalina and Luma are together. If you need to finish off an opponent, or if you want to remain as safe as possible, aim with Luma. Otherwise, hitting with Rosalina and Luma simultaneously racks up the most damage. While Rosalina is heavily reliant on Luma, her solo attacks are nothing to sniff at. Rosalina's up tilt, up air attack, and down air attack all extend a halo projectile that covers vertical space well, so she has little problem playing a strong juggle-trap game. And her front and back air attacks are powerful air-to-air and air-to-ground tools with surprising priority, often beating out foes challenging her in the air and on the ground.

Luma is a fragile star. It can be attacked and defeated from taking too much damage. It's also susceptible to being knocked offstage; if an enemy hits Luma over an edge, it doesn't ledge-recover with Rosalina. Without Luma, Rosalina becomes much more vulnerable, and you have to rely on her solo attacks. Usually, your best strategy in these cases is to stall as well as you can, playing carefully and evading the enemy. This generally means you may have to sacrifice stage ground, but gaining Luma back is usually worth it.

ROSALINA & LUMA VITALS

MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	Yes
Tether:	No
Wall jump:	No
Wall cling:	No

MOVEMENT RANKS	
Ground speed:	C- (29)
Air speed:	C (40-43)
Falling speed:	F (73)
Weight:	D (62-63)

ROSALINA & LUMA: DUO-SPECIFIC MECHANICS

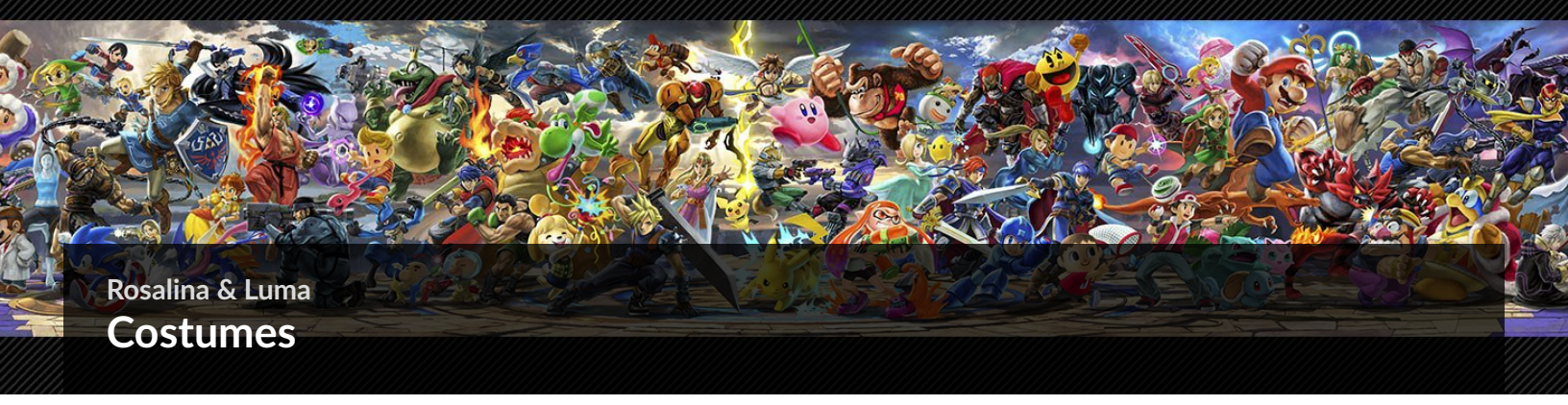
Rosalina can crouch-walk, and while Rosalina is crouching, Luma lowers itself in front of her.

Luma can be KO'd and takes 10 seconds to respawn in one-on-one battles. It can take roughly 50% damage before it's knocked out.

When Luma is at low health, it visually appears down and exhausted to let you know it can't withstand any more damage. While Luma is exhausted, its travel speed is decreased.

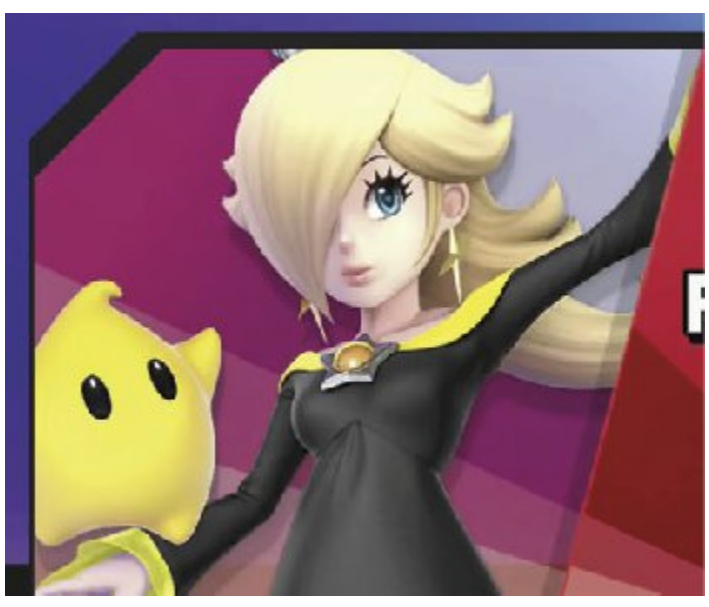
Luma can be easily knocked offstage by enemies, so be careful around ledges.

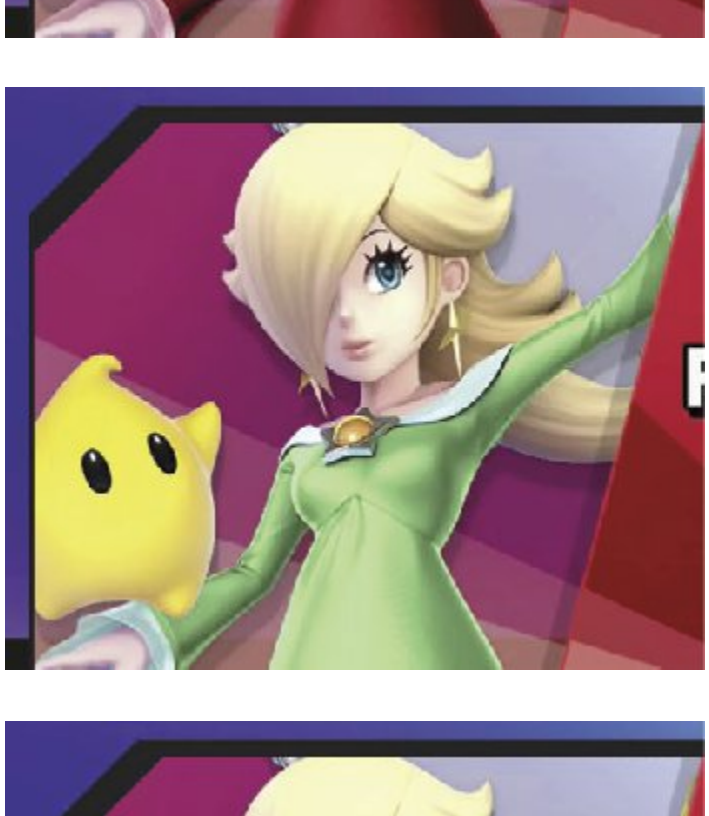
While Luma is deployed, its physical attacks deal an additional 50% damage on top of its base damage.

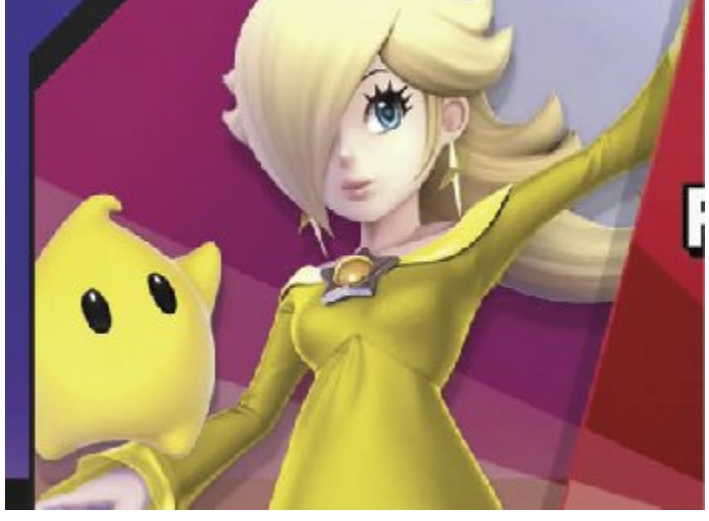


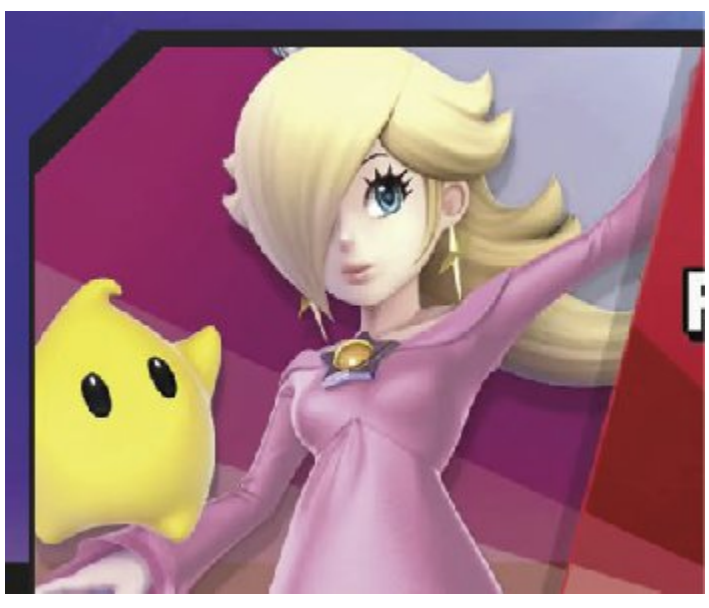
Rosalina & Luma

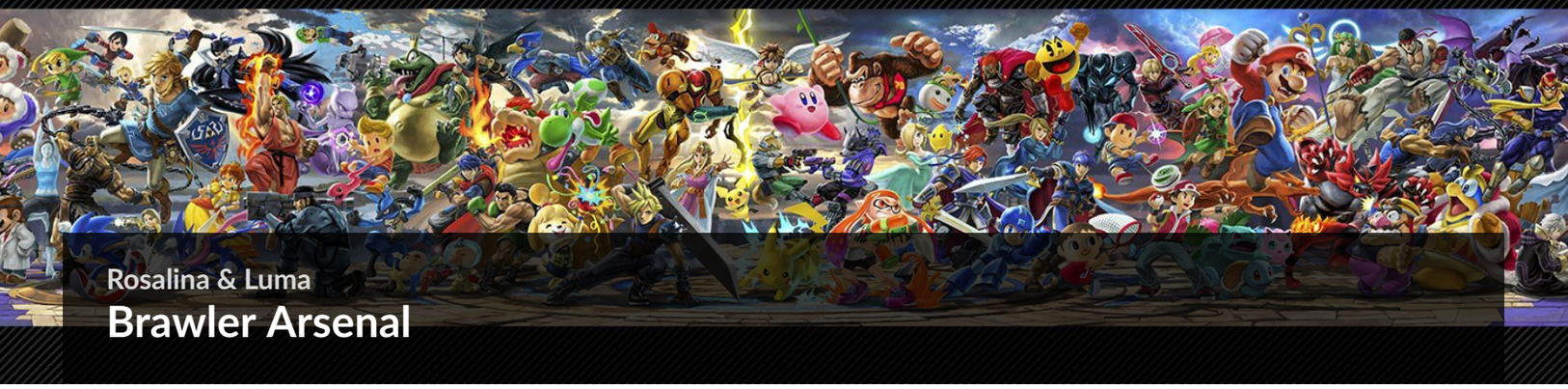
Costumes











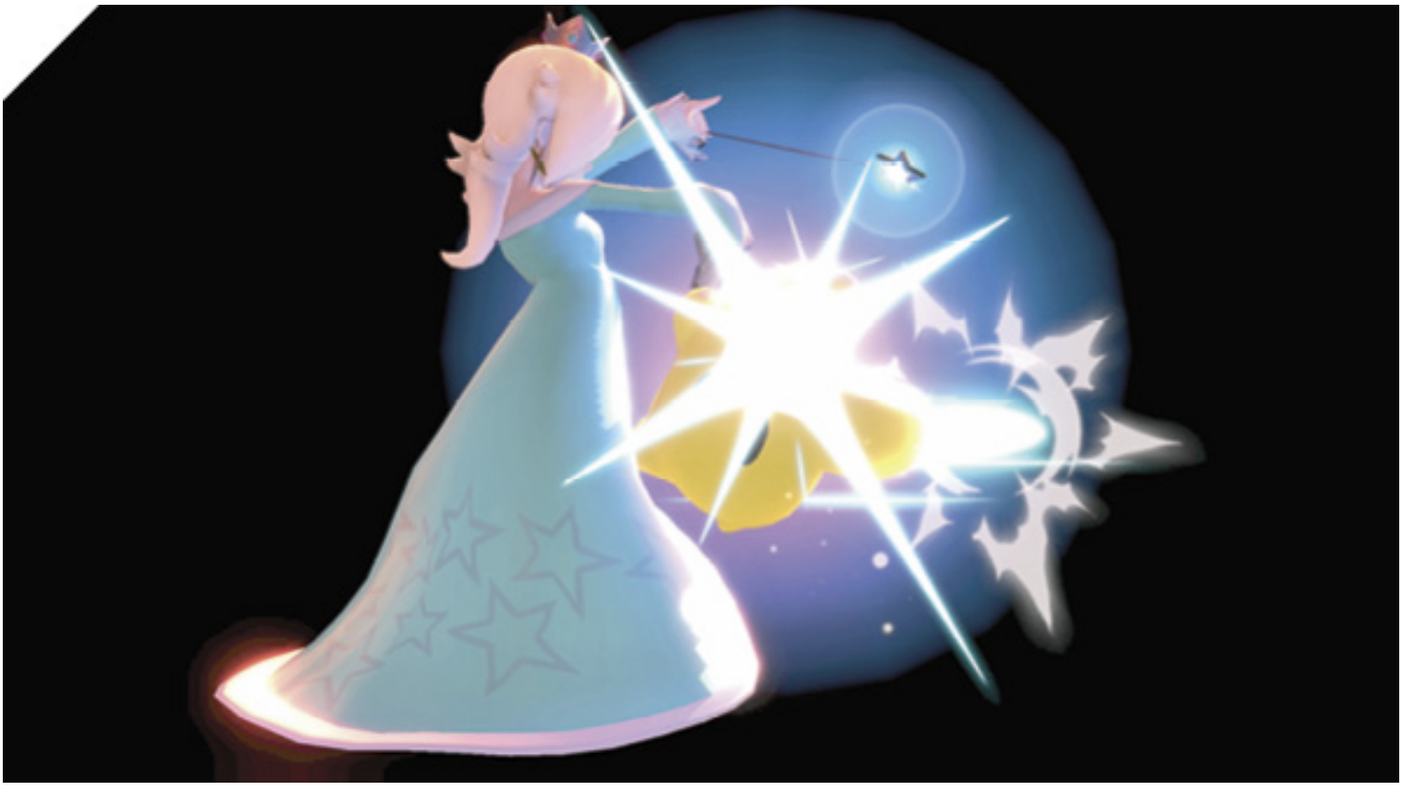
Rosalina & Luma
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE (ROSALINA / LUMA)	NOTE
Neutral attack 1	2 / 1	—
Neutral attack 2	2 / 1	—
Neutral attack 3 (rapid)	0.3xN, 2.5 / 0.1xN, 1	Launches away.
Neutral attack 3 (launch)	3 / 2	Launches up and away at slight angle.



Rosalina strikes with her wand twice, then finishes with either a magical rapid-attack sequence or a third flick of the wand that knocks foes upward. Luma punches twice, then either performs a spinning attack into headbutt combo or an uppercut that launches foes up into the air.

If Rosalina is knocked down as Luma is performing its rapid jab attack, you can keep Luma going by holding the Attack button down while moving around with Rosalina. If you pay close attention to Luma's attacks while Rosalina is being struck, you can make it attack with almost anything.

While holding down Luma's rapid attack, Rosalina can maneuver around the stage, but she can't attack or perform a standing grab. She can perform dashing grab, so you may be able to catch your foe off-guard as they're trying to avoid Luma's furious flurry.

Rosalina and Luma's neutral attacks are a crucial part of their arsenal, both when the duo are together and when Luma is deployed. You can put out constant pressure using a sequence like neutral attack 1, 2, delay, 1, 2. This can be used aggressively as a poke against shielding foes, thanks to Luma acting as Rosalina's hit sponge. If you hit with Luma's extended jabs, you can go for a slightly delayed neutral attack 3 or wait and go for an up tilt mix-up, forcing the enemy to shield Luma's up tilt—and if they don't, they'll eat a launching attack.

When Luma is deployed in a forward position, use its jabs to keep the enemy in check. This tactic is incredibly strong if you find the opportunity and spacing to apply it. It's particularly effective when you have an edge-guarding advantage, leaving Luma out to safely poke at a ledge-hanging foe. Luma's jabs are incredibly safe (they inflict a lot of shield-stun and the duo are actionable early), so much so that Luma's jab 2 can be linked into jab 1 on hit (if crouch-jab-canceled perfectly)!

DASH ATTACK

MOVE	DAMAGE (ROSALINA / LUMA)	NOTE
Dash attack	3, 4 / 3	Launches up and away.

Rosalina and Luma both dive headfirst into the enemy, launching them away. Rosalina's dash attack starts up remarkably fast for a fighter of her height and speed. It's also incredibly elusive. As Rosalina dives, her hurtbox becomes slim, dodging most air attacks and even some grounded ones that don't quite extend to the ground.

As a reaction-based fighter, you should always be looking for spots to punish your opponent's movements and attacks. If the enemy is descending from a launch or one of your forward throws, you can go for a dashing attack mix-up, beating out their aerial attack (especially if you condition them with your dashing grab).

DEFENSIVE ATTACKS

MOVE	DAMAGE (ROSALINA / LUMA)	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE (ROSALINA / LUMA)	NOTE
Side tilt	7.5 / 4.5	Launches away, high knockback.
Up tilt	10 / 8	Launches directly above for potential follow-up. Luma attacks earlier than Rosalina. Head intangible.
Down tilt	5.5 / 3.5	Knocks away.

SIDE TILT

Rosalina delivers a magic-laced spinning-kick attack in front of her while Luma performs a straight roundhouse kick that launches foes away. Side tilt can be used to stuff enemy aggression from past your neutral attack range. It's much slower to start than neutral attack, but it's a decent strike to throw out if you need the extra range to punish an enemy or to stuff their approach. It can leave your duo vulnerable if it's shielded.

UP TILT

Rosalina's halo fires directly above her while Luma performs a Shoryuken-like uppercut that launches foes vertically into the air. Up tilt is a fantastic anti-air. Rosalina's head is intangible for a brief period as her halo is released. If an enemy challenges your up tilt, you're almost always going to beat them. Luma's rising uppercut has high launching power, making it a powerful finisher, especially if Luma is deployed.

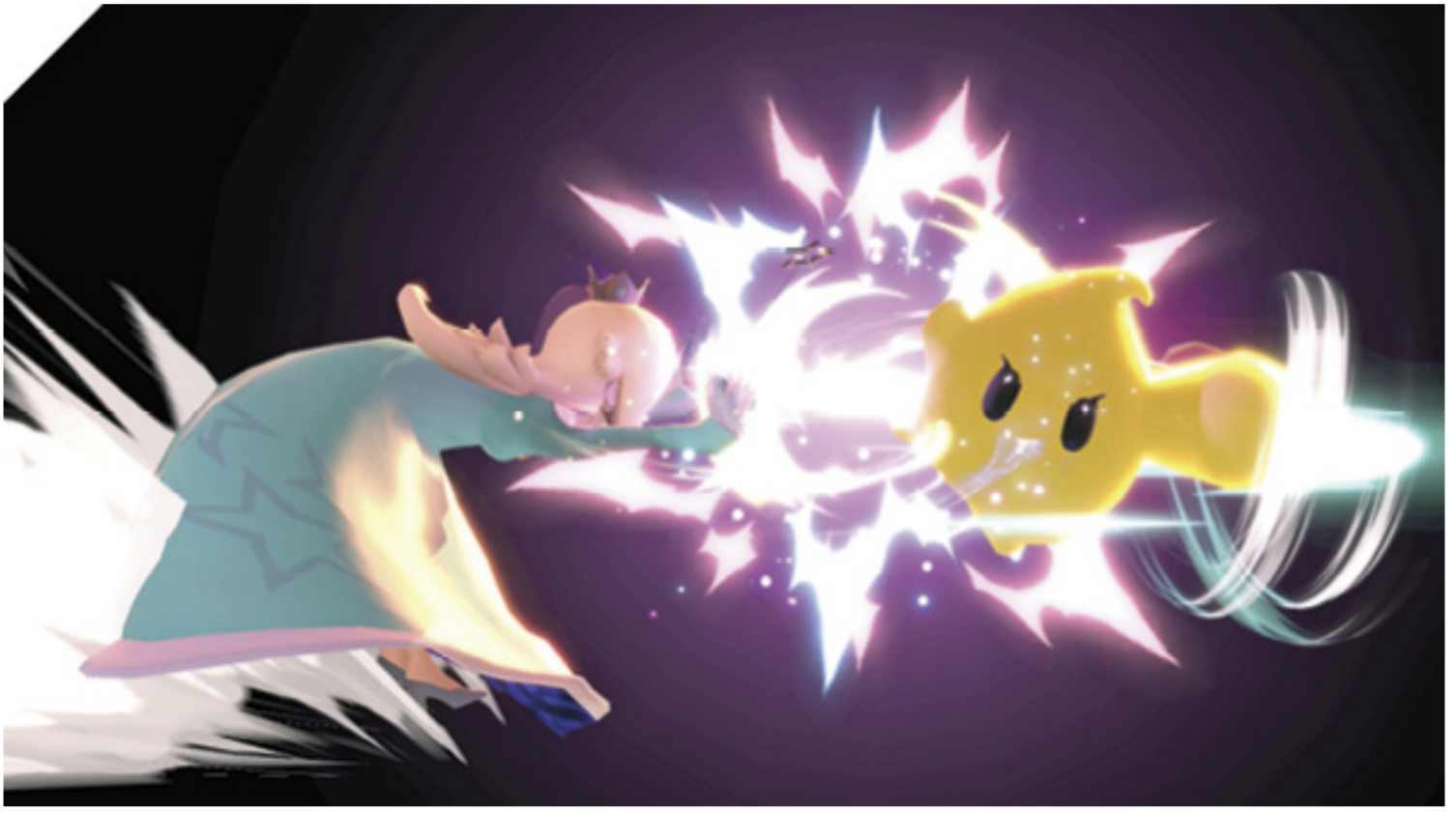
DOWN TILT

Rosalina performs a quick dropkick attack while Luma performs a headbutt. Rosalina's down tilt starts as fast as her jab does, but it's punishable when shielded. At mid percentages (around 40-60%), it can force a tech get-up situation as it knocks foes down, but at lower percentages, it simply knocks enemies back slightly.

SMASHES

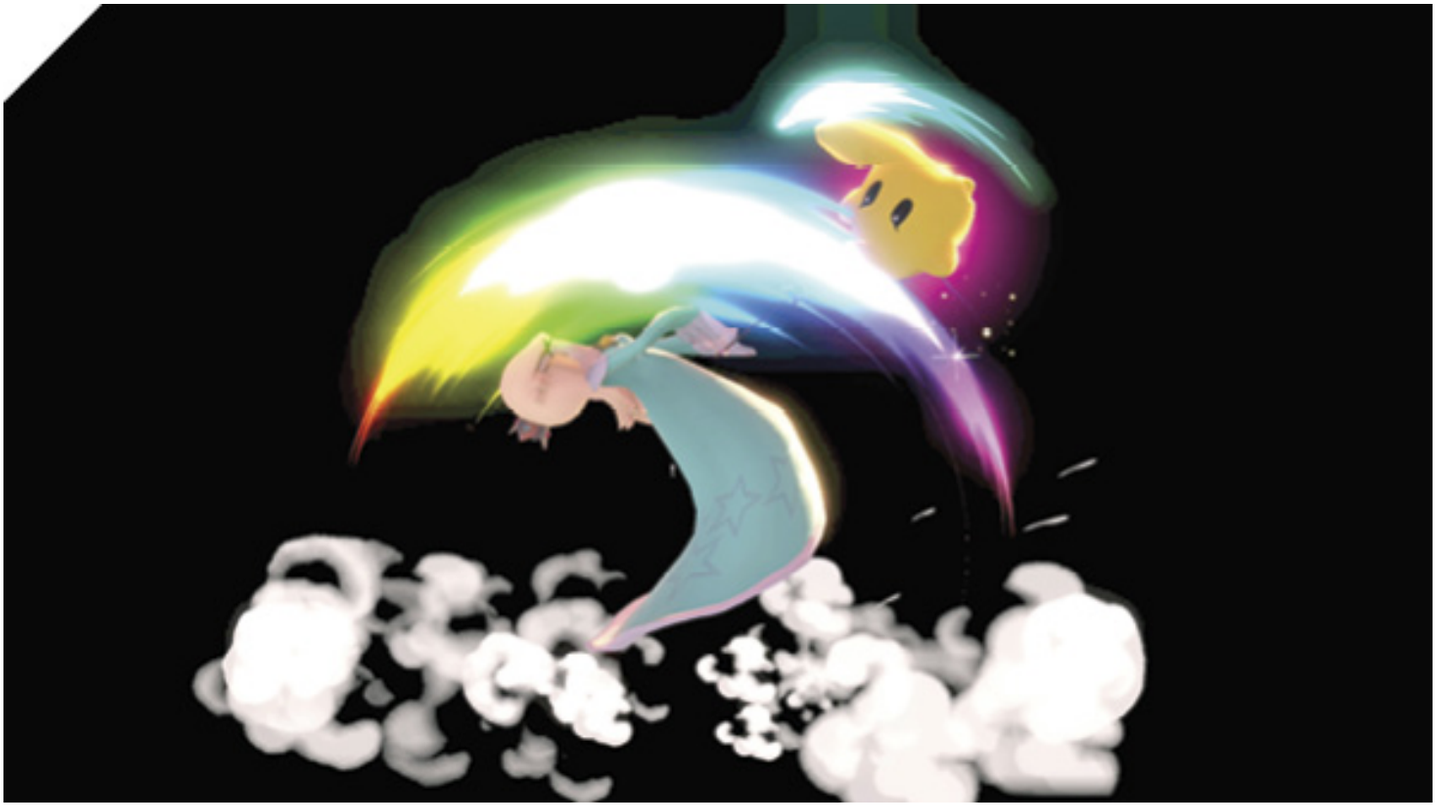
MOVE	DAMAGE (ROSALINA / LUMA)	NOTE
Side smash	12 / 7	Launches away. Can be angled up or down.
Up smash	12 / 6	Launches directly above.
Down smash	7 / 4	Launches away. Clear-out attack.

SIDE SMASH



Rosalina thrusts her palms out with a cosmic blast in front of her while Luma angrily delivers a mighty thrust punch, launching foes back. Side smash is extremely unsafe when shielded, so it's best used as a ranged Luma-deployed attack, particularly effective as an anti-ledge-recovery option. If you can read your opponent's recovery, such as a ledge jump, you can obliterate them with an angled side smash attack.

UP SMASH



Rosalina and Luma simultaneously perform a backflip somersault attack, knocking foes up into the air. Up smash is a powerful anti-air launcher. Rosalina extends her attack in front of and behind her, so it can be used immediately after blocking against enemies attacking you from behind. Like most smash attacks, it can be used as a surprise finisher to knock out aggressive foes dashing into you.

DOWN SMASH

Rosalina elegantly performs a cosmically infused leg attack, knocking away enemies in front and behind, while Luma delivers a spinning roundhouse kick targeting its rear, then its front. Rosalina's down smash on its own is extremely unsafe when shielded, while Luma's attack makes it much safer (still punishable, just not as easily). If Luma connects with its down smash, it inflicts much more shield-stun.

Down smash is best used with Luma deployed in a forward position so that you cover much more area with both of your clear-out attacks. Otherwise, down smash should be left out of your neutral-game arsenal due to its lagginess and vulnerability.

GRABS

MOVE	DAMAGE (ROSALINA / LUMA)	NOTE
Grab attack	1.3	—
Front throw	9	Forward throw.
Back throw	11	Backward throw.
Up throw	7	Launches up and away at very slight angle for potential follow-up.
Down throw	9	Launches up and away.

GRABS

Rosalina's grab offers average range and speed, but is one of her most important attacks because of her defensive playstyle. Front throw is used to toss foes offstage or to set up her potent dashing attack/grab mix-up. Since Rosalina's dashing attack and dashing grab are visually similar, it can be difficult for your opponent to discern between the two. Back throw is a conventional rear toss best used when your back is to a ledge.

Up throw launches foes upward, usually leading into a forward air attack combo against most fighters. Against low-percentage foes, you can usually combo an up tilt after up throw, then transition into Rosalina's strong juggle-trap mix-up game.

Down throw bounces the enemy up and farther away than up throw. It deals a bit more damage, but doesn't provide much in the way of juggle opportunity.

Rosalina's grab is crucial to her combat effectiveness. You can earn grabs by frustrating the enemy with Luma pokes, conditioning them to shield often and then going in for a dashing grab.

AERIAL ATTACKS

AERIALS

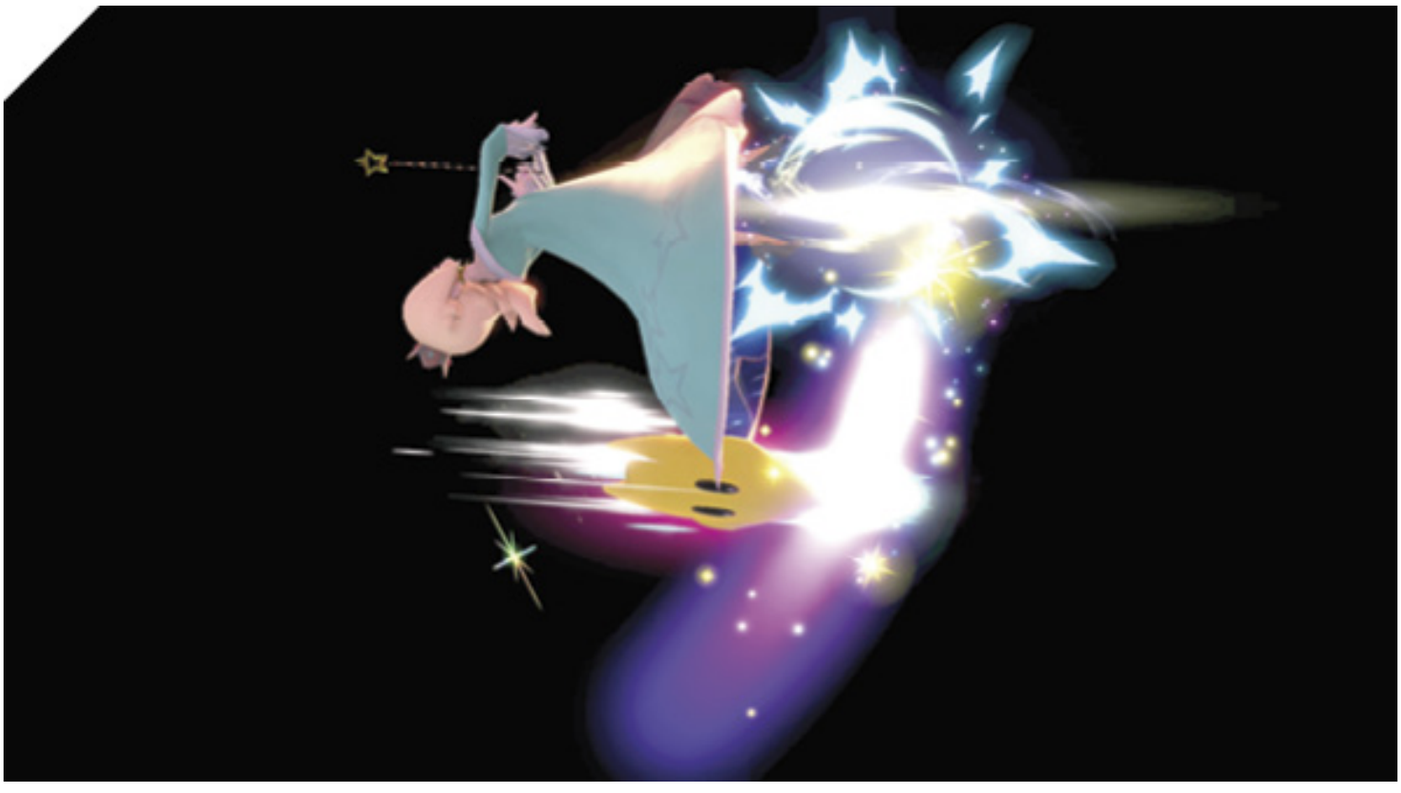
MOVE	DAMAGE (ROSALINA / LUMA)	NOTE
Neutral air attack	10 / 3	Knocks up for potential follow-up.
Forward air attack	1x5, 6 / 3	First five hits drag. Last hit knocks away.
Back air attack	11 / 4	Launches away.
Up air attack	10 / 4	Launches up, high launch power. Halo damage falls off with range.
Down air attack	7 / 5	Luma launches up and away, high launch power. Halo persists.

NEUTRAL AIR ATTACK

While soaring through the air, Rosalina twirls her magic-infused wand around her while Luma performs its clear-out spin kick. Luma's attack launches foes while Rosalina's wand attack pops them up. Neutral air attack is a staple neutral-game attack: it has relatively low air and landing lag while boasting an impressive arc with its hit effect, covering every angle around Rosalina. Against grounded foes, Rosalina's neutral attack causes a pop-up effect, allowing for a guaranteed combo follow-up with short hop forward air attack.

With Luma deployed behind an enemy, you can potentially score a ping-pong combo by forward short-hopping and immediately inputting neutral air. If spaced correctly, Luma knocks the enemy into your neutral air attack, followed by Rosalina's up air attack.

FORWARD AIR ATTACK



In midair, Rosalina performs a somersault kick, extending cosmic energy that strikes foes multiple times before launching them away. Luma performs a headbutt attack. Like neutral air attack, forward air attack boasts an impressive hitbox that extends way beyond Rosalina's feet. It's a superb air-to-air and air-to-ground attack (although its landing lag make it unsafe against shield grabs).

It's best used to harass enemies above you, whether they're on a platform or offstage recovering.

Rosalina's forward air attack can be used as an anti-edge-guarding attack as well. Go for ledge drop into immediate double jump, then attack your edge-guarding opponent with forward air to get back onto the stage. You can make it more difficult to punish by passing through the opponent's body.

BACK AIR ATTACK

Rosalina thrusts her legs behind her with a cosmic kick attack while Luma mirrors her.

Back air attack's effectiveness is situational. It deals more damage than her other air attacks, but has a narrow hit effect and its active window is short. It also has a comparatively high air lag, so you can't quickly throw out multiple back air attacks in succession. Use back air if your back is to the enemy or you need to finish off an offstage opponent near a side blast zone.

UP AIR ATTACK

Rosalina fires her halo directly above her a short distance while Luma performs its rising uppercut attack. Rosalina's halo trajectory is strictly locked to a set distance away from her positioning, meaning she can direct where the halo goes as she travels through the air. This unique trajectory property, along with the halo being a separate projectile, makes up air attack an amazing juggle-trapping tool.

As long as Rosalina is beneath a falling opponent, she retains a strong advantage, as the enemy is forced to deal with her halo attacks. If you condition your opponent to expect an up air halo attack, you can inevitably bait out an air dodge that you can punish with up tilt or up smash.

DOWN AIR ATTACK

While airborne, Rosalina throws out a halo projectile beneath her while Luma drives its foot down with an aerial stomp attack that launches foes up and away with incredible force. Like up air attack, Rosalina's down air attack halo travels a certain distance, but its positioning correlates with Rosalina's position. While recovering from a high altitude, you can use down air as a descending attack to challenge foes beneath you. The halo persists for a relatively long time, and since it's a separate hitbox, it can beat out most melee-based anti-airs if spaced properly.

Luma's down air attack has high launch power, so you can potentially KO offstage opponents with if the star is deployed over a ledge.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE (ROSALINA / LUMA)	NOTE
Neutral special	5 to 16	Charging increases Luma damage and deploy range. Luma weight increases. Luma always faces opponent.
Side special	3x3	Knocks up and away slightly.
Up special	—	Influence trajectory with left and right control. Luma can attack during flight.
Down special	Varies	Pulled projectiles deal their normal damage.

NEUTRAL SPECIAL: LUMA SHOT

Rosalina flings Luma forward, boosting Luma's attack power and locking it to a set distance away from Rosalina. When Luma is deployed away from Rosalina, it deals an additional 50% damage and always faces the direction of a nearby opponent, so if Luma is behind an enemy, it turns around to attack them.

Luma Shot is your primary offensive maneuver and should be used to force action from a defensive foe. While you're generally playing defense as Rosalina and Luma, occasionally you need to rack up damage and mount a comeback, and Luma Shot is one of the best ways to do so.

Not only does a deployed Luma deal more damage, but it also sets up unique combo situations, allowing you to ping-pong foes back and forth between Luma and Rosalina. You also cover more ground when both fighters are attacking separate areas. Luma Shot creates unique zone control, and it's made stronger the better you are at controlling both fighters. Becoming familiar with Luma's attacks is essential to optimizing your Luma Shot. In many situations, the best way to approach an enemy is to focus on controlling Luma instead of Rosalina, by focusing on its attack range and how they can be used to safely deal damage and force out enemy mistakes.

The main drawback to keeping Luma far out in front of Rosalina is that it becomes vulnerable. Astute players recognize Luma's value and begin attacking it. When this happens, you need to defend Luma if possible. Otherwise, you can potentially lose your star, forcing you to wait for it to regenerate.

Luma can attack on the way back after it's recalled, allowing you to sucker-punch enemies with Luma. For instance, if Luma is positioned behind an enemy, you can press neutral special to recall, then immediately use neutral attack to have Luma pummel the opponent as it begins its return path.

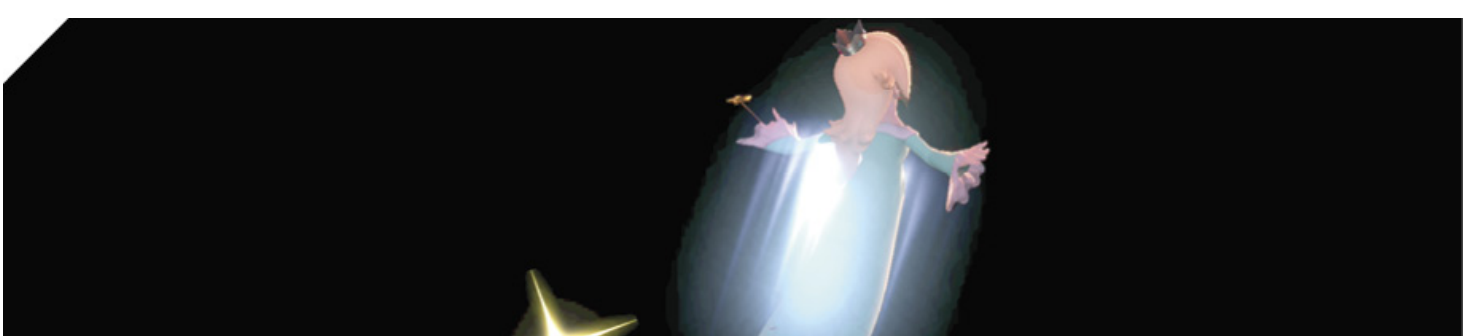
One of Luma's most important aspects is that its deployed attacks are safe when shielded, and sometimes leave Rosalina at a frame advantage!

SIDE SPECIAL: STAR BITS

Luma fires three Star Bits in the direction used while inputting Special (left/right). Star Bits allows you to apply ranged pressure from Luma. Although it's a laggy attack that leaves you at actionable disadvantage when shielded, it deals solid damage and forces action from defensive foes.

You can use Star Bits as an edge-guarding tool to harass offstage opponents. It's even more effective if Luma is positioned farther away off the stage.

UP SPECIAL: LAUNCH STAR



Rosalina flies away up into the air while Luma follows with its midair jumps. Launch Star is as straightforward and simple as it gets in terms of an aerial-recovery move. You can control both her launch and midair trajectory, but she descends from the air in a helpless falling state. You can still control Luma's attacks during Rosalina's descent, potentially punishing foes who attempt to punish you.

If Luma Shot is deployed, Luma stays near the ground instead of following Rosalina into the air.

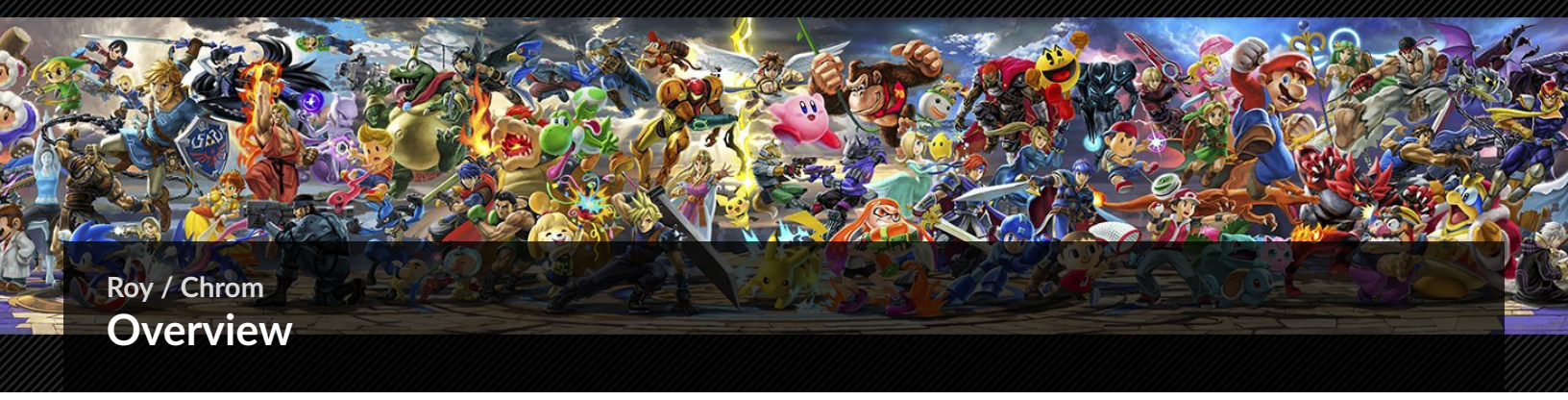
DOWN SPECIAL: GRAVITATIONAL PULL

Rosalina uses her cosmic powers to pull nearby projectiles, altering their trajectories and forcing them into an orbit around her. Gravitational Pull essentially nullifies all incoming projectile attacks while using them as an orbiting shield that can damage foes.

While this special move is situationally useful, when it's effective, it's super effective! Rosalina essentially invalidates an opponent's entire projectile game, rendering them useless. Fighters like Ness and Lucas can have an extremely hard time against her, as most of their power revolves around their projectiles. Rosalina can even pull their PK Thunder projectiles away from them while they're trying to recover from a ledge, potentially resulting in their self-destruction!

FINAL SMASH: GRAND STAR

A Grand Star shoots out stars while also pulling in opponents who are hit. In the end, the Grand Star explodes. Rosalina and Luma can freely move around during the Final Smash, giving them a chance to land extra attacks.



Roy / Chrom

Overview

Roy's sweet and sour spots are the inverse of Marth's. Where Marth's sweet spots are the tip and outer edges of his swings and strikes, Roy's sweet spots are usually closer and inside the inner portions of his attacks. This has a significant implication in your playstyle, as instead of fighting at the outer edges of your hitboxes and attack effects, you're incentivized to fight more aggressively and up close, essentially at point-blank range. Using Roy's attacks as if he's "punching" with his sword is a great way to connect with his sweet spot.

Many of Roy's air attacks have relatively generous sweet spots close to his body.

Roy's main tools are: neutral attack, side tilt, down tilt, grab, neutral air attack, forward air, up air, and Double-Edge Dance. Although his combat style leans more toward aggression relative to Marth, Roy's strengths still come from the strong zoning effect of his sword's attack area. So while you can play him recklessly, he's much more effective played with a more controlled and deliberate aggression.

ROY/CHROM VITALS

MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

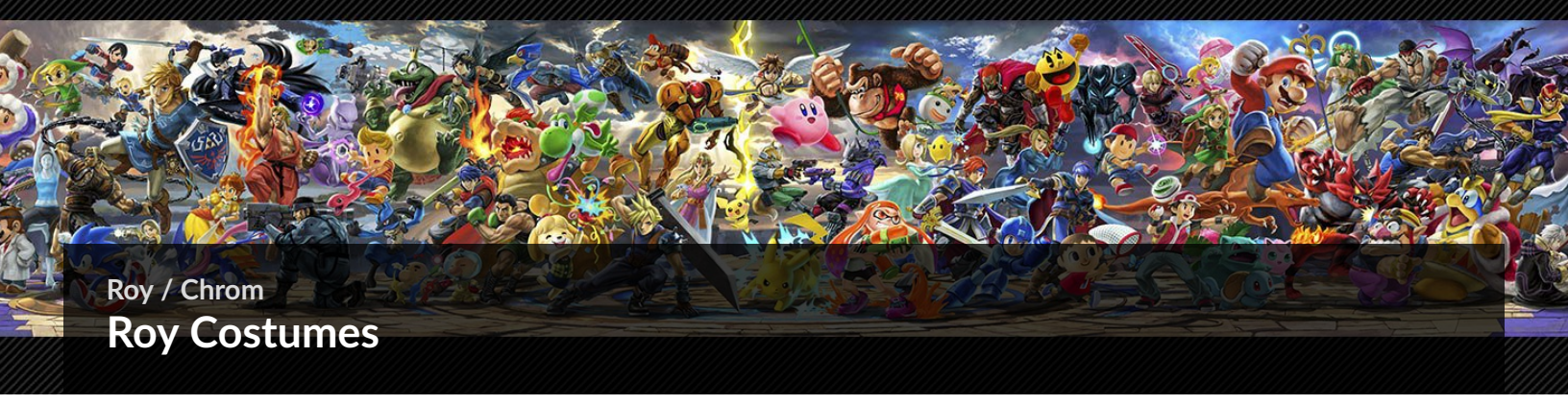
MOVEMENT RANKS	
Ground speed:	B (3-14)
Air speed:	A (4-5)
Falling speed:	B+ (10-15)
Weight:	C+ (36-39)

ROY VERSUS CHROM: KEY DIFFERENCES

Like Marth and Lucina, Roy and Chrom are identical in almost every way, except in damage distribution. Roy's strikes have sweet and sour spots, rewarding you for accurate "critical hits," while Chrom's damage is distributed evenly across his hitboxes. Theoretically, Roy deals higher damage, scaling with how skillful you are at landing sweet-spot hits.

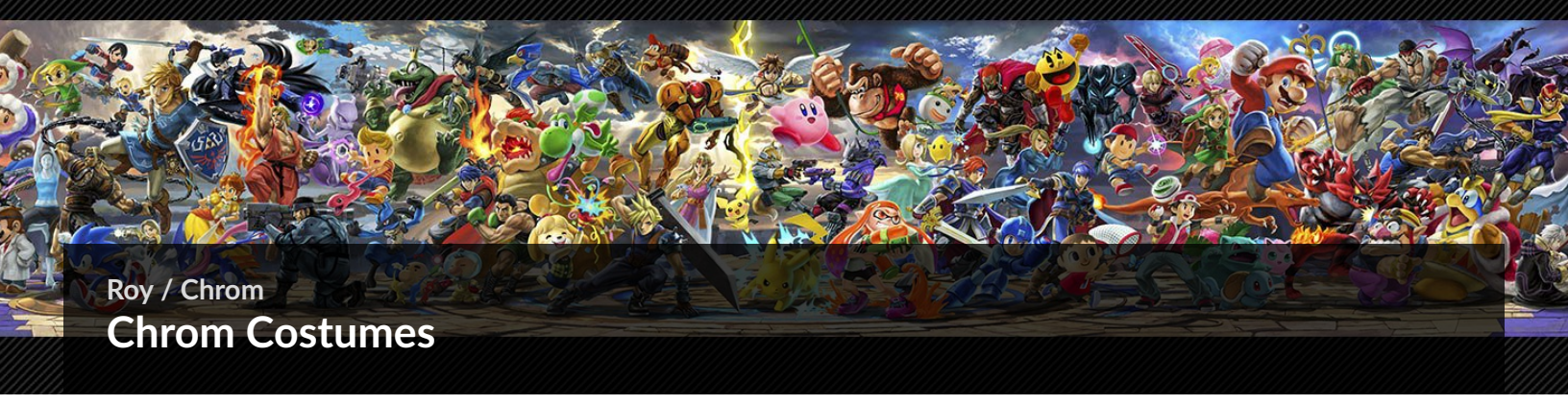
FIRE EMBLEM: SUBTLE DISCREPANCIES

While Roy/Chrom are similar to Marth/Lucina in many ways, including analogous attacks and specials, some of their properties differ in subtle ways. For instance, Roy and Chrom both have lower hops than Marth and Lucina. This makes their potential aerial attack sequences quite different even though they share several air attacks.



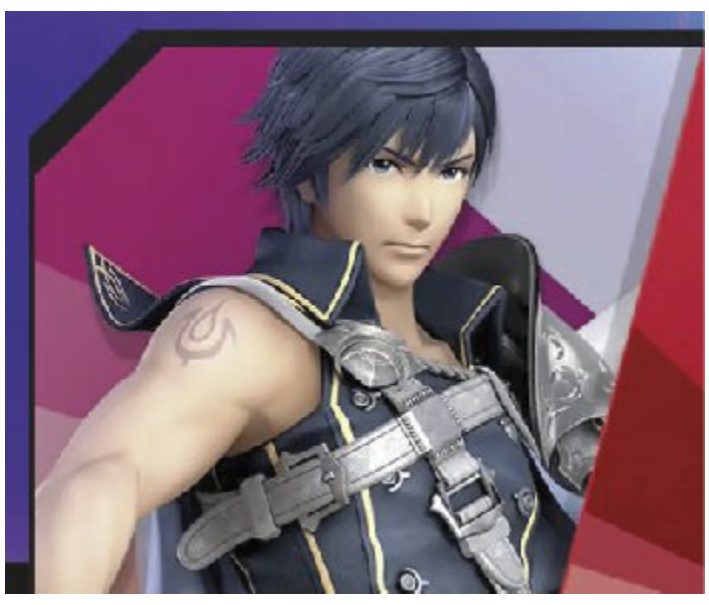
Roy / Chrom

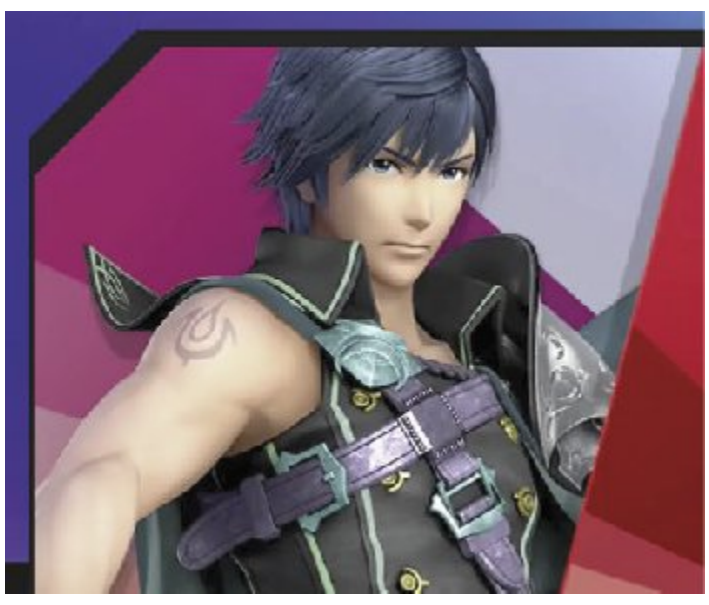
Roy Costumes

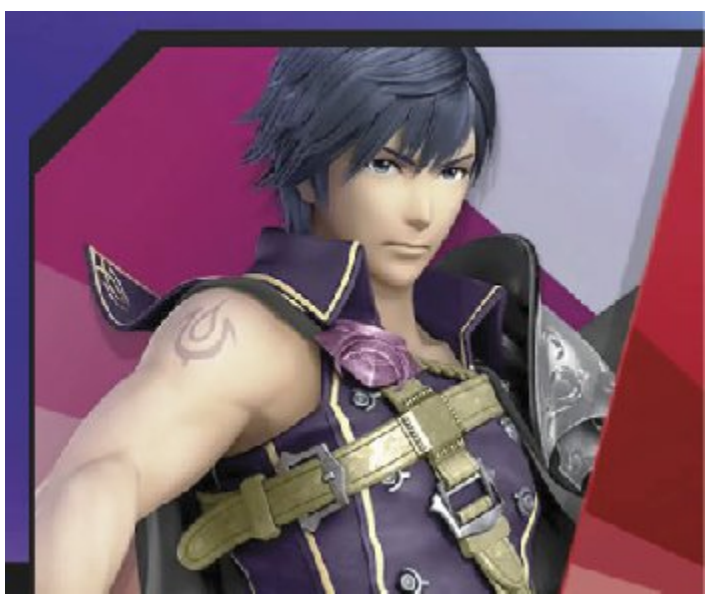


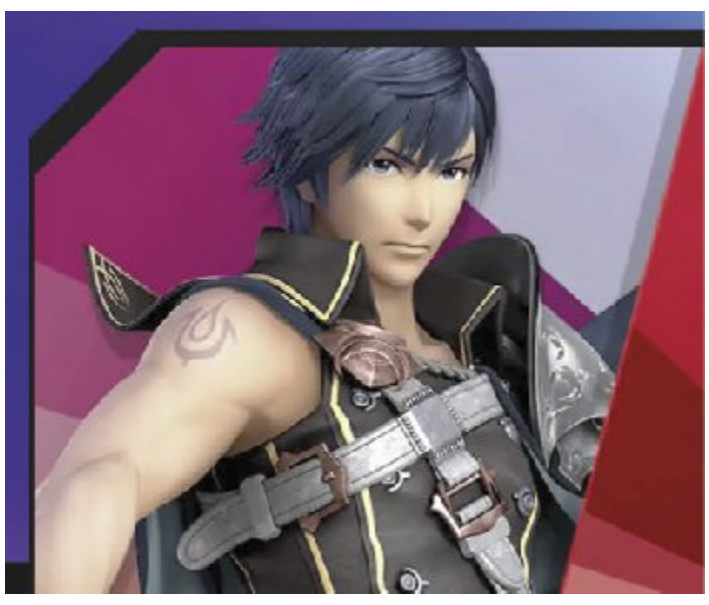
Roy / Chrom

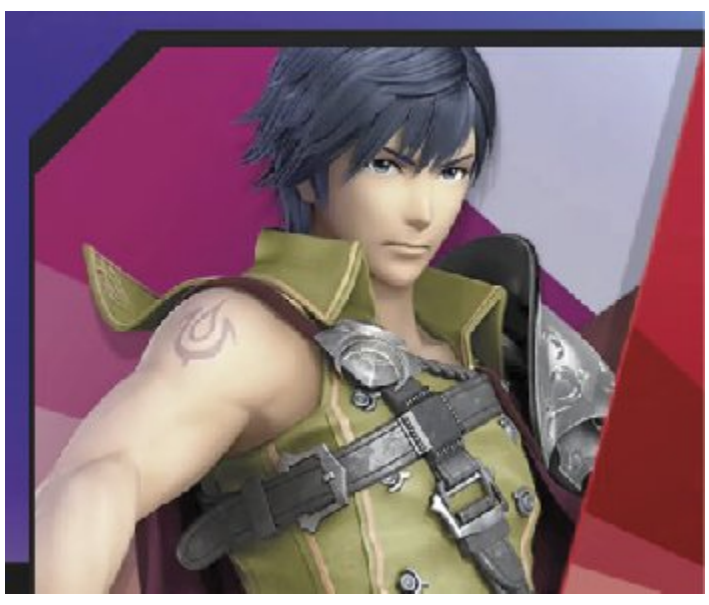
Chrom Costumes

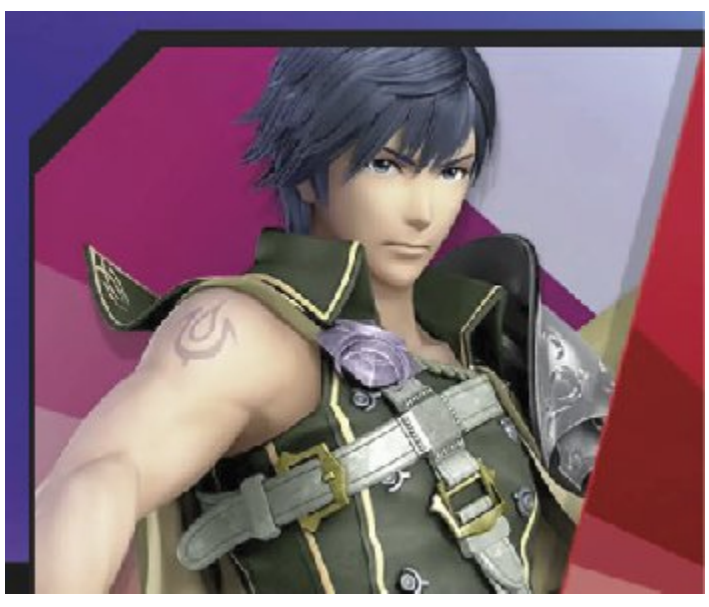


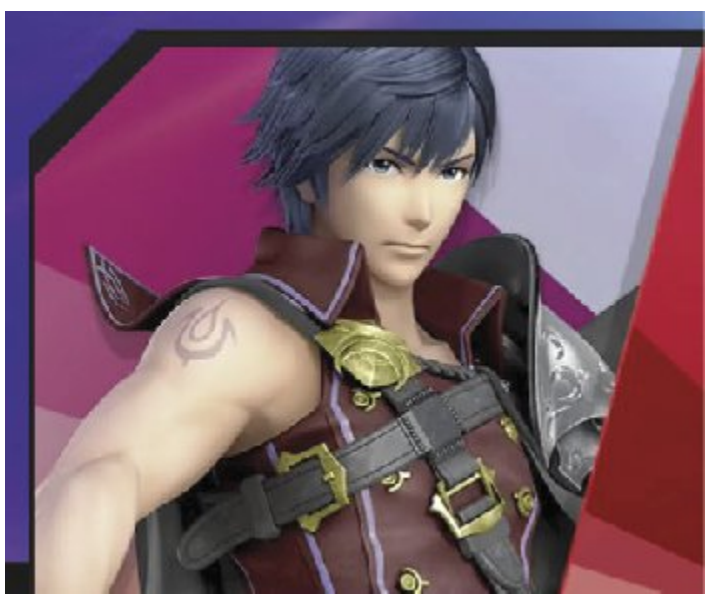


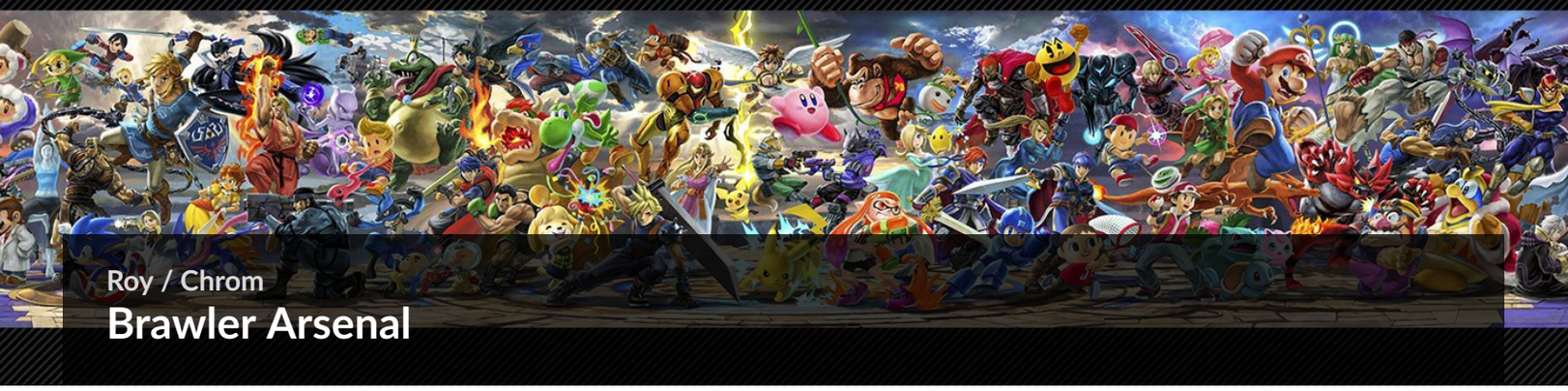












Roy / Chrom
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS: ROY

MOVE	DAMAGE	NOTE
Neutral attack	7.5	Knocks up and away with potential for follow-up attacks. Deals more damage at point-blank range.

NEUTRAL ATTACKS: CHROM

MOVE	DAMAGE	NOTE
Neutral attack	6.5	Knocks up and away with potential for follow-up attacks.

Roy issues a fast upward slash with his sword extended, clearing out foes standing in front of him. The active window starts quickly, making it relatively fast considering its generous hitbox.

Like most jab attacks, this is your fastest strike. Though it doesn't have a follow-up attack, nor can it be chain-canceled into additional attacks, it boasts an impressive hitbox and arc that cover almost the entire block of space in front of you.

It's an incredibly powerful counterattack option since it can punish most moves. On hit against low-damage foes, you can usually follow up with a side tilt combo. Against higher-damage enemies, you can forward short-hop into immediate forward air.

DASH ATTACK: ROY

MOVE	DAMAGE	NOTE
Dash attack	13	Launches up and away. Deals more damage with inner hitbox.

DASH ATTACK: CHROM

MOVE	DAMAGE	NOTE
Dash attack	12	Launches up and away.

Roy runs at the enemy and then slashes at their shins with a powerful launching attack, sending the enemy up and away. Given Roy's quick dashing speed, you can punish most whiffed attacks with this from midrange. While it's on the slower end in terms of start-up speed, it deals a high amount of damage. The inner hitbox packs much more launching power, while the tip of the attack has a much lower knockback power.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	10	Intangible.
Wake-up attack (faceup)	7	Intangible.
Wake-up attack (facedown)	7	Intangible.

TILTS: ROY

MOVE	DAMAGE	NOTE
Side tilt	12.5	Deals more damage and knockback with inner hitbox.
Up tilt	12	Inner hitbox launches directly above for potential follow-up attack. Outer edge knocks back slightly.
Down tilt	11	Inner hitbox deals more damage and slightly more knockback.

TILTS: CHROM

MOVE	DAMAGE	NOTE
Side tilt	10.9	Knocks back.
Up tilt	10.4	Launches directly above.
Down tilt	9	Knocks back.

SIDE TILT

Roy steps forward and performs a speedy downward slash, slicing enemies near his head and knocking away enemies in front. This lightning-fast side tilt attack has effective early hitboxes near his midsection and slightly above his head, making it an excellent anti-air and point-blank hybrid attack. Note that Roy lunges forward a bit, making it more likely to hit in its sweet spot, dealing more damage.

UP TILT

Roy quickly swings his sword in a broad arc above him, starting with a frontal upper slash and ending the slash behind him. This incredible attack is amazing all around. It's quick to start, covers an extraordinary area including the rear, and has an extended vertical hitbox. This anti-air is your staple in combos and juggle 50/50 setups. It's also usable as a ground-to-ground attack in some cases since its initial hitbox starts up quickly in front, with potential for hitting foes coming up from behind.

While it usually doesn't start combos, its vertical launching effect is strong enough for you to mount your anti-air juggle-trap game.

DOWN TILT

Roy crouches low to the ground and quickly thrusts his sword at the opponent's legs, potentially knocking them off their feet. This is a low-profile attack with excellent speed. It's fast with limited lag, making it difficult to punish. Against higher-damage foes, it can knock them into a tech get-up situation, allowing you to go for potential follow-up offensive pressure (or if they perform a tech get-up, you can punish its vulnerable period).

It's also an excellent attack against ledge-hanging foes. Bait them with this move, then punish their ledge-recovery option accordingly.

SMASHES: ROY

MOVE	DAMAGE	NOTE
Side smash	20	Deals more damage within point-blank range, with high knockback power.
Up smash	1, 2x3, 10	Arm intangible. Launches directly above.
Down smash	15, 17.1	Clear-out attack, front, then rear. Deals more damage point-blank, with high knockback power.

SMASHES: CHROM

MOVE	DAMAGE	NOTE
Side smash	18	Launches away.
Up smash	1, 2x3, 10	Launches directly above.
Down smash	12.4, 14.2	Launches away.

SIDE SMASH

Roy delivers a forceful overhead swing, smashing down his sword on foes in front of him and blasting them away. While it's fairly fast for a smash attack, dealing optimal sweet-spot damage can be difficult since it requires being within point-blank range. However, hitting at the midpoint inflicts considerable damage (17 instead of the sour spot's 12). As long as you aren't hitting with the sour spot, it's generally worth going for side smash if you need to rack up damage or knock an enemy out into a blast zone.

UP SMASH

Roy charges up his blade and thrusts it straight into the sky, causing a series of blasts nearby that devastates foes caught in it. This multi-hit smash is incredibly laggy, with a relatively slow start-up, but deals a massive amount of damage if all of its hits connect. It should be mainly used as a finisher attack, or as a heavy punish to a huge whiffed attack. Otherwise, it could cost you some health if used as a poke, as it's easy to react to and punish if it's whiffed or shielded.

Roy's arm is intangible during the attack, allowing you to beat out most incoming air attacks.

DOWN SMASH

Roy uses his sword to sweep his front and his rear, clearing out foes from both sides. Roy's sweep attack leaves him highly vulnerable and should be used sparingly. Its start-up time is decent but still extremely unsafe, especially against wary opponents.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	5	Forward throw.
Back throw	5	Backward throw, low knockback.
Up throw	6	Launches up and slightly behind.
Down throw	5	Launches up for potential follow-up attack.

GRABS

Roy's grab is somewhere between heavyweight and midweight speed, not quite slow, and has a relatively limited range. Roy's grab attack is a knee bash to the midsection. His up throw is a simple vertical toss that sets up follow-up combo potential. Forward throw is a shoulder check that knocks his victim away into a possible tech and combo situation, while back throw is a quick leg trip.

Down throw is a ground spike that pops the enemy up, providing enough tumbling hitstun for a combo follow-up in most situations (particularly against heavy and fast-falling fighters). Against low-damage foes, you can down throw into a jump neutral air attack or a short hop forward air attack.

Since Roy's game plan leans more toward the aggressive side relative to the other *Fire Emblem* fighters, you'll have more chances to go for grabs (since you want to be within sweet-spot attack range anyway). And as opponents may lean toward shuffling down to avoid your combos, you'll gain offensive opportunities by quickly dashing in and applying more pressure. While his grab range isn't particularly impressive (nor is its start speed), Roy can close ground distance quickly thanks to his fast dash.

AERIAL ATTACKS

AERIALS: ROY

MOVE	DAMAGE	NOTE
Neutral air attack	6, 8.5	First hit causes fixed pop-up for potential deep jump-in combos. Second hit launches away. Deals more damage with inner hitbox.
Forward air attack	11	Launches away. Deals more damage with inner hitboxes.
Back air attack	12	Deals more damage with inner hitboxes and launches away. Changes facing direction.
Up air attack	9	Deals more damage with inner hitboxes. Sweet-spot hitbox launches foe up and slightly away.
Down air attack	15	Inner hitbox causes more damage and meteor smash.

AERIALS: CHROM

MOVE	DAMAGE	NOTE
Neutral air attack	4.8	First hit causes fixed pop-up for potential deep jump-in combos. Second hit launches away.
Forward air attack	9	Launches away.
Back air attack	10.9	Launches away. Changes facing direction.
Up air attack	7.6	Launches foe up and slightly away for potential follow-up attack.
Down air attack	14.2	Inner hitbox causes more damage and meteor smash.

NEUTRAL AIR ATTACK

Roy jumps into the air and dispenses two successive horizontal swipes. The first swing is directed at enemies in front, while the second swing hits in front and can potentially strikes enemies coming from behind.

This aerial spacing tool is incredibly versatile. It can be used to set up juggle combos with its first hit at low altitudes, as a short hop ground deterrent, or as a fast fall strike. From the apex of a jump, input neutral air attack and then immediately cancel into fast fall for an effective attack sequence. If timed correctly, you can cover both the jump air-to-air zone and a low-altitude air-to-ground zone. However, the safest way to approach with neutral air attack is by spacing it, giving you an opportunity for a max-range jab. Alternatively, you can use your jump momentum to time your jump so that you fly through the defending opponent as you slice at them (since it forces them to turn around to attack you). Otherwise, a shielded neutral air up close can usually be punished by quick-witted opponents.

Against enemies at around 50% damage, you can combo with a deep one-hit neutral air attack by following up with Blazer and Double-Edge Dance, although the timing can be difficult to pull off.

FORWARD AIR ATTACK

While airborne, Roy cuts downward in a wide arc in front of him, ending the slash near his feet.

Forward air is one of Roy's best attacks, especially when combined with short hop. You can use it to aggressively damage enemy shields, conditioning your foes and then using the threat of your forward air attack to go for a fast fall grab attempt. You can also use it to set up a one-hit descending neutral air. Jump into a retreating forward air attack (this can be made easier by using the C-stick to input the forward air attack), then while you're descending away from the opponent, come down with neutral air. If they run into your attack, you can link the neutral air attack juggle into a combo with up special for major damage against foes with medium-damage values (around 40-50%).

BACK AIR ATTACK

Roy turns around and delivers a quick uppercut in the air. Back air attack covers an area similar to forward air attack, but with the added effect of altering his facing direction. Back air is one of your most important tools, as it gives you freedom to turn around on command while airborne. Most fighters don't have this luxury.

Additionally, back air attack isn't particularly laggy, so you can easily implement this attack into your edge-guarding strategy. With your back facing the ledge, you can threaten and safely attack recovering foes by jumping off the ledge and going for a back air attack. Then, since you're facing the enemy, you can go for neutral air attack or forward air attack to keep up the ledge pressure.

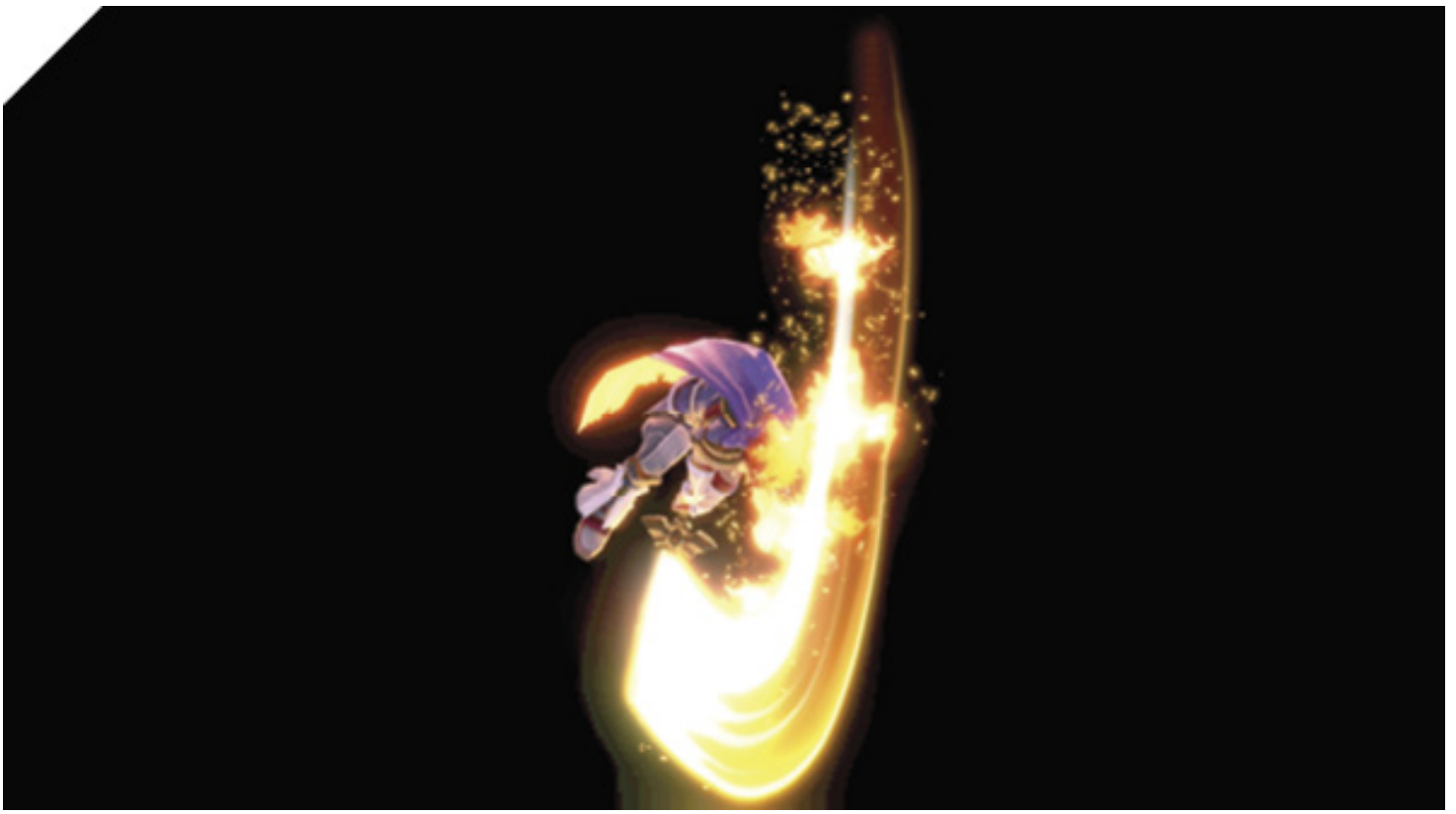
Like Marth's back air attack, you can use Roy's back air to switch directions from a low-altitude back jump. As long as you aren't in attack lag, if you input back air right before Roy's feet hit the ground, he lands facing the new direction.

UP AIR ATTACK

Roy swipes up into the air above him, taking down airborne opponents from the sky. Up air attack is your primary air-control tool. If you can gain a juggle advantage, you can mix up your juggle combos between up air and up tilt, messing with your opponent's air-dodge timings to bait them into your high-damage punishes.

Up air attack can also be used to start juggle combos when hit deep, similar to neutral air attack, as long as you can avoid connecting with the first part of the attack. You can combo into Blazer, forward air attack, up tilt (into mix-up 50/50), or up air attack.

DOWN AIR ATTACK



Roy unleashes a brief but mighty down swing directly below, spiking down foes hit by his blade.

Roy's down air attack is different from Marth's. Instead of a moon-shaped hit effect, Roy stabs directly down, dealing much more damage, but sacrificing utility. Down air is one of few lackluster air attacks in your arsenal and should be reserved for meteor smashing enemies over a pit. Otherwise, it can be difficult to hit accurately due to its limited active window and relatively small hitbox.

SPECIAL MOVES

SPECIAL MOVES: ROY

MOVE	DAMAGE	NOTE

Neutral special	8 (50 max charge, up close)	Charging increases damage and launching power. Launches up and away. Inflicts 10% damage to Roy if charged fully.
Side special	3, 3, 4, 6, up special (second, third, fourth attack): 3, 4, 7, down special (third, fourth attack): 4, 2x4, 5	Possible up special attacks from steps 2-4. Possible down special attacks from steps 3-4.
Up special	5.5, 1.1x3, 8	Final hit launches up and away.
Down special	1.35x incoming damage	Deals damage based on parried attack damage.

SPECIAL MOVES: CHROM

MOVE	DAMAGE	NOTE
Neutral special	8 (50 max charge, up close)	Chargeable attack. Inflicts 10% damage to Chrom if charged fully. Max charge requires five seconds.
Side special	2.8, 2.8, 3.8, 5.2, up special (second, third, fourth attack): 2.8, 3.8, 6.5, down special (third, fourth attack): 3.8, 2x4, 4.3	Possible up special attacks from steps 2-4. Possible down special attacks from steps 3-4.
Up special	6, 1.5, 1.5, 6, 6	Final hit launches up and away.
Down special	1.35x incoming damage	Deals damage based on parried attack damage.

NEUTRAL SPECIAL: FLARE BLADE

Roy's sword erupts as he brings it down. It's so powerful that at max charge it deals damage to Roy himself!

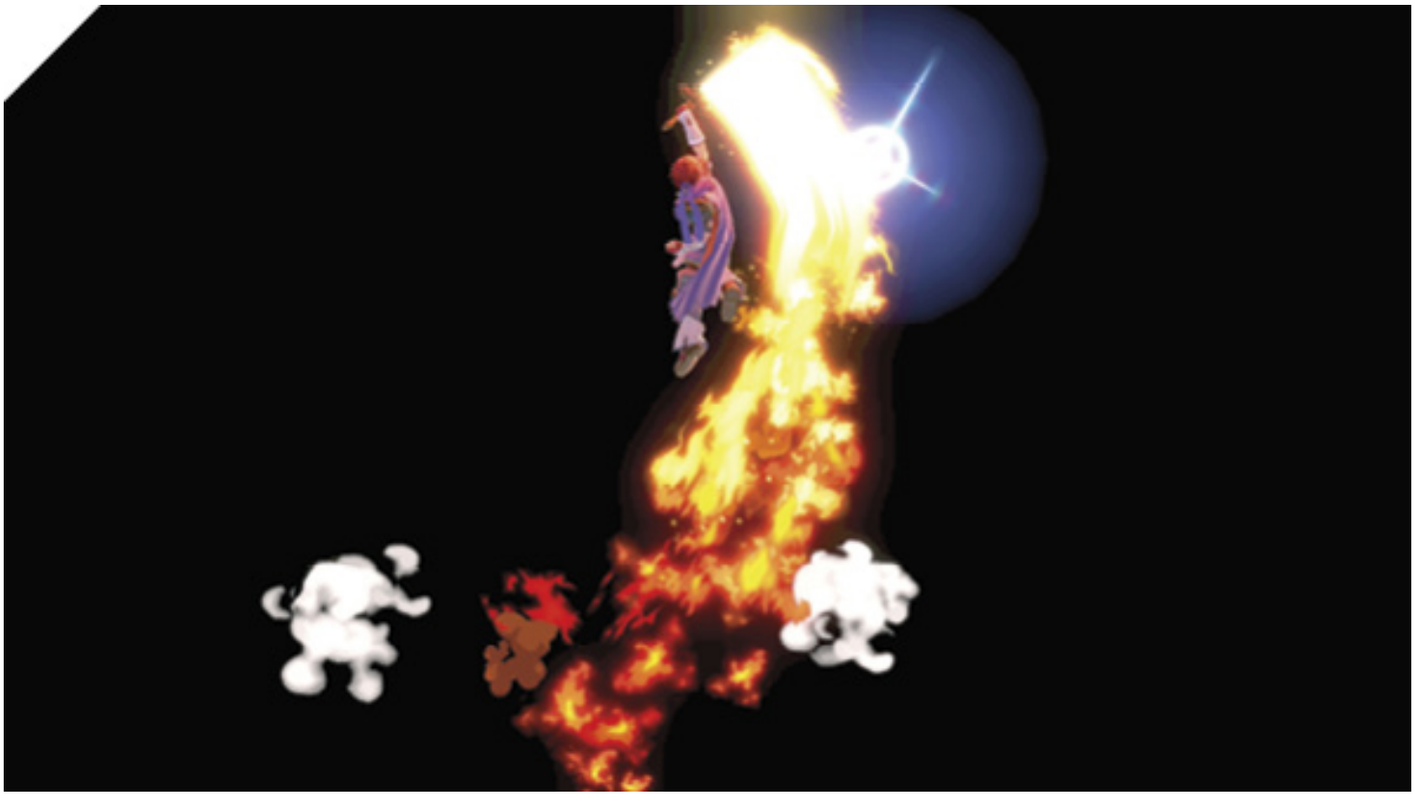
At first glance, Flare Blade may seem like a clunky and risky attack to use in the neutral game, but it's quite safe on shield block thanks to low amount of lag and high amount of shield hitstun. It's particularly useful used as a descending aerial move and as an edge-guarding attack, potentially hitting foe fingers just as they grab a ledge. If you can condition your opponents into shielding frequently, you can often earn yourself free shield damage. If you can charge Flare Blade briefly (around half a second), you can make it extra safe on shield, while dealing more damage. You can also repeatedly change the direction you're facing while charging this move, making it even more useful.

SIDE SPECIAL: DOUBLE-EDGE DANCE

Roy executes a customizable combo in which he can switch slash types, either launching his foes, knocking them farther away, or stabbing them repeatedly for extra damage.

Roy's Double-Edge Dance is almost identical to Marth's Dancing Blade. The forward (or neutral) swing variation finisher is for knocking enemies off platforms. The up-swing finisher is for deliberately launching an enemy above you in order to mix them up or challenge their potential descending attacks. The down-swing finisher is for dealing the most damage and shield damage, and to set up pressure situations as the enemy is thrown into a tech opportunity.

UP SPECIAL (ROY): BLAZER

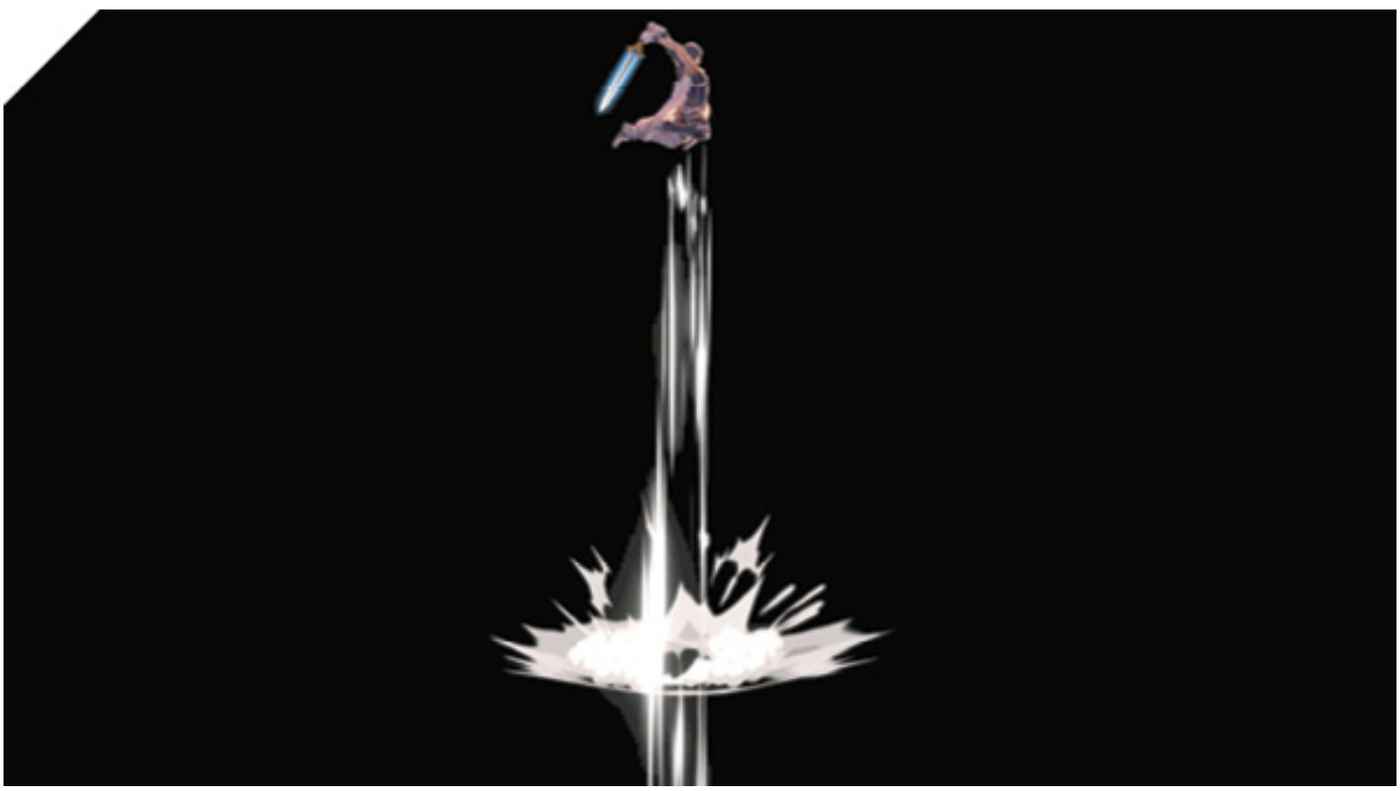


Roy wraps his sword in flame and leaps high into the sky with a jumping slash. Blazer is intangible briefly and invincible for additional hits, allowing you to blow through opposing attacks for a brief window during its start-up. If you're being pressured while blocking, you can drop shield and use Blazer to blow through enemy attacks. If you're beneath a platform

(in the middle of a Battlefield stage, for example), Blazer becomes a bit safer, as you'll blow through enemy attacks while landing on the middle platform above.

You can heavily alter the trajectory of both his ascent and descent. Ascent trajectory is determined by how you tilt the control stick horizontally when executing up+Special, and descent trajectory is controlled by holding left/right on the control stick.

UP SPECIAL (CHROM): SOARING SLASH



Chrom knocks his foe sky-high and pursues them into the air, following up his combo sequence with a dive-bomb sword attack, launching the opponent away.

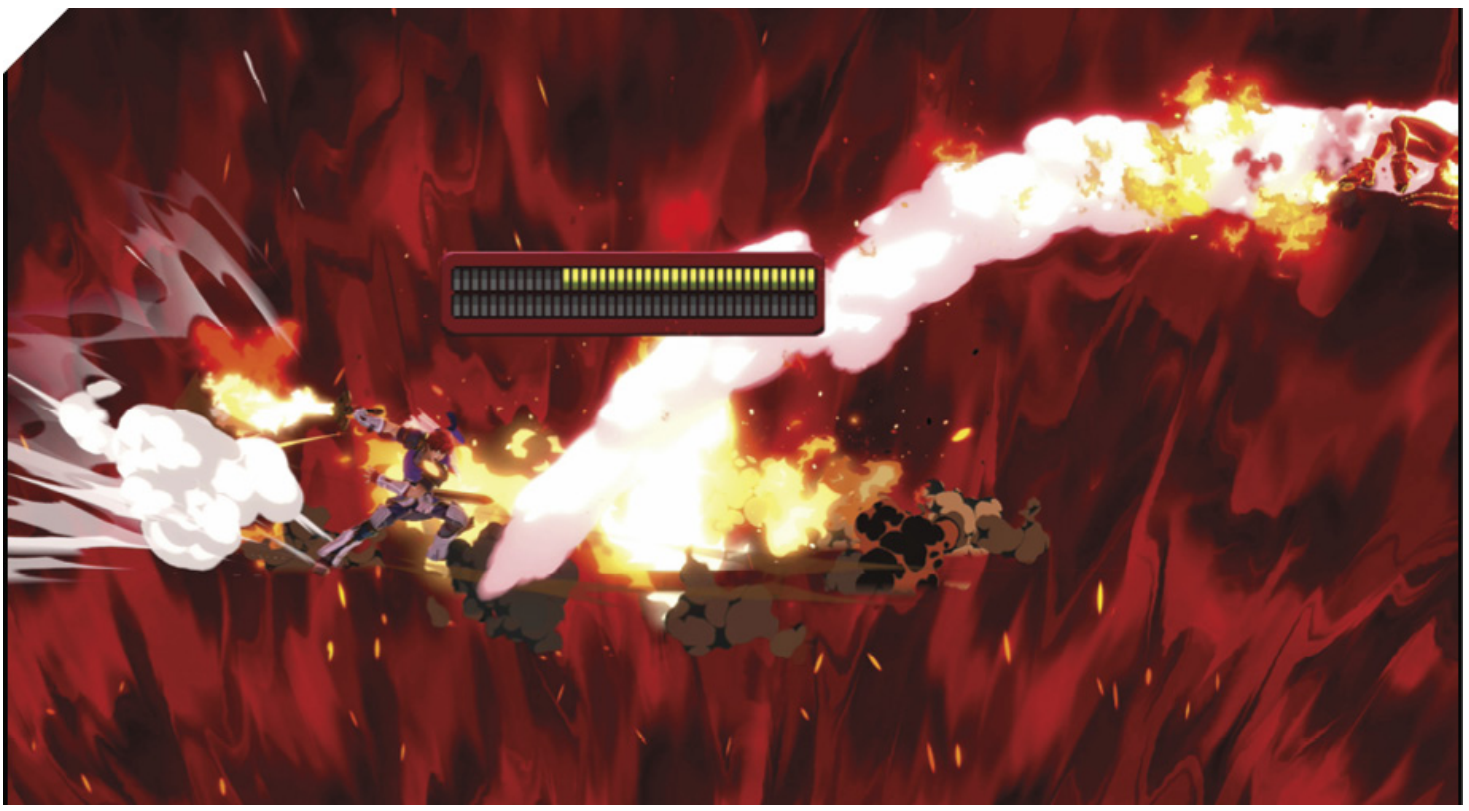
Chrom's Soaring Slash vastly differs from Roy's Blazer. Since your trajectory can only be slightly influenced (i.e., you can only nudge left and right during the attack's descent), it's more difficult to use as a recovery mechanism. However, it deals high damage, and if you're confident in connecting with up air and neutral air attack one-hits, you can inflict major pain with Soaring Slash follow-ups.

DOWN SPECIAL: COUNTER

Roy briefly goes into a countering stance. As he absorbs an enemy attack, he returns the favor with an even stronger counterattack.

Counter can be used midair, including as an anti-edge-guarding attack (although extremely risky!). Counter's damage depends on the damage of the opponent's attack. It deals 1.35x (enemy's attack damage).

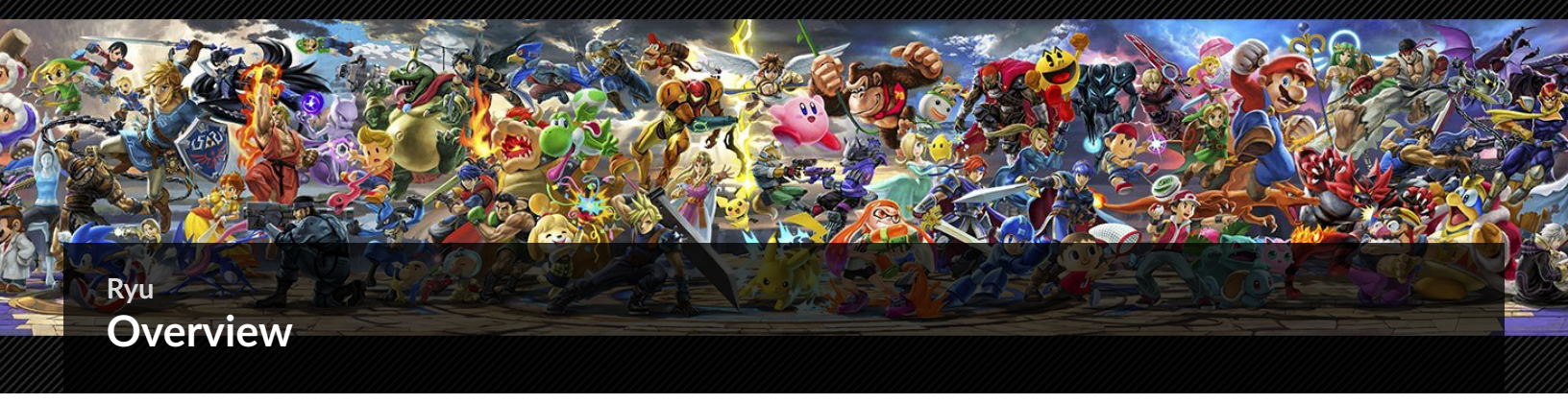
FINAL SMASH (ROY): CRITICAL HIT



Roy swings his blade around to catch enemies, then brings the sword down to finish them off in a blast of fire. The initial swing not only hits opponents in front of Roy, but also those behind.

FINAL SMASH (CHROM): AWAKENING AETHER

Chrom quickly charges forward, slashes upward, then swings his blade diagonally to launch opponents upward. If the first hit misses, the move doesn't activate. If it connects, the move can hit multiple opponents.



Ryu

Overview

Ryu is a quite unconventional *Super Smash Bros. Ultimate* brawler. As a fighter comprehensively drawn from a completely different fighting game, his move set is vast, with an extraordinary range of strengths and uses, along with exclusive mechanics like special moves performed with specific control stick inputs.

While he's one of the most difficult fighters to master, he can be highly rewarding to train with since his wide-ranging arsenal makes him incredibly versatile. Like Ken, Ryu is a fighter with a high skill ceiling—you can almost always improve upon his game, so the more your execution and timing improve, the more effective you can be. His dash speed, jump speed, and aerial Focus Attack and Tatsumaki Senpukyaku allow him to close distance and get within range to threaten with powerful *Street Fighter* combos, or to break shields with Collarbone Breaker (side tilt hold).

As a *Street Fighter* character, Ryu can rack up damage by hit-confirming his attacks into combos. For instance, you can poke with close light punch (up tilt tap) twice, verify your opponent has been hit, then cancel into heavy Shoryuken for a high-damage finisher, potentially KO'ing foes into the upper blast zone. The following are potential *SF*-style special-cancel combos and their practical uses:

RYU VITALS

MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

MOVEMENT RANKS	
Ground speed:	D (52)
Air speed:	B (29-30)
Falling speed:	C (36-39)
Weight:	B (22-23)

RYU'S STREET FIGHTER SPECIAL-CANCEL COMBOS

Against grounded: Crouching light kick (down tilt tap), crouching light kick, crouching medium kick canceled into Hadoken (↓↘→ + Attack) or Shakunetsu Hadoken (←↙↓↘→ + Attack).

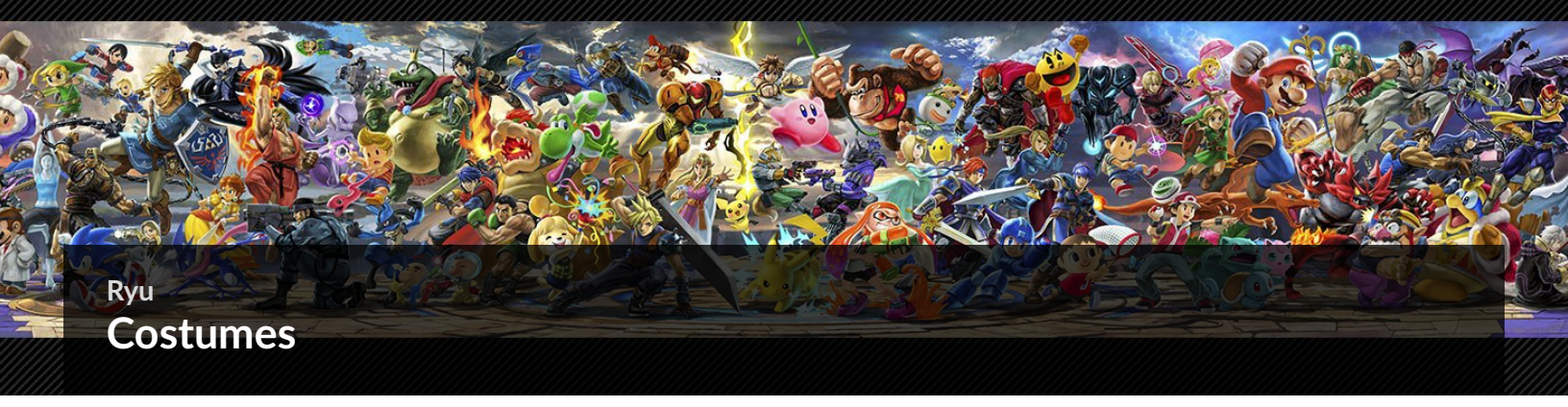
Against attacker: Lv.2/3 Focus Attack (down special) released to cause crumple, then canceled into forward dash, jump, fast-falling down air attack (jumping fierce), land, Shoryuken (→↓↘ + Attack [hold]).

Against airborne: Two-hit jumping medium punch (up air attack) canceled into heavy Shoryuken OR jumping light kick (neutral air attack), canceled into heavy Tatsumaki Senpukyaku.

Against hopping foe: Close light punch (up tilt tap), close light punch canceled into Shoryuken (→↓↘ + Attack [hold]).

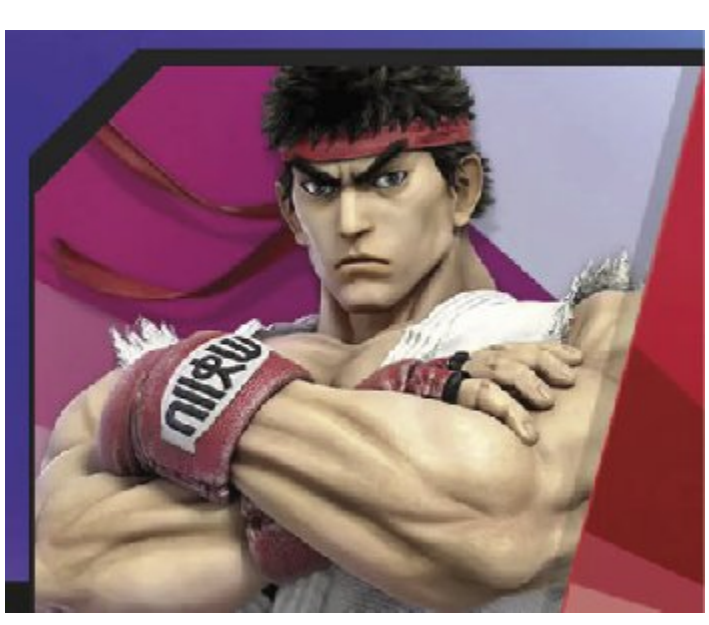
Against recovering offstage foe: Jumping roundhouse (forward air attack) canceled into Hadoken (↓↘→ + Attack) OR Shakunetsu Hadoken (←↙↓↘→ + Attack)

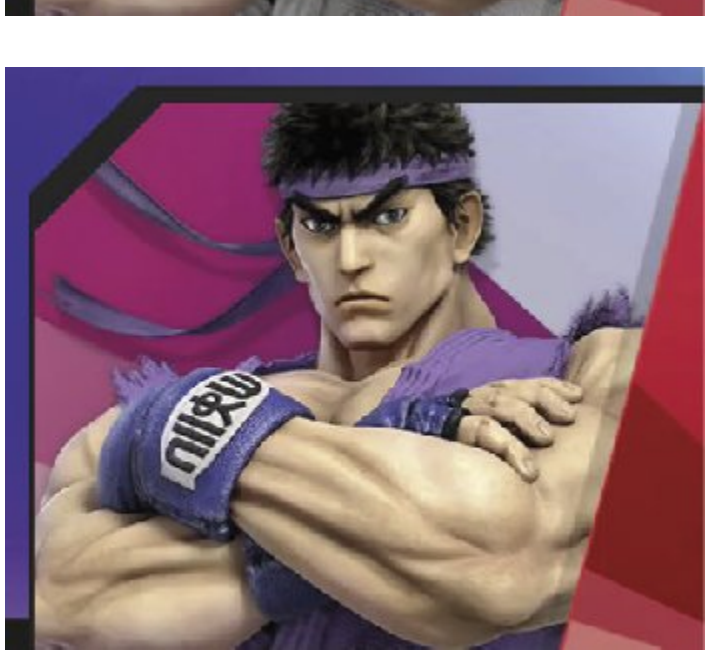
Because he has access to variable strength attacks and special moves, Ryu is effective in almost every situation and range. Slow-traveling light Hadoken can be used from long range to cover your advance; Tatsumaki Senpukyaku allows for a burst of horizontal movement, good for both offense and defense; and his signature Shoryuken makes for a powerful combo-finisher and anti-air. Shakunetsu Hadoken is one of the best projectiles around, thanks to its damage, speed, size, and multi-hit effect. It threatens enemy shields from long range.

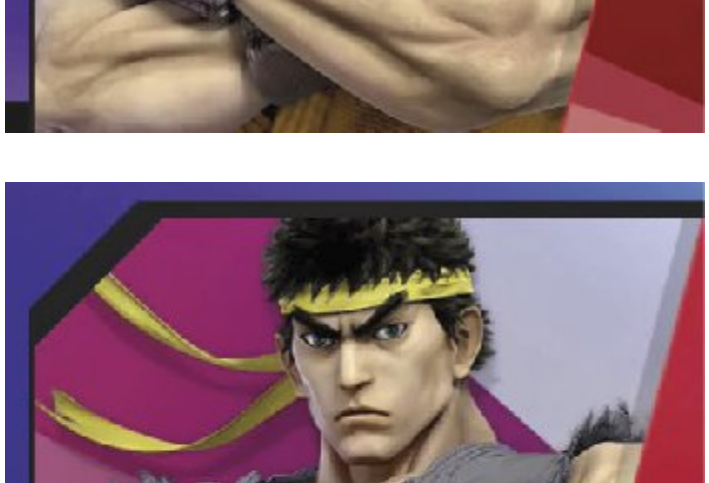


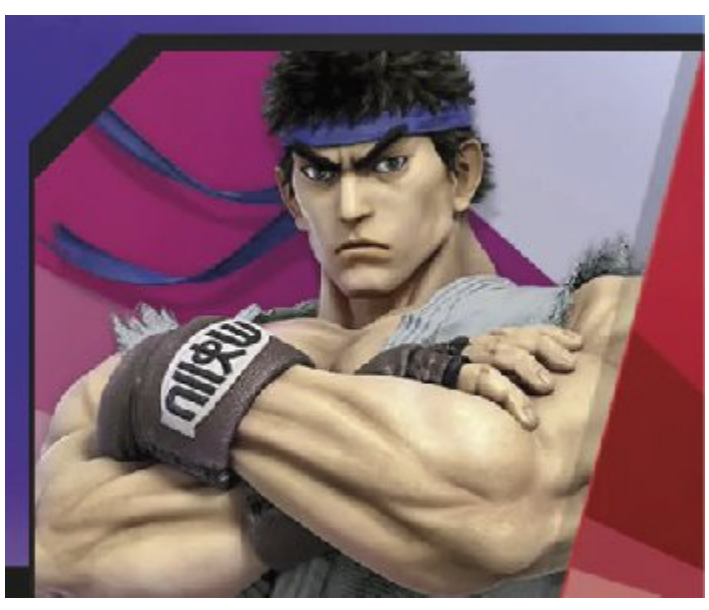
Ryu

Costumes



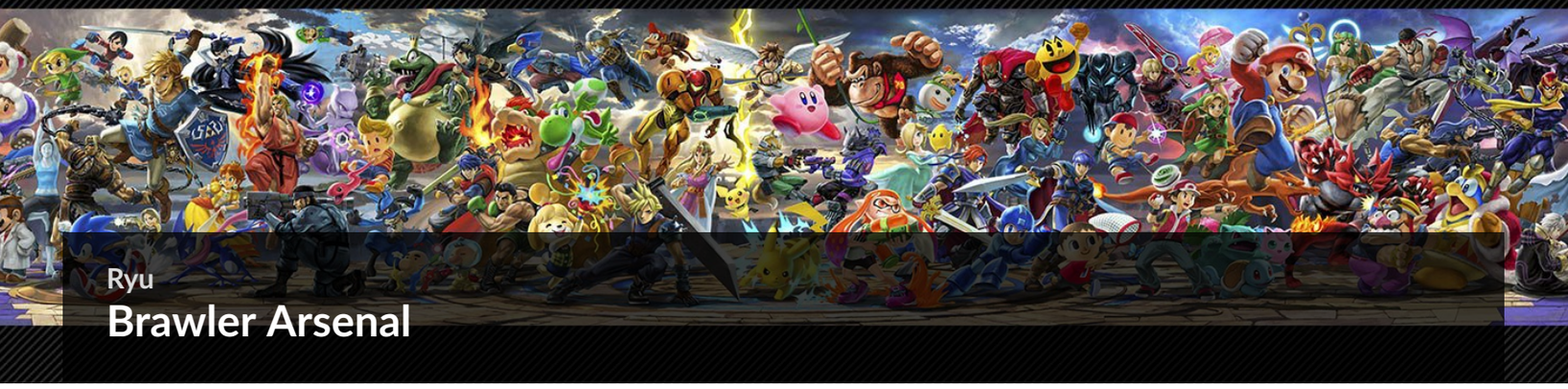






UNIQUE STREET FIGHTER MECHANICS

When facing a single opponent in a one-on-one match, the Street Fighters behave even more like in their home games. They automatically face their foes, and moving the control stick away from the enemy to move backward doesn't make them turn around. Instead, they walk backward, just like in *Street Fighter.* This makes it much easier to execute manual-input special moves such as Tatsumaki Senpukyaku.



Ryu
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	COMMAND	DAMAGE	NOTE
Standing light punch	Neutral attack tap	1.5	Chains into another light punch at point-blank range. Chains into target combo outside point-blank range. Cancelable with special moves.
Target combo	Neutral attack tap x 3 (4 if up close)	1.5, 1.5, 1.5, 5	Launches up and away. Begins with two jabs when executed at point-blank range.
Standing hard kick	Neutral attack hold	10	Launches up and away.

Ryu quickly jabs the opponent with his non-dominant fist. This swift punch attack, recognizable from the *Street Fighter* series as a Shoto standing light punch, is a relatively standard neutral attack with the ability to transition into an auto-combo (target combo) on repeated attack inputs. Although it's his fastest-starting attack, its use in *Super Smash Bros. Ultimate* differs from its use in the *Street Fighter* games. Jabs in SF are used as safe and quick hit-confirmable strikes. In

Super Smash Bros. Ultimate, jabs are normally used as punisher attacks after successfully shielding attacks, rather than as a deliberate form of offense.

Ryu (and Ken) players must take into consideration a limitation in buffering their reprisal attacks. Due to their long-press hold attack commands, buffering a light attack reprisal is much more difficult for the *Street Fighter* fighters since holding down Attack ultimately results in a slower medium attack.

NEUTRAL ATTACK COMBO (TARGET COMBO)

Ryu's *Street Fighter* target combo is a three-hit combo, beginning with a jab and continuing into a right-handed body blow, finally finishing with a heavy left hook that knocks the enemy off their feet. Up close, this "auto-combo" requires four Attack inputs. Ryu begins the combo with two jabs before proceeding into a body blow.

From beyond point-blank range, Ryu only sticks out one jab before going into the body blow and hook finisher. The body-blow attack is cancelable with any special move. For instance, a command sequence such as neutral attack, neutral attack, immediately canceled into + Attack results in a three-hit *Street Fighter* combo. Note that special cancels don't have to be performed with command inputs (you can use neutral special instead of + Attack, but for less damage).

NEUTRAL ATTACK HOLD

Ryu delivers a wheel kick roundhouse to the opponent's face. This is Ryu's standing hard kick (also known as standing roundhouse) from the *Street Fighter II* series. It's a no-nonsense heavy attack that can be used as an angled anti-air or a ground-checking horizontal attack against aggressors. Its lackluster start-up speed can make it difficult to use accurately in fast-paced matches against agile opponents.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	12	Early hit launches up and away. Lingering hit launches directly above for follow-up.

While dashing, Ryu almost instantaneously transitions into a flying kick, driving his foot through the enemy and launching them up and away into the air. The initial hit effect as Ryu extends the attack deals higher damage with a high knock-away effect, while the lingering hit effect deals less damage but launches the enemy directly above, allowing for a potential follow-up combo. If you can space this attack, it makes for a remarkably strong whiff-punish attack from midrange. For instance, if you can bait out a whiffed smash attack, you can dash in with a fast dash attack (non-critical hit), then juggle with a follow-up up air attack canceled into heavy Shoryuken (use the Special command input for even more damage and knockout power).

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	10	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	COMMAND	DAMAGE	NOTE
Close light punch	Up tilt tap	2	Slight pop-up. Chainable with close light punch. Cancelable with special moves.
Close hard punch	Point-blank neutral attack hold OR up tilt hold from any range	12	Launches directly above, high launch power. Cancelable with special moves. Upper-body intangibility.
Standing medium kick	Side tilt tap	6.8	Knocks up and away. Kicking leg intangible.
Close medium punch	Point-blank side tilt tap	6	Cancelable with special moves.
Collarbone Breaker	Side tilt hold	3, 6	Launches up and away. Second hit deals massive shield damage.
Crouching light kick	Down tilt tap	1.6	Slight pop-up. Chainable into crouching light kick or crouching medium kick. Cancelable with special moves.
Crouching medium kick	Down tilt hold	7	Knocks up and away. Cancelable with special moves.

UP TILT TAP

Ryu swiftly delivers an elbow strike, sending foes airborne. Also known in the *Street Fighter* series as a close standing jab, this quick close-range attack sets up enemies for combos in most situations, as it causes a slight pop-up effect on hit. At low-damage values, foes are knocked up in place and can be juggled with repeated up tilt taps. Alternatively, you can hit-confirm close standing jab with up special (or a manual input + Attack) Shoryuken.

While neutral attack jabs are quicker, up tilt tap attacks are generally better overall for both harassing and hit-confirming, because of the superior knock-up effect.

UP TILT HOLD / CLOSE NEUTRAL HOLD

Ryu's close standing hard punch attack from the *Street Fighter* series is a powerful left-handed uppercut that launches his foe into the air, allowing for potential follow-ups. Up tilt hold attack features upper-body intangibility that begins almost immediately upon start-up and lasts until its first few active frames that almost guarantee that you'll beat out descending aerial attacks.

This up tilt hold attack is typically safer to throw out as an anti-air than Shoryuken (especially against opponents prone to air-dodging).

Upon contact (hit or shielded), you can cancel this hard punch with a special move. On hit, cancel into Shoryuken for a two-hit combo. If the enemy shields your attack, cancel into away+Special (away Tatsumaki Senpukyaku) to retreat to safety. Alternatively, you can cancel into Focus Attack to set up a tricky counterparry setup to punish antsy opponents.

In many scenarios, it may be best to go for up tilt tap as a safer anti-air and hit-confirm attack, unless you can make a hard read on an incoming air attack.

SIDE TILT TAP

Ryu delivers a quick, high-priority leg thrust to the enemy's midsection. This swift mid kick sports intangibility around the extending leg attack. While it's effective for its niche use of beating out incoming enemy hits, you generally don't use it too often—the risk-reward ratio may not be worth it, since it requires committing to an uncancelable and uncomboable ground attack.

CLOSE SIDE TILT TAP

At point-blank range, Ryu thrusts his right elbow into the opponent. When next to an opponent, inputting a side tilt tap attack results in a special-cancelable thrusting-elbow strike. While you can pull off two-hit special combos starting with this strong elbow strike, it isn't particularly practical in a fast-paced match against sharp, attentive opponents.

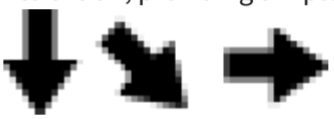
SIDE TILT HOLD

Ryu's side tilt hold attack is his signature "overhead" Collarbone Breaker. While *Street Fighter*-style low and high blocking doesn't exist in this game, Collarbone Breaker functions similarly. In *SF*, it's used to deal damage against low-guarding opponents. In *Super Smash Bros. Ultimate*, Collarbone Breaker deals massive damage against shielding enemies, potentially causing an instant shield-break stun! If you can condition enemies into putting up their shields frequently with a barrage of quick attacks, you can mix them up with a well-placed side tilt hold attack to dizzy them, leading into a full-blown Focus Attack into Shoryuken combo.

DOWN TILT TAP

Ryu prods the enemy's foot with his own in this quick foot attack. This attack's strength lies in its chaining properties rather than its utility in breaking an opponent's low/high defense. Although low and high shielding aren't generally relevant in *Super Smash Bros. Ultimate*, Ryu's "crouching short" is situationally more effective than his neutral tap jab in cases where you want to hit-confirm into a special attack. You can go for two down tilt taps followed by a down tilt hold, and on hit, confirm-cancel the three-hit chain into Hadoken. For *Street Fighter* players, this sequence is crouching light kick, crouching light kick, crouching medium kick, cancel into + Attack.

DOWN TILT HOLD

Ryu attacks the opponent's feet with a ranged leg thrust. *Street Fighter* players may recognize this as "low forward" or "crouching medium kick." Its hit properties are much different in *Super Smash Bros. Ultimate*. On hit, it pops enemies up into the air, providing simple two-hit special-cancel combos, such as the renowned crouching medium kick into  + Attack Hadoken cancel sequence. Generally this isn't an effective move to throw out as a staple attack unless you can condition your opponent into fighting a ground game.

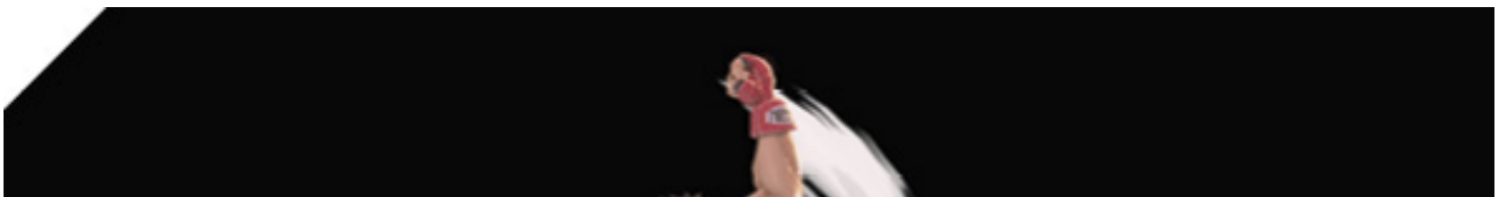
SMASHES

MOVE	COMMAND	DAMAGE	NOTE
Joudan Sokutou Geri	Side smash	17.5	Launches away, high launch power. Deals more damage with tip of attack.
Crouching hard punch	Up smash	17	Launches up and away at slight angle. Deals more damage early, low hitbox.
Crouching hard kick	Down smash	16	Knocks away.

SIDE SMASH

Ryu lunges forward with a high-impact side kick thrust, devastating the enemy and blasting them away. Joudan Sokutou Geri originates from the *Street Fighter III* series as a new special move unique to Ryu. In *Super Smash Bros. Ultimate*, it's represented as his side smash attack, making it much different from its original combo-oriented usage. Like most smash attacks, Joudan Sokutou Geri is a high-risk, high-reward attack. Whiffing this attack against attentive opponents can easily cost you, as it leaves you vulnerable to whiff-punishing attacks.

UP SMASH



Ryu crouches low and launches a mighty uppercut, devastating enemies above. Ryu's up smash is his familiar anti-air, renowned for being an "alternative Shoryuken."

While it functions as a serviceable ground-to-air anti-air, there's not much reason to use up smash over up tilt hold attack (close standing fierce). Both have some form of upper-body intangibility. But up tilt hold starts up slightly earlier and features full upper-body intangibility (Ryu's whole upper half is essentially invulnerable), while up smash is only intangible around Ryu's extended arm.

DOWN SMASH

Ryu delivers a heavy crouching sweep attack in the area in front of him. Ryu's crouching hard kick extends slightly beyond his crouching medium kick, but is much less safe on whiff and block. It isn't special-cancelable (none of Ryu's smash attacks are), nor does it have a rear hitbox as many down smashes do. Since its effective hitbox isn't particularly useful in an aerial-based game like *Super Smash Bros. Ultimate*, refrain from using Ryu's sweep unless you can find a glaring opening.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	9	Forward throw.
Back throw	12	Backward throw.
Up throw	8	Launches directly above.
Down throw	6	Launches up and away at slight angle for potential follow-up.

GRABS

Ryu grabs a nearby foe and puts them into a mixed martial arts guard position where he can follow up with one of four throw options. Ryu's leg-thrust back throw deals the most direct damage out of his grab. You can earn more total damage with down throw. Down throw followed by holding up tilt (close hard punch) canceled into Shoryuken deals a massive amount of damage against 0% opponents. At around 30%+ damage, you can instead follow up with a jumping attack (neutral or forward air attack) combo.

Up throw deals low damage, but allows for potential air-juggling opportunities, forcing the enemy into air-dodging or eating one of your aerial attacks or anti-airs.

Since buffering light attacks can be challenging for Ryu and Ken because of their additional medium hold attacks, it can be difficult to punish certain moves after shielding. Your natural inclination might be to hold Attack in order to respond with a buffered light attack. This results in slower medium attacks. To get around this, you can punish with buffered grabs instead.

AERIAL ATTACKS

AERIALS

MOVE	COMMAND	DAMAGE	NOTE
Jumping medium kick	Neutral air attack	8	Can cause standing hitstun on grounded foes. Cancelable with special moves.
Jumping hard kick	Forward air attack	14	Launches up and away, high launch power. Cancelable with special moves.
Neutral jumping hard kick	Back air attack	16	Launches away. Cancelable with special moves.
Jumping medium punch	Up air attack	5, 6	Knocks up slightly. Cancelable with special moves.
Jumping hard punch	Down air attack	12	Meteor smashes. Cancelable with special moves.

NEUTRAL AIR ATTACK

Ryu extends a short-range knee while descending on his foe from the air.

Neutral air attack is recognizable as Ryu's jumping light kick (or "jumping short") from the *Street Fighter II* series. This jumping attack is known for its persistent hitbox, remaining extended for an extraordinarily lengthy duration (in some *SF* games, it remains extended for the entirety of Ryu's jump!).

In *Super Smash Bros. Ultimate*, Ryu's neutral air is one of his best attacks and should be a staple in your arsenal. It features a quick start-up and decent damage (if you can connect with it during its start-up), and it's special-cancelable!

Combining neutral air with aggressive jumping Focus Attack, you can dominate air-to-air and air-to-ground duels. An effective attack pattern is to harass a defending enemy with repeated neutral air attacks, and then on successful hits, either go for up tilt tap (close light punch) into Shoryuken, or down air meteor smashes (if your target is just above a ledge). Your priority is to get your opponent into a disadvantageous aerial position, then follow up accordingly.

A powerful attack sequence is jump into immediate neutral air, then at the apex of your hop, fast-fall with your knee attack extended. This gives you a long-lasting while-rising and while-descending hitbox (one that's special-cancelable). Although neutral air attack offers little reach, it's an extremely versatile tool.

FORWARD AIR ATTACK

Ryu delivers his forward jumping hard kick. It boasts farther range than his neutral air attack, but doesn't start up as quickly, nor does it stay out as long. It's best used in combos or if you need the extra damage and range.

BACK AIR ATTACK

Ryu jumps into the air and performs a rear roundhouse kick, recognized in many of the *Street Fighter* series as a "jumping neutral roundhouse." This is Ryu's highest-damage aerial attack, but it's a bit more mechanically demanding to use effectively since it's a back air attack with few active frames.

UP AIR ATTACK

While airborne, Ryu thrusts his fist into the air for a two-hit aerial uppercut, catching enemies above him. This jumping attack is identifiable as his “jumping strong” or “jumping medium punch” in the *Street Fighter* series. In *Super Smash Bros. Ultimate*, it functions in the same way—an air-to-air anti-air that’s readily hit-confirmable thanks to its double-hitting property. Since much of your offense in *Super Smash Bros. Ultimate* revolves around juggling airborne descending foes, Ryu’s up air attack is an extremely effective move in your arsenal. On hit, you can simply cancel into up special (or command + Attack) for respectable damage.

DOWN AIR ATTACK

From the air, Ryu descends on the opponent with a weighty fist spike. This fierce attack is known as a “jumping fierce” from the *SF* series. It’s primarily used to meteor smash enemies down pits and over ledges, but can also be used in combos, as it causes a great pop-up effect when connected against grounded foes. For instance, charged Focus Attack into jumping fast fall down air, linked into a juggling up tilt hold (close fierce), finally canceled into heavy Shoryuken is one of Ryu's massive-damage bread-and-butter combos.

Down air attack can be naturally executed from a fast-falling position, giving you quick dive-bomb-type attacks against unsuspecting opponents beneath you.

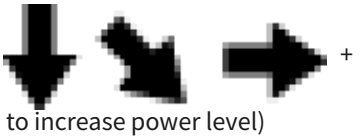
SPECIAL MOVES

The strengths of the following attacks depend on how long the Attack button is held upon execution. Hadoken, Tatsumaki Senpukyaku, and Shoryuken each have three levels: weak, medium, and strong. Performing these attacks with the special Street Fighter directional inputs rewards you with higher damage and other beneficial properties. Note that the input strength of Shakunetsu Hadoken only affects its travel speed.

Short hold: Activates quickly and leaves you less vulnerable.

Long hold: Powerful and has a long reach.

VARIABLE STRENGTH STREET FIGHTER SPECIALS

MOVE	COMMAND (WHEN FACING RIGHT)	DAMAGE TOTALS (LIGHT/MEDIUM/HEAVY)	NOTE
Hadoken	Neutral special OR  + Attack (hold button to increase power level)	6 (7.5) / 6.5 (8.1) / 7 (8.7)	Deals more damage when performed with control stick sequence. Limited to one Hadoken projectile on-screen at a time.
Shakunetsu Hadoken	+ Attack	1.1 x 4, 5	Higher-strength versions travel slightly farther. Five hits total (~1.2 damage per).
Tatsumaki Senpukyaku	Side special OR + Attack (hold button to increase power level)	9 (10.4) / 10 (11.6) / 11 (12.7)	Deals more damage when performed with control stick sequence. Leg intangible.
Shoryuken	Up special OR + Attack (hold button to increase power level) OR + Attack	13 (15.6) / 14 (16.8) / 15 (18)	Deals more damage when performed with control stick sequence. Command input intangible.

NEUTRAL SPECIAL: HADOKEN

Ryu conjures and throws a blue fireball from his palms across the battlefield. Executing Hadoken with the *Street Fighter*-style command motion (+ Attack) rewards you with a bigger fireball (and a bigger area of effect), along with higher damage. You should almost always attempt to use the command version since the motion doesn't interfere with your movement.

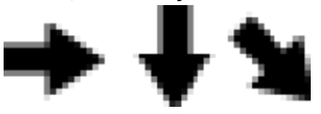
The longer the Attack button is pressed when performing Hadoken, the faster and stronger the projectile becomes. The light version is generally the most desirable to throw out, since a slower on-screen projectile is more annoying to deal with for the opponent. It's also an excellent edge-guarding tool, placing an obstacle in front of enemies as they struggle to get back from a pit and onto a ledge.

SIDE SPECIAL: TATSUMAKI SENPUKYAKU

Ryu flies forward horizontally through the air with a flurry of spinning kicks. Tatsumaki Senpukyaku, or “hurricane kick,” is a multi-hit, multifunctional gap-closer attack. Tatsumaki Senpukyaku is an excellent mobility option for quickly traveling horizontally, particularly to escape foes or find your way back onto a ledge.

The longer the Attack button is held, the farther you travel and the more damage the kick deals. While the command-input version deals more damage, it can be unwieldy to execute, as it includes inputs, which may impede your natural fighter movement, so it’s recommended that you stick to using the side special command unless you’re confident in nailing the execution.

UP SPECIAL: SHORYUKEN

Ryu flies into the air with a rising uppercut, famously known as Shoryuken (or “Rising Dragon Fist”). Shoryuken can be performed with either up special or  + Attack. Although both versions have some degree of intangibility, the command version rewards you with a much longer invulnerability window, allowing you to blow through opposing attacks more easily. It may be challenging to execute on demand, particularly in hit-confirm combos like up tilt tap, up tilt tap, confirm Shoryuken. For most purposes, up special Shoryuken suffices unless you really need to deal more damage or require extra intangibility frames.

Like many up special attacks, Shoryuken leaves you highly vulnerable and unable to attack until your feet touch ground. Although you still have a certain level of air-trajectory control, you can’t air-dodge, double-jump, or attack once you commit to performing a Shoryuken. This is especially important while edge-guarding, as you might have an inclination to nail a foe with Shoryuken near a ledge—if you misjudge your spacing, you can potentially fall to your death!

OTHER SPECIAL STREET FIGHTER MOVES

MOVE	COMMAND (WHEN FACING RIGHT)	DAMAGE	NOTE
Focus Attack	Down special (chargeable)	12 / 17 (max charge)	Breaks shield when charged fully. Causes crumple-stun effect when charged (released after Ken flashes white).

DOWN SPECIAL: FOCUS ATTACK

Ryu transitions into a meditative squatting stance, mustering his strength while preparing to absorb and counter incoming attacks. Ryu's Focus Attack originates from the *Street Fighter IV* series. It's a chargeable down special attack with several unique and powerful properties. While charging, Ryu can absorb one hit, essentially ignoring and blowing through enemy attacks.

There are three distinct Focus Attack power levels. The first level (releasing the attack anytime before Ryu flashes white) deals high damage and knocks away foes hit by the body blow. Charging just past the flash point (about one second of charging) powers up the attack to cause a crumple-stun on enemies you hit, leaving them vulnerable to follow-up attacks. The third and final power level not only inflicts crumple-stun, but also breaks through enemy shields. Charging to maximum requires about two full seconds.

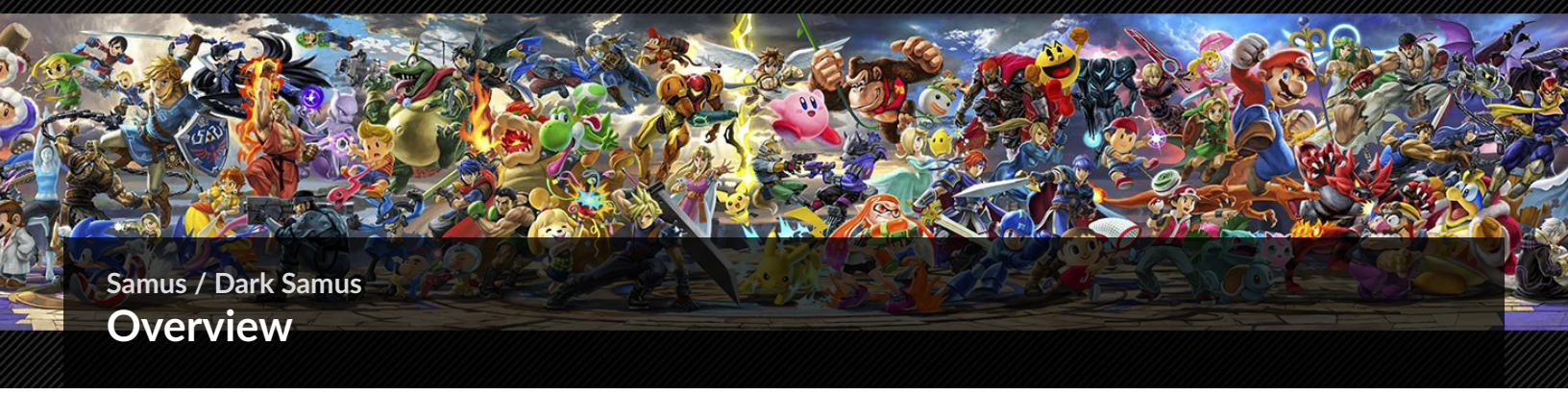
While charging, Focus Attack can be dash-canceled by tapping forward, forward ( ) or back, back ( ) quickly on the control stick. This technique gives you an added level of mobility, allowing you to dash away to safety while threatening an unshieldable attack. It also gives you an "air dash," since you can Focus Attack in the air. If you execute it fast enough, you can squeeze out an extra burst of horizontal movement while airborne.

As many of Ryu's normal attacks are special-cancelable, Focus Attack makes for an incredible special-cancel tool, adding an extra offensive dimension to your tool kit. Against a shielding foe, you can cancel your jumping and grounded normal attacks with Focus Attack to bait the opponent into counterattacking, then release the Focus Attack when their hit is absorbed.

An effective tactic with both Ken and Ryu is aerial Focus Attack baiting. Much of *Super Smash Bros. Ultimate* is fought through aerial skirmishes, jockeying for position with intelligent short hops and short hop attacks. Since Ryu and Ken can Focus Attack while airborne (something they couldn't do in *Street Fighter IV*!), you can take advantage of your jump's momentum in conjunction with the absorption effect of the Focus Attack, essentially injecting a parry into your aerial aggression. It's also relatively safe, thanks to being able to dash-cancel out of its charge animation.

FINAL SMASH: SHIN SHORYUKEN / SHINKU HADOKEN

Ryu unleashes a Shinku Hadoken that penetrates through and across the stage, allowing it to strike multiple foes and deal serious damage. If Ryu is close to an enemy, he uses a Shin Shoryuken uppercut attack instead.



Samus / Dark Samus

Overview

Samus's gameplay mirrors much of her *Super Metroid* gameplay, revolving primarily around her ground-based special attacks. Compared to most *Super Smash Bros. Ultimate* fighters, she's relatively difficult to play and can be unintuitive to novices learning a *Super Smash Bros*. game for the first time.

Her main strengths lie in her versatile and safe-zoning strategy. Charge Shot and Missile force out enemy movement (usually forcing opponents to go aggressive and attack you). Past long range, Samus has several defense-oriented attacks and tools that can deter aggressors. Forward air is a strong deterrent attack, neutral air attack is good for spacing out foes, and down air is a solid air-to-ground descending attack. Samus has an exceptional ground game as well. Her ground attacks all have superb hitboxes, and her tilt attacks apply enough hitstun to keep you safe from most reprisals.

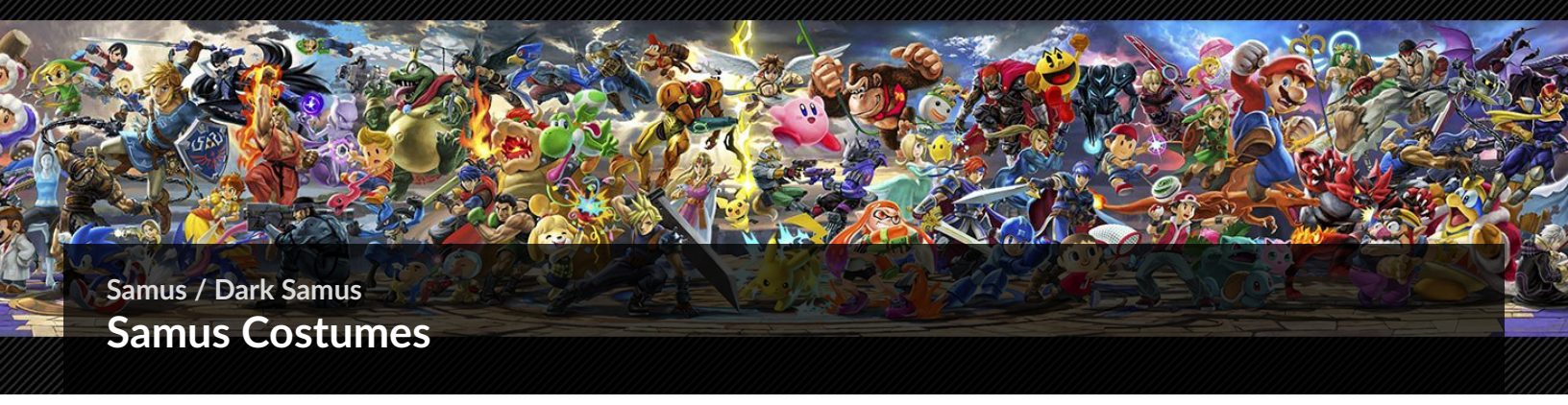
One of your objectives as Samus is to create space and time so that you can charge up your Charge Shot freely. Having a maxed-out Charge Shot ready drastically changes your options and threat level. While Samus makes it obvious when she has a max Charge Shot ready to go (because her fighter model flashes), the shield damage you can inflict outweighs your predictability with it. Although your enemy is likely to shield it, reducing their total shield life by 70% from a single max Charge Shot and threatening a dizzy makes charging worthwhile.

Samus has one of the slowest rolls and is easily punishable, so it's recommended that you use her air dodge for evading attacks. As Samus is a primarily zoning-based fighter, try to avoid getting into these sticky situations altogether.

SAMUS/DARK SAMUS VITALS

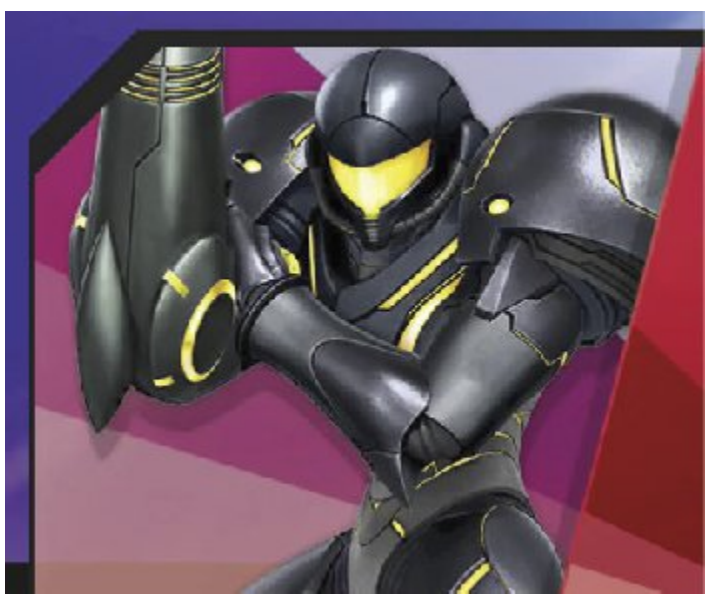
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	Yes
Wall jump:	Yes
Wall cling:	No

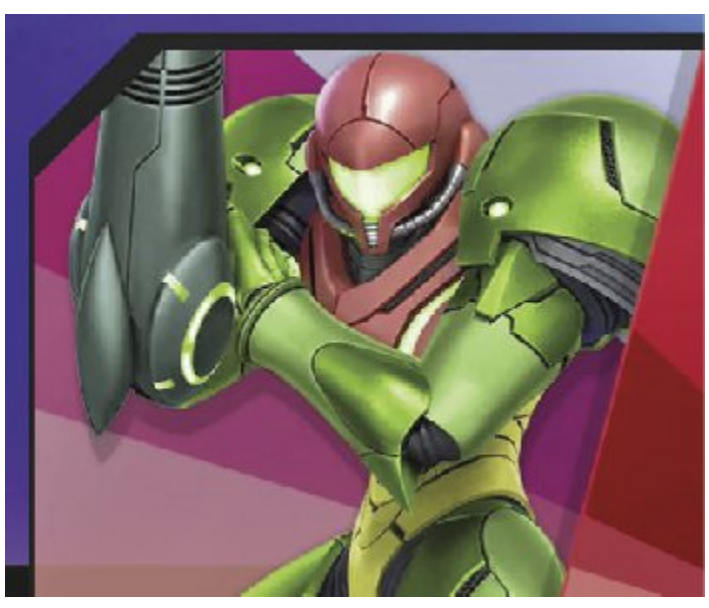
MOVEMENT RANKS	
Ground speed:	D (42-43)
Air speed:	B- (33-35)
Falling speed:	D (62-63)
Weight:	B+ (8-10)

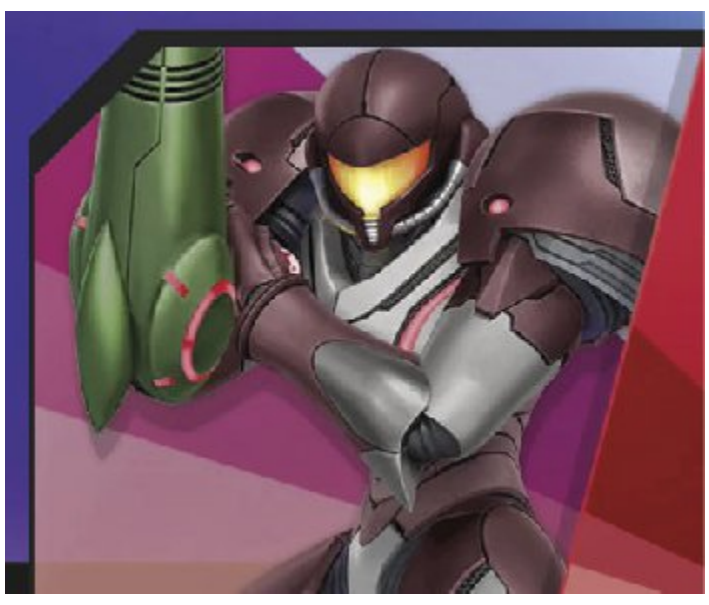


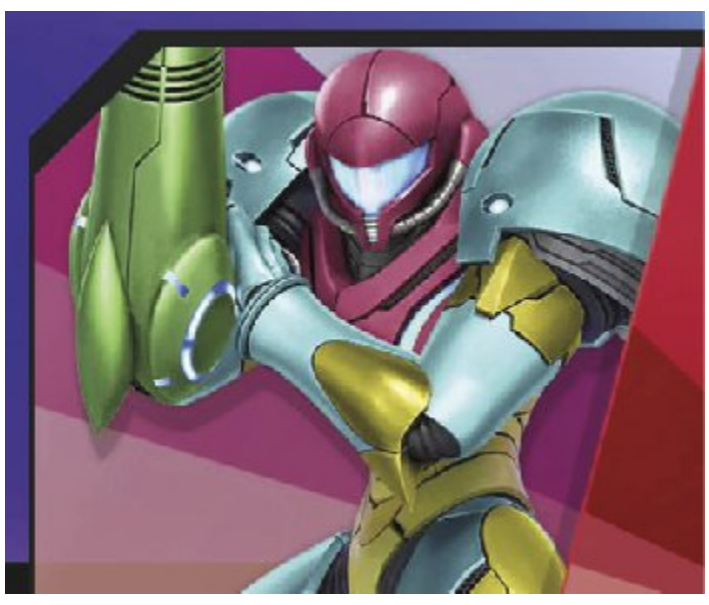
Samus / Dark Samus

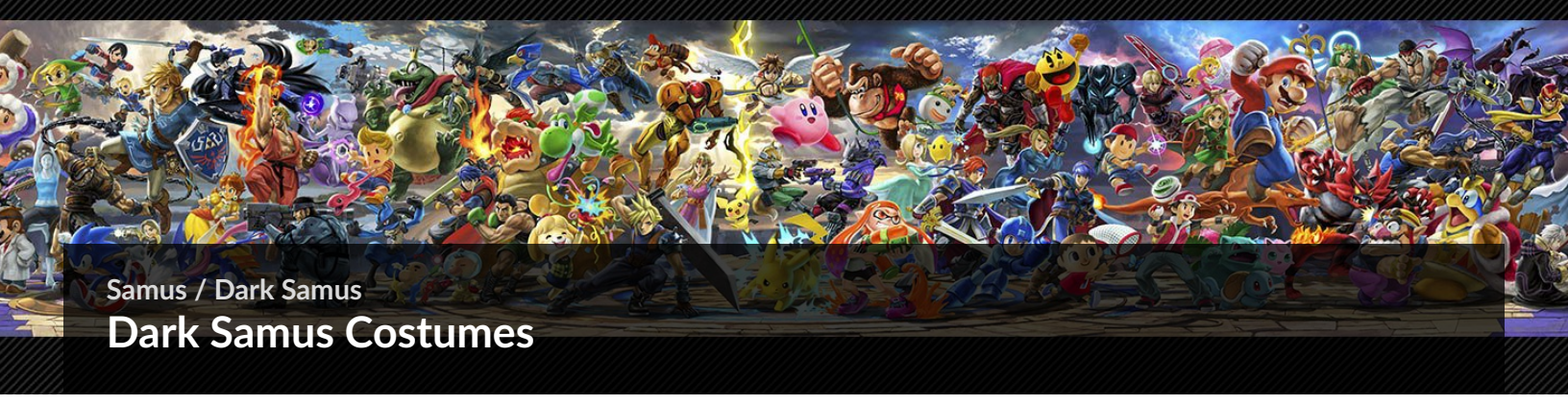
Samus Costumes



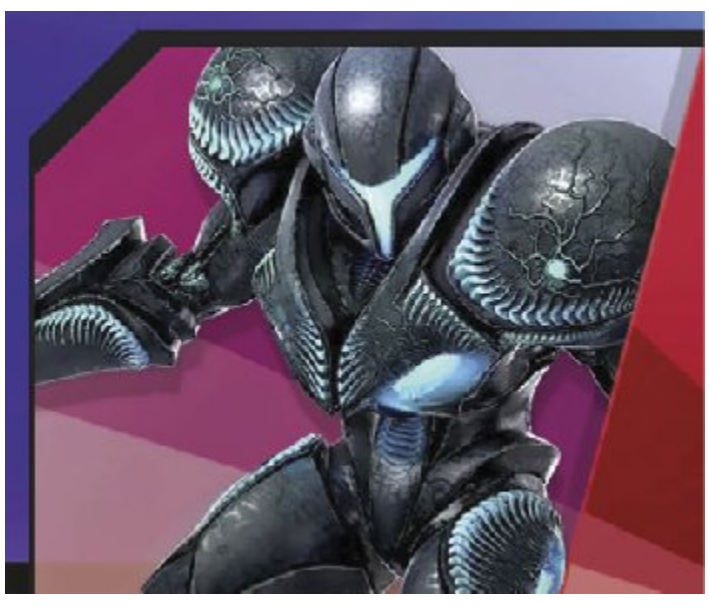


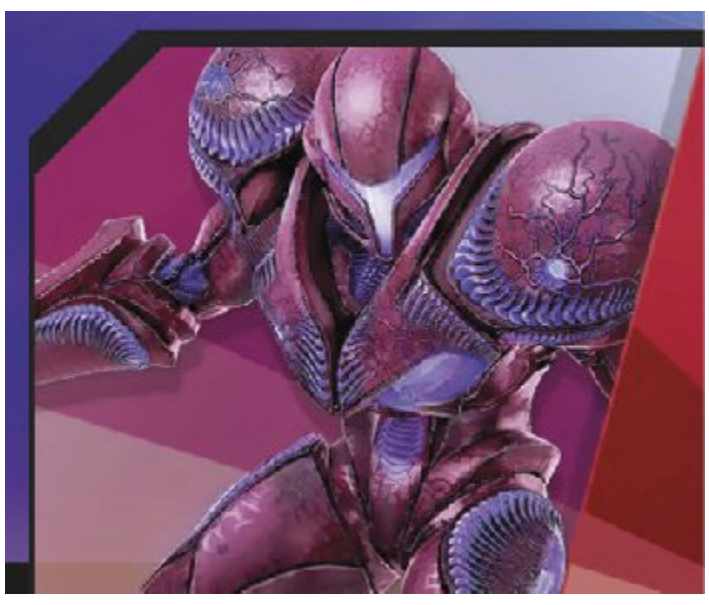


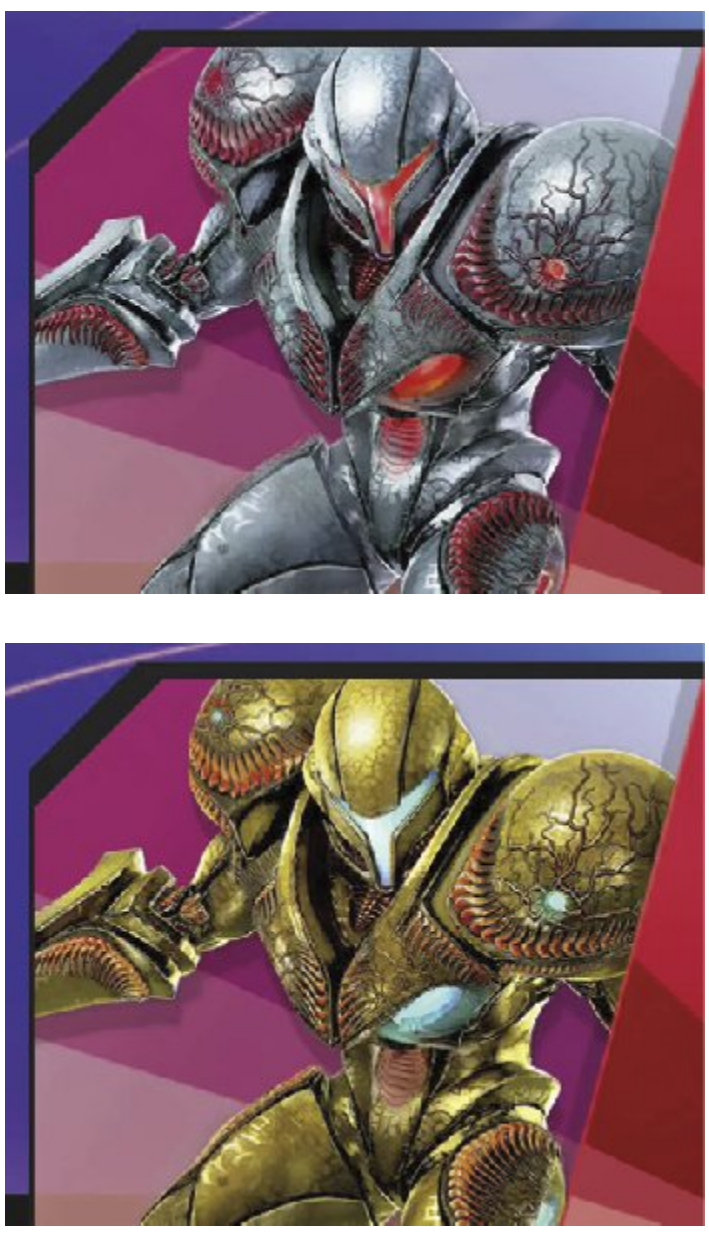


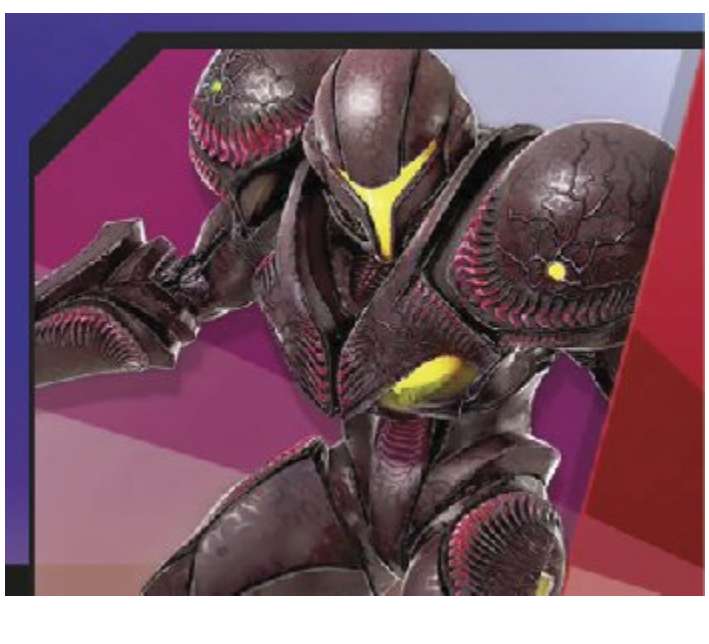


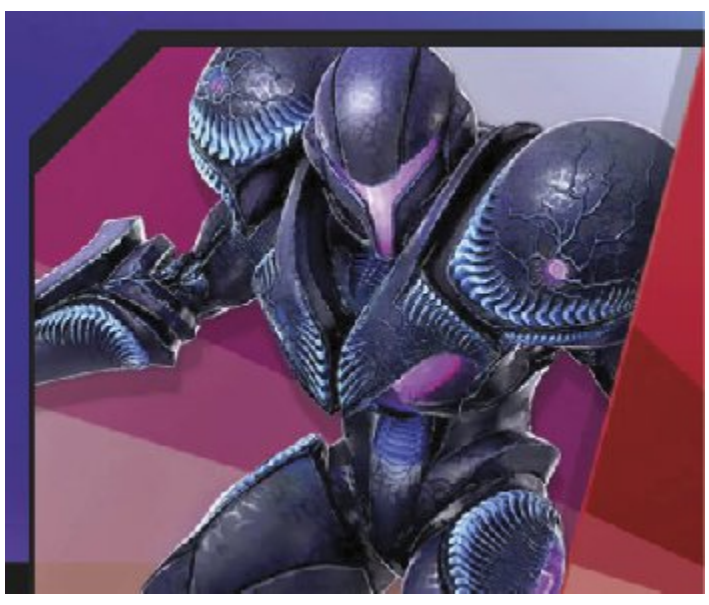
Dark Samus Costumes

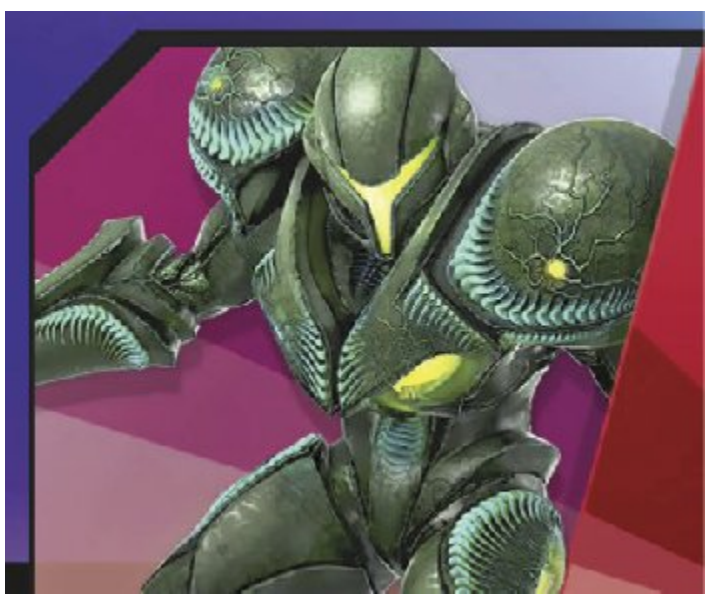


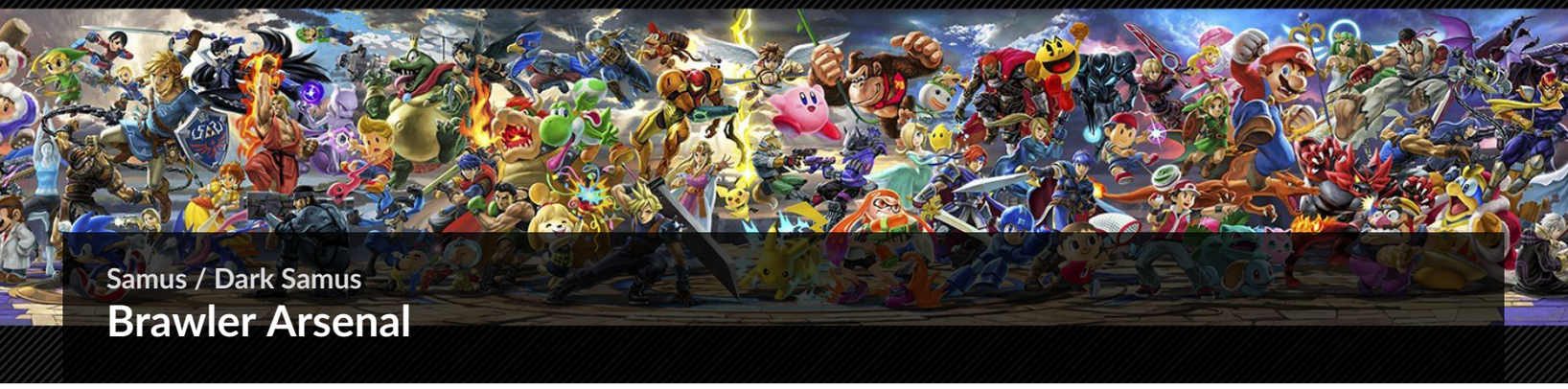












GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

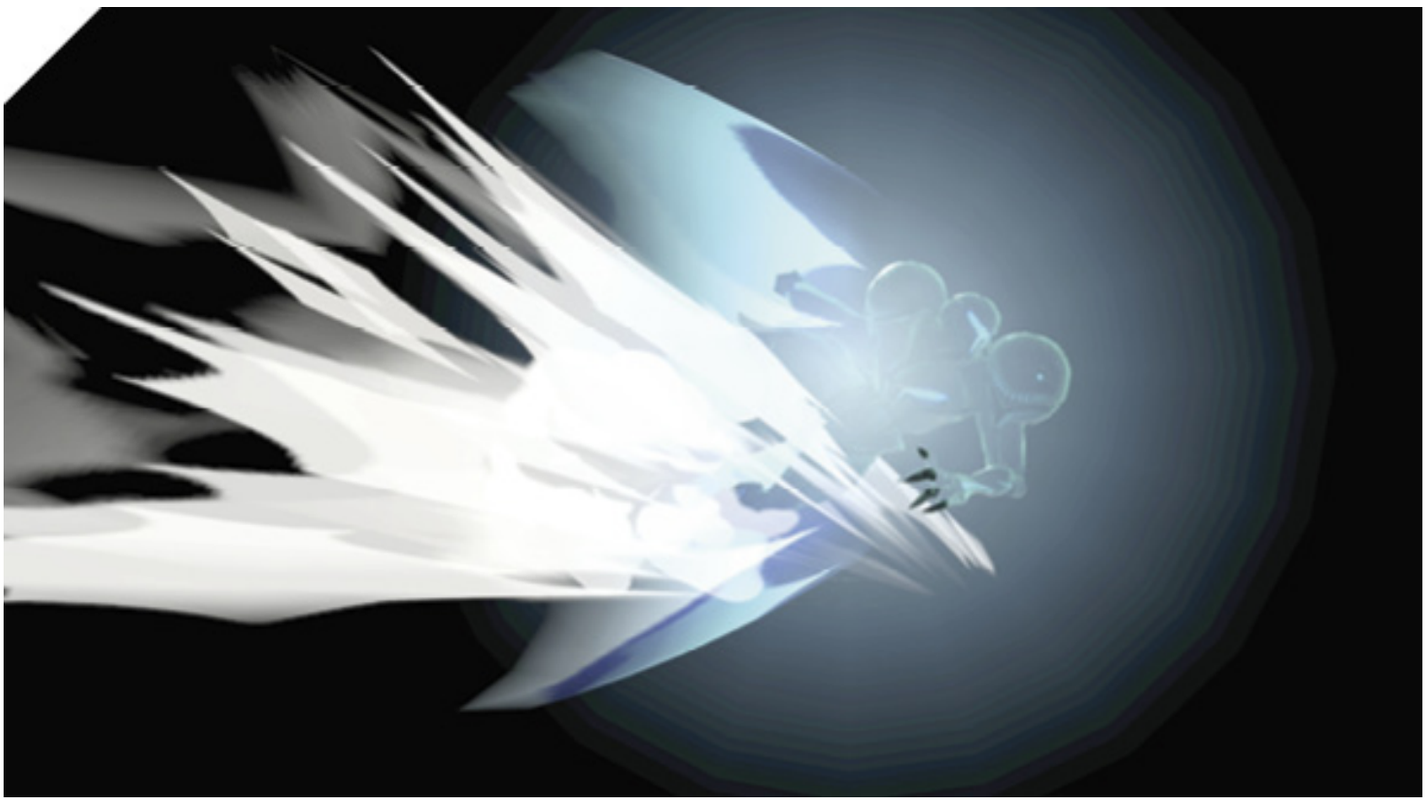
MOVE	DAMAGE	NOTE
Neutral attack 1	3	—
Neutral attack 2	8	Knocks back, low knockback.

Samus delivers a quick straight punch, followed by an overhead smash attack. Samus's neutral attack is arguably one of the weakest links in her arsenal. Against low-damage foes, it's easily punishable and usually doesn't combo, so even if you hit with it, you might still be at a disadvantage. If you're using it defensively (which is basically the only way you should use it), it's recommended that you only jab once, then retreat and start up your zoning game. It's decent as an out-of-shield attack, as long as you retreat to safety after the first jab. Otherwise, Screw Attack should be your main out-of-shield reprisal move.

It's important to note that between the first and second hits of your neutral attack, enemies can put up their shields to defend against the second hit, so it's generally best to skip the second input altogether.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	10	Launches up and away, high knockback. Early hit deals more damage.



While dashing, Samus halts her forward momentum briefly, then shoulder-tackles a nearby foe, launching them up and away into the sky. Samus's dash attack is a high-impact whiff punisher with moderate start-up time. It can be risky to use haphazardly, as it leaves you vulnerable when it's shielded or whiffed, but it has strong KO potential. Samus's slower-than-average dash speed hinders its power a bit, making it relatively easy for your opponent to react to.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	10	Tip of attack deals more damage and knocks away.
Up tilt	13	Launches directly above for potential follow-up.
Down tilt	12	Launches up and away at a slight angle.

SIDE TILT

Samus performs a weighty horizontal roundhouse kick, knocking away enemies in front of her and dealing extra damage to foes hit by her boot. Side tilt is a strong attack with a decent horizontal hitbox and can be used sparingly to keep enemies in check. If you hit with it, you can always begin charging up your Charge Shot, potentially forcing extra shield damage.

UP TILT

Samus performs a crescent axe kick, swinging her boot up above her head and smashing it down on foes in front of her. Up tilt is primarily used as anti-air, but can also be used to start combos when it connects against grounded fighters (follow up with up smash or up air attack).

When shielded, it's punishable by almost all jabs and most tilt attacks. However, when spaced out, it can be incredibly hard to punish, as the shield pushback can put you out of range of reprisals.

On hit against low-damage foes, you can follow up with an up smash for a combo. Against higher-damage enemies, up tilt has incredible launching power, potentially KO'ing when near the top blast zone.

DOWN TILT

Samus slams her Arm Cannon down in front of her, causing a large explosion that launches her victims sky-high. Down tilt is one of Samus's fastest-starting moves and is exceptional for setting up juggles, as it pops enemies into the sweet spot where you can threaten follow-up up air attack hits. Down tilt is also a superb knockout move against high-damage opponents thanks to its quick speed.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	14	Launches away, high knockback. Deals more damage at tip of attack. Causes knockdown.
Up smash	3x4, 6	Launches directly above. Deals more damage tail end of attack window.
Down smash	10 (12)	Launches away. Deals more damage with rear sweep attack. Causes knockdown.

SIDE SMASH

Samus thrusts her Arm Cannon in one of three angles in front of her, causing a large eruption that blows away foes caught in its blast radius. This is a slow but powerful KO smash attack that can be modified by tilting the control stick up and down while charging.

Side smash is strong for punishing laggy moves and for deterring ledge-hanging foes from using certain ledge-recovery options. Compared to other side smash attacks, it's quite fast, though whiffing it can be devastating. While not so effective as a poke, it's a great way to punish ledge climbs and ledge rolls, but may take practice connecting with its sweet spot.

UP SMASH

Samus delivers a series of Arm Cannon blasts in a front-to-back sequence above her that juggles her foe before knocking them up into the air. This ground-based anti-air leaves you vulnerable to reprisal, but can be difficult to deal with for enemies descending on you. It deals great damage, but can be relatively risky to throw out predictably. The last explosive round deals more damage than the rest of the attack.

Generally, Samus's tilts are preferable to her smash attacks, unless you can make hard reads or can react to specific situations and punish the enemy.

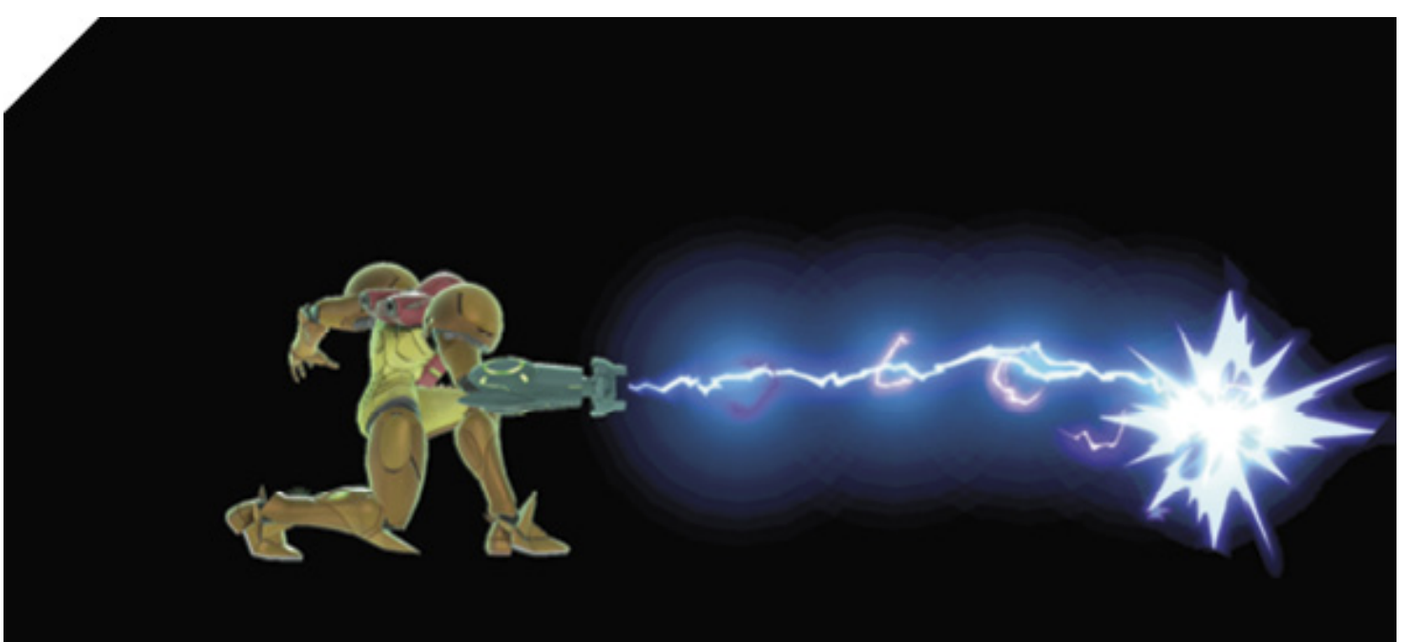
DOWN SMASH

Samus clears out foes from both the front and rear with this two-part leg sweep. It's a relatively risky attack to throw out due to its laggy vulnerability. However, its start-up speed is decent compared to most smash attacks, so you may be able to connect with it against unsuspecting foes (in free-for-all matches, for instance). The rear, second hitbox deals slightly more damage than the initial hitbox.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	10	Forward throw.
Back throw	10	Backward throw.
Up throw	12	Launches directly above with high launching power.
Down throw	8	Launches up and away at slight angle, allowing for follow-up.

GRABS



Samus has a rare tether grab. Unlike most fighters, she doesn't have to be within point-blank range to ensnare her enemies. Samus sends out her Plasma Whip a short distance that reaches just beyond her side smash range, and immediately puts the first foe hit by its unshieldable hitbox into Samus's grab lock. The drawback to having a ranged grab is that it's incredibly slow compared to conventional grabs. Samus's grab takes a quarter of a second to activate from a standing and walking position, and slightly longer from dashing.

Samus can also send out her Plasma Whip while she's airborne (also known as a "zair"). However, this doesn't cause a grab effect on hit and simply counts as a normal hit (although it starts up much faster). It's useful in certain situations, such as for zoning out approaching enemies while you're descending and are about to land on the ground.

Her grab attack is a simple chop with her free hand. Her up throw is a cannon launcher into the air, allowing for potential combo anti-air follow-ups. For her back and forward throws, she chucks her victim with her Plasma Whip, from which you're rewarded with time to charge up your Charge Shot. These two are your edge-guarding and knockout throws. Samus's down throw is a ground slam that pops up enemies in front of her for a possible forward air attack combo follow-up (down throw into forward air is a combo against low-damage foes). Up and down throws are the most commonly used, thanks to their high-damage potential.

Whiffing a grab as Samus is much worse than whiffing a grab as someone like Link or Mario. It's easily punishable, so it's best used once you've conditioned the opponent and you can force them into a defensive shielding posture.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	10, 9	Knocks away.
Forward air attack	3, 1.6x3, 5	First four hits drag enemy. Last hit deals most damage and knocks away.
Back air attack	14	Launches away. Early hit deals more damage, with tip of attack.
Up air attack	3, 1.3x3, 4	First four hits drag enemy. Last hit deals most damage, launches up and away for follow-up.
Down air attack	14	Deals more damage during middle of attack, meteor smashes.

NEUTRAL AIR ATTACK

While airborne, Samus delivers a spin kick that covers the front and rear horizontally. This is your basic air-to-air attack that deals moderate damage. It's quick enough to perform early on in a jump, with little lag, allowing you to follow up with one of her other aerial attacks, depending on the situation.

Neutral air attack is one of your main defensive tools against ground-based aggressors. Use it as you're descending from your hop, or as a fast-fall attack to deter approaching enemies. On hit, you can immediately begin charging up Charge Shot, or you can throw out a Missile to keep up your zoning strategy.

FORWARD AIR ATTACK

Samus descends with a sequence of blasts from her Arm Cannon. The explosions begin above her head and end down by her feet, great for deterring and hitting foes in a wide arc in front. However, the total lag time is considerable, so you generally can't fire off forward air early in a hop, followed by another meaningful attack.

Forward air attack plus short hop cut short into fast fall is a strong air-to-ground and ground-to-ground tool, allowing you to stay mobile while defending with a good area-of-effect attack area.

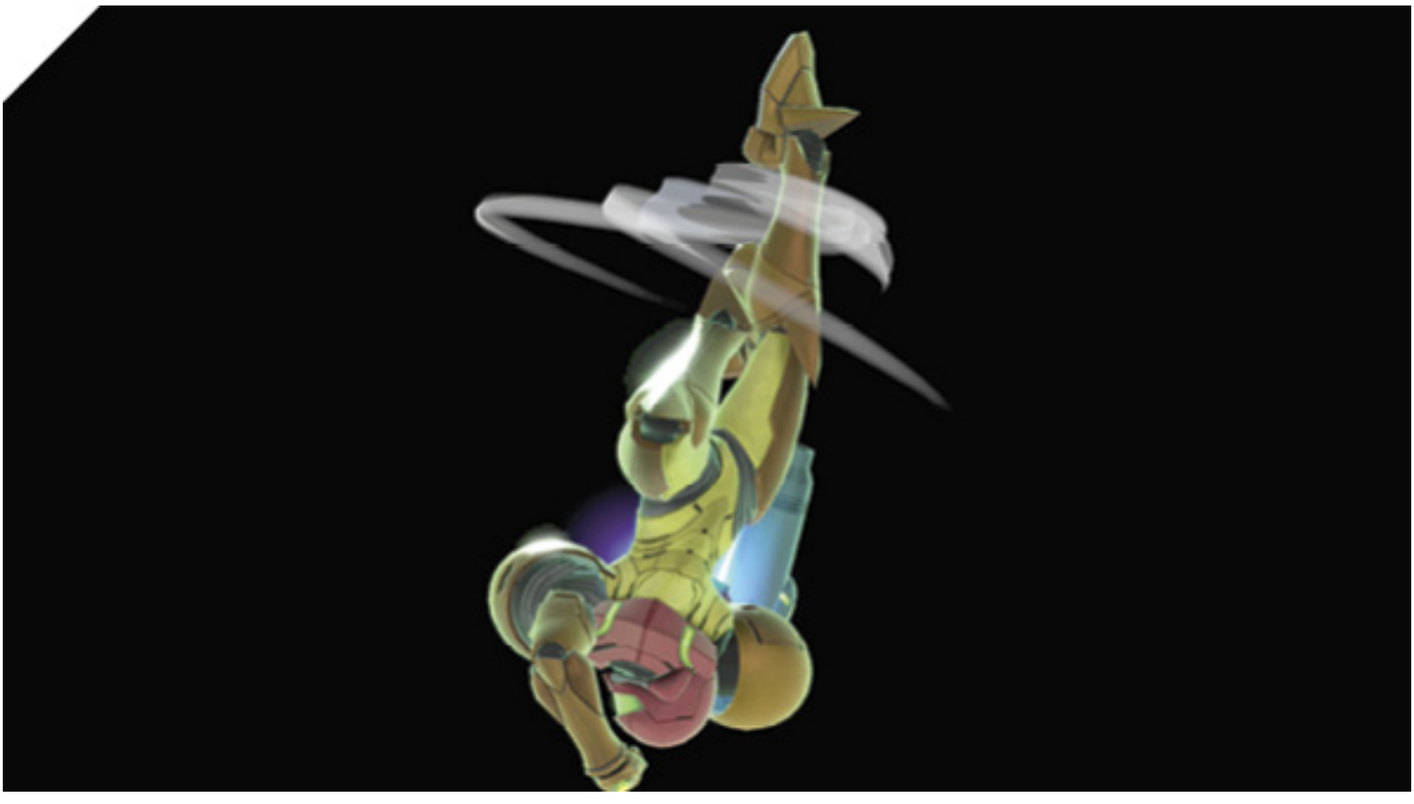
Down throw into short hop forward air is a solid combo against low-damage enemies. You can adjust your hop height against higher-percentage foes, depending on the enemy's weight.

Forward air attack is one of your best edge-guarding attacks. It's extremely difficult to air-dodge because of its persistent hit effects, lasting longer than the intangibility durations of most air dodges. It's also an excellent ledge-recovery tool. While hanging off a ledge, release the ledge and immediately double-jump forward air attack, forcing the enemy to deal with its five blasts as you're jumping back onto the platform. If your opponent shields and you cross them up, you're likely safe from any kind of punishment.

BACK AIR ATTACK

With a hefty amount of force, Samus swings her leg back, booting away foes. Back air attack isn't the fastest air attack, but it's quick enough to safely use as an edge-guarding tool. With your back facing a ledge, you can threaten with back air against recovering opponents, thanks to its decent horizontal reach.

UP AIR ATTACK



Samus performs an upward spiraling drill attack with her legs extended vertically for a multi-hit anti-air. On hit, it launches foes higher into the air, allowing for a potential follow-up air attack.

This is one of your staple air attacks (and likely Samus's best air attack overall), used for combo setups and air-dodge baiting mix-ups. Its end-lag recovery is superb, as the move is relatively quick on both start-up and ending lag. Off a short hop up air attack, you can recover from the up air animation early enough to double-jump into another up air attack.

This attack makes Samus a fierce air controller, as she can maintain a strong advantage while combo-juggling opponents above her. Up air attack is also incredibly effective for recovering to a ledge if an edge-guarding opponent is too close to the ledge. Up air often extends from beneath the ledge and over it, forcing enemies to shield.

Up throw into up air attack is a combo on most fighters at low-damage percentages, and in many cases, you can combo up air into another up air attack, depending on enemy damage and shuffling pattern. Falling (or "deep") up air attack is one of your staple combo-starters. A sample combo is deep up air into another up air attack, finishing the sequence with a Screw Attack.

DOWN AIR ATTACK

Samus swings her Arm Cannon in a wide arc, obliterating enemies beneath her. Samus's down air attack is similar to Marth's and Lucina's down air. There's a specific meteor smash window in the middle of the attack animation. If you can land the meteor smash on an enemy attempting to recovery over to a ledge, you're likely to score a KO. Otherwise, spiking enemies on a solid floor gives you air-control advantage for potential combos and mix-ups.

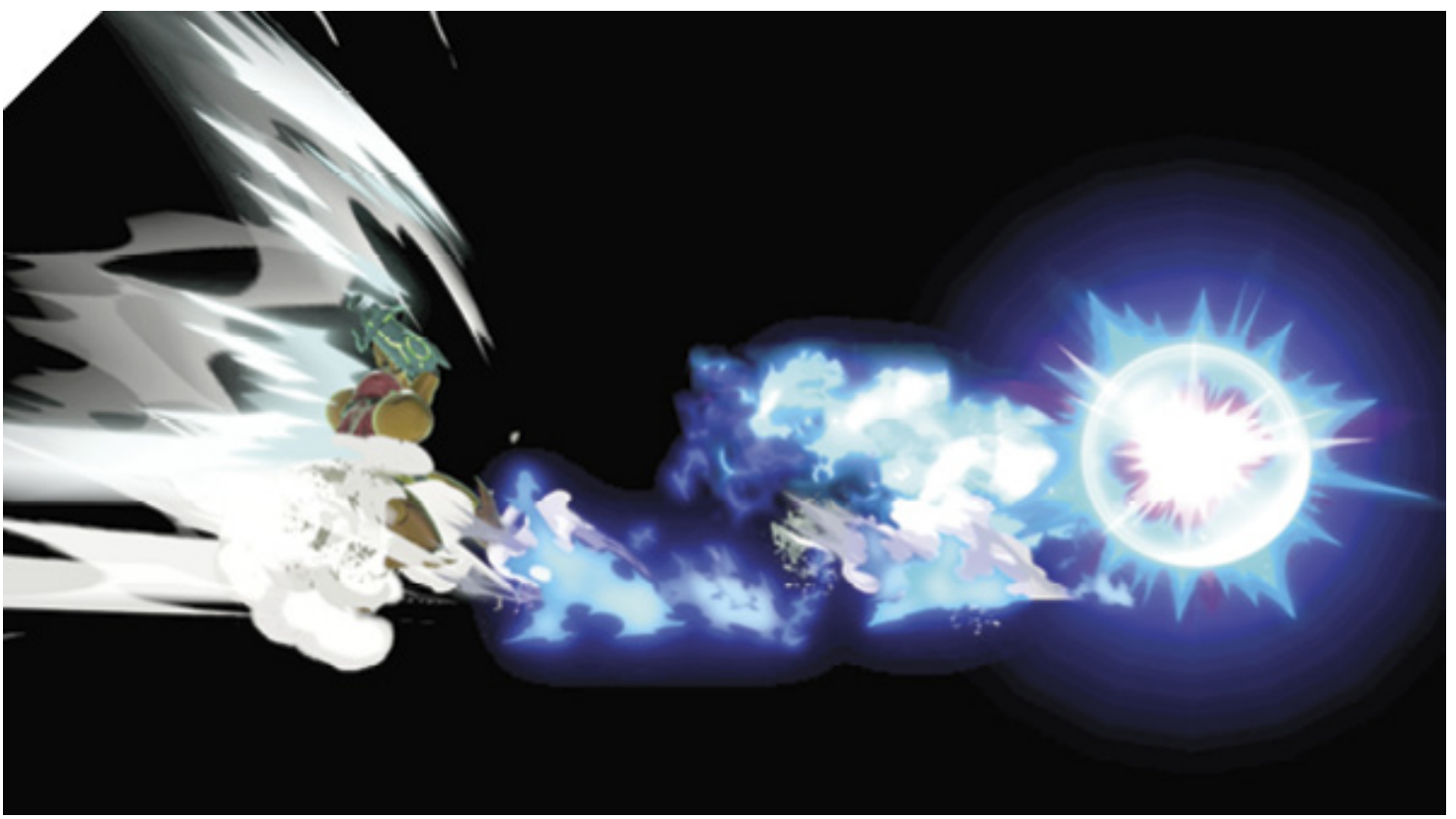
Against a grounded opponent, you can combo deep down air into up smash or side smash, although you have to hit with the meteor portion of down air attack.

SPECIAL MOVES

SPECIAL MOVES

MOVE	DAMAGE	NOTE
Neutral special	5 (28 max charge)	Chargeable projectile. Store charge by canceling charge-up animation with shield or dodge.
Side special	Super Missile: 12, Homing Missile: 8	Super Missile launches up and away for potential follow-up. Homing Missile causes standing hitstun on ground hit.
Up special	3, 1x7, 2	Launches up and away at slight angle, high launch power. Brief intangibility.
Down special	4, 5	Bomb explosion propels Samus up slightly into the air.

NEUTRAL SPECIAL: CHARGE SHOT



Samus charges up her Arm Cannon and unleashes a massive energy-based projectile on command. To start charging, tap the Special button. To release the projectile, tap the Special button again. However, if you charge long enough, Samus stores the attack (signified by her fighter model flashing white). When the shot is stored, you can unleash the high-damage projectile anytime (even while airborne). This gives you a flexible zoning tool, effective in almost any situation.

Max Charge Shot deals a large amount of shield damage (around 70% of total shield HP). If you can get an enemy to shield a max Charge Shot, you'll be close to dizzying them, usually on the next air attack, smash attack, tilt attack, or Charge Shot. Morph Ball Bomb conveniently deals about 30% shield damage, so if you can set up a situation to force the enemy into blocking a Morph Ball Bomb and a max Charge Shot, you can dizzy them and follow up with a big combo.

An alternate method for Charge Shot is to use it repeatedly (as if you're Mega Man) to harass enemies from range.

SIDE SPECIAL: MISSILE

Samus launches a Homing Missile that pursues a nearby target. There are two variations of this attack: a lower-damage Homing Missile with tracking capabilities, performed by tilting the control stick and pressing Special; and a high-damage, high-velocity Super Missile that flies across the screen, executed by flicking the stick forward and simultaneously inputting the special attack.

Homing Missile is useful for controlling airspace and forcing the enemy into moving from certain positions. Super Missile is for dealing high damage and clearing out horizontal space to cover a potential aggressive approach. For instance, from full Battlefield stage distance (of which you'll probably have to earn first), fire off Homing Missile, then use its on-screen presence to dash in and go for a Plasma Whip grab if you can react to the enemy shielding the Missile. Or if you have a max Charge Shot loaded, you can go for a shield-depleting shot following your Missile. Keep in mind you have to be careful against projectile reflectors like Fox's, Falco's, and Wolf's down specials when using your Missiles this way.

As soon as you're launched off the side of a ledge, deploy Homing Missile to cover your recovery, which gives the enemy an extra projectile to deal with and potentially affords you enough breathing room to get back on the ledge.

Super Missile is a much more direct type of projectile. It deals more damage, has a much higher velocity, and knocks up foes, granting combo opportunities. You can combo Super Missile into dashing attack or forward air attack from midrange.

The explosion from your Missiles are visually large, but there's no active explosive hitbox associated with it. You must hit with the Missile projectile to cause any kind of damage.

UP SPECIAL: SCREW ATTACK

Samus spins into the air, and any enemies caught by the move are swept into a multi-hit combo. Screw Attack doubles as a mobility tool for grabbing on to ledges and a strong anti-air thanks to its intangibility window and prominent attack area. Screw Attack is an excellent combo finisher as well as a knockout attack for juggling recovering foes. However, it leaves you vulnerable if you whiff it, so sticking with up air and forward air is recommended.

Screw Attack deals great shield damage. You can generally force an enemy to shield your Screw Attack if you can get beneath them in the center of the Battlefield stage. If the opponent is on the middle platform, for instance, go for a Screw Attack from beneath them, where all of the Screw Attack hits connect, drilling into their shield.

Screw Attack starts up incredibly fast for a special, making it one of your best defensive options, considering Samus doesn't have a practical out-of-shield grab punish.

As a recovery tool, you need to face the direction of the ledge to grab on since Samus cannot grab ledges during the Screw Attack animation.

DOWN SPECIAL: BOMB

Samus transitions into her Morph Ball form and lays a Bomb that detonates after a full second. If Samus is within the Bomb's blast radius, it boosts her and sends her in the opposite direction of the blast.

Bomb is an excellent air-to-ground projectile, allowing you to pester enemies and deplete their shields while they're beneath you, without having to commit to a potentially risky down air attack.

Bombs can be used as a ledge-recovery attack tool against an edge-guarding opponent. While you're hanging off a ledge, pop up (with up or Jump) and immediately input down and special, then land at the very edge of the ledge and roll back off to avoid your opponent's attack and regain invincibility (if you don't touch the ledge with your feet or Morph Ball, you won't regain ledge invincibility).

If you've been launched into the sky and are trying to get back onto ground, use your Morph Ball Bomb to slightly alter your trajectory and descent speed. It also doubles as a kind of mix-up, as the aggressor beneath you has to deal with your Bomb blasts.

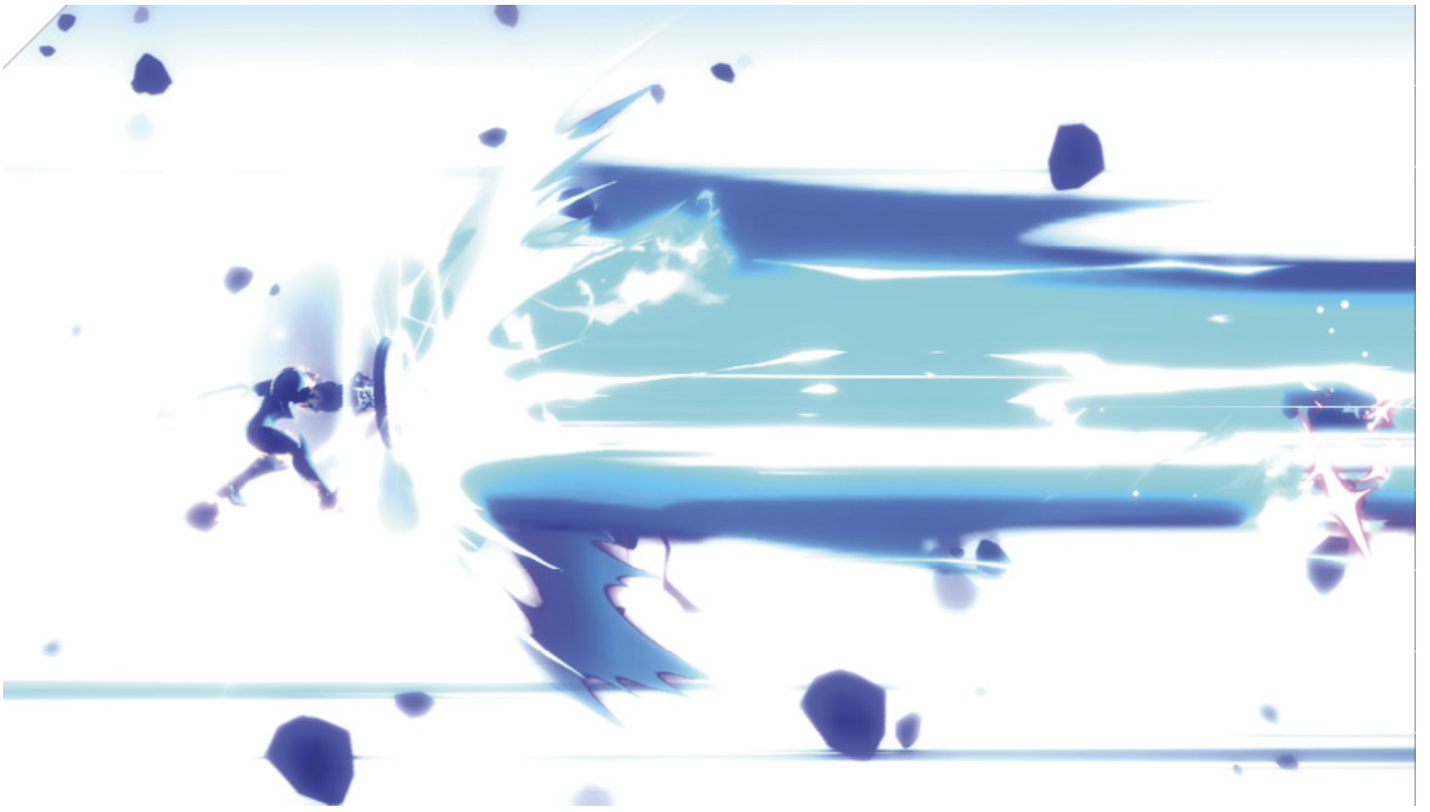
For offensive purposes, Bomb is a superb ledge-grabbing punish. Lay your Bombs to drop on top of the ledge your opponent is going to grab, and if timed correctly, you can punish their ledge-grab animation and potentially follow up with back air to knock them off the stage.

MORPH BALL CANCEL TECHNIQUE

Samus's Morph Ball mode allows for subtle frame-saving buffer techniques. While you're in Morph Ball mode, and as long as you're holding Crouch (down on the control stick), your next attack can be buffered, allowing you to attack earlier than normal. For instance, drop a Morph Ball Bomb, and while holding down on the control stick, also hold Attack. This lets you perform an immediate down tilt, canceled out of your Morph Ball attack. However, this technique truly shines if you set your C-stick to an attack (it can be set to tilt attack or smash attack).

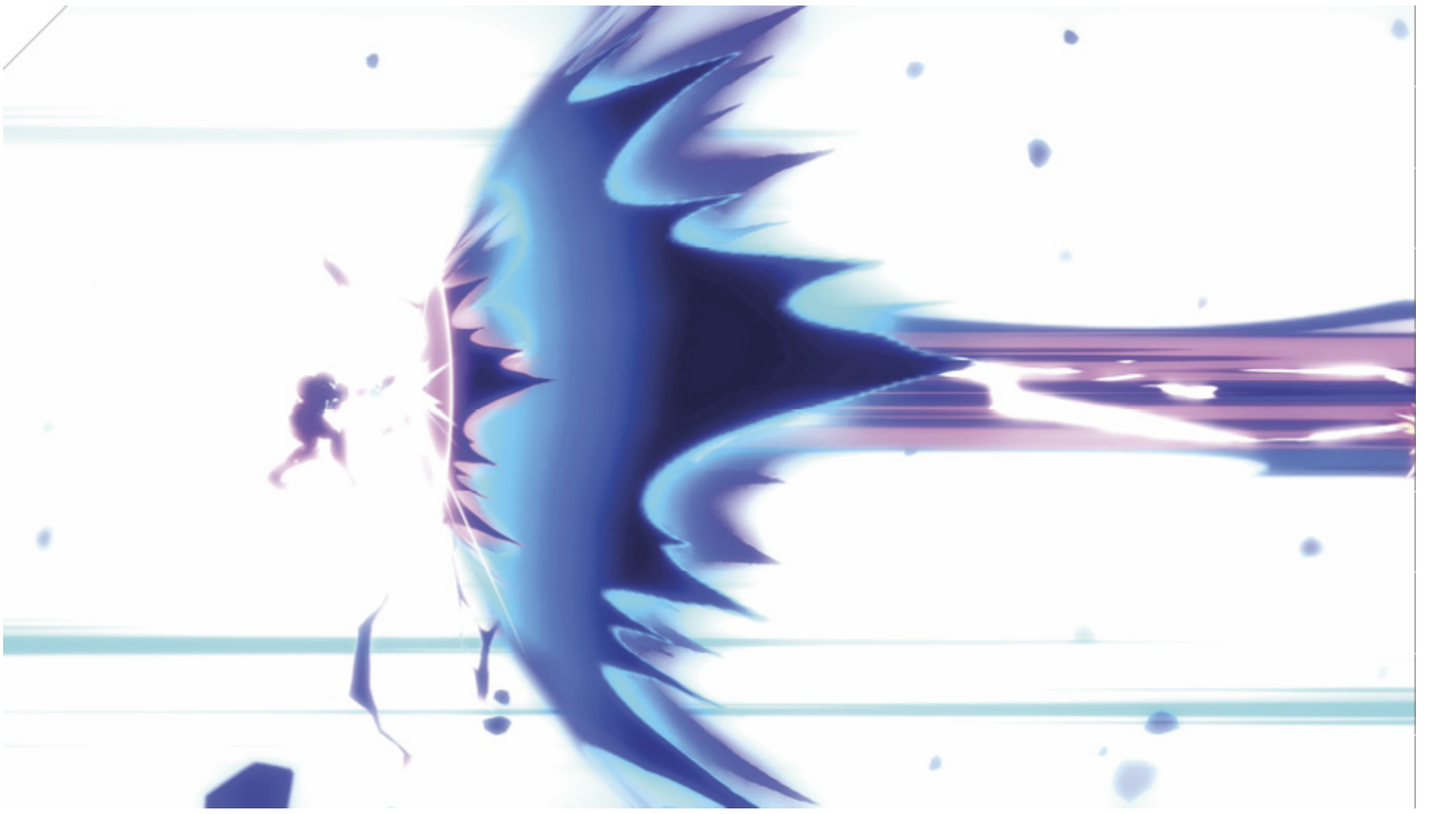
So, to drop a Morph Ball Bomb and immediately attack with up tilt out of it, it's optimally performed by laying the Bomb, holding down on the control stick, and holding up on the C-stick. While this seems like minor time-saving, every frame counts in this game!

FINAL SMASH (SAMUS): ZERO LASER

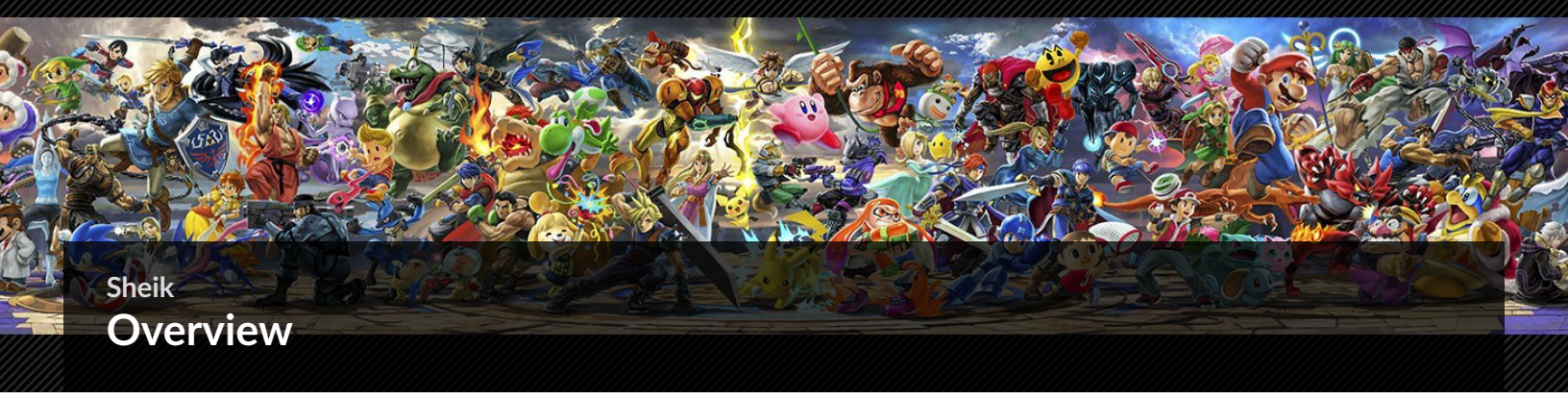


Samus unleashes a massive, long-range beam. You can angle the beam up or down while firing. Enemies caught in its path are sucked into the center and take a high amount of damage.

FINAL SMASH (DARK SAMUS): ZERO LASER



Dark Samus unleashes a massive, long-range beam. You can angle the beam up or down while firing. Fighters are drawn to the center, and the attack repeatedly hits any foes caught in its blast.



Sheik

Overview

Sheik is the quintessential assassin. She's equipped with lightning-fast attacks, outstanding ground speed, and incredible aerial mobility. Her neutral game (the phase in which no combatant has a distinct stage advantage) is one of the best, thanks to her amazingly safe combo-starting ground-based pokes and aerial attacks. Sheik can overwhelm her enemies' attacks, almost with impunity.

Sheik has a high skill ceiling, with combo potential being essentially limitless; the more experience you have with her and the better you are at adapting to enemy shuffling and damage percentages, the stronger your combo game becomes.

Not only is Sheik incredibly quick, but her versatile toolkit allows her to be played in a number of ways. She can fight in a bait-and-punish weaving-in-and-out style of play with forward air, side tilt, and down tilt; or she can pressure foes from afar with her Needle Storm and Burst Grenade, forcing them into making positioning errors.

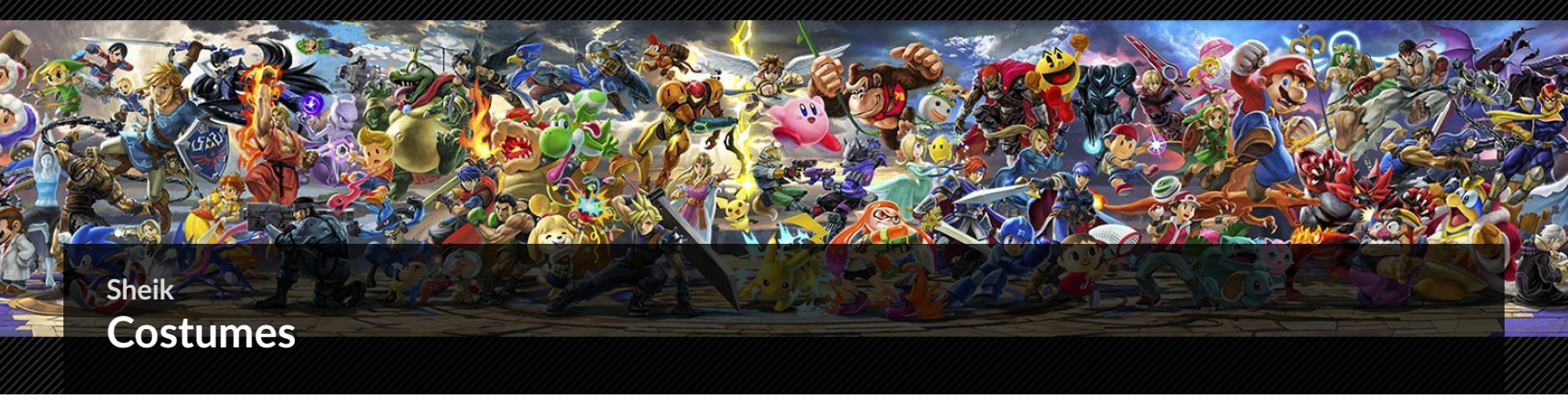
Sheik's mobility options include wall-clinging (by holding control stick against the wall) for up to three full seconds, and low-profile crawling (by holding down-left and down-right). Thanks to her Vanish ability, she also has powerful recovery techniques not available to most of the *Super Smash Bros. Ultimate* cast that allow her to safely grab on to ledges from below platforms while skipping the usual windows of vulnerability.

While Sheik's array of attacks deal low damage on their own, this weakness can be considered an advantage; low damage equates to low knock-up and knockback, which equates to better comboability, which then translates into more stage control and more potential knockout opportunities.

SHEIK VITALS

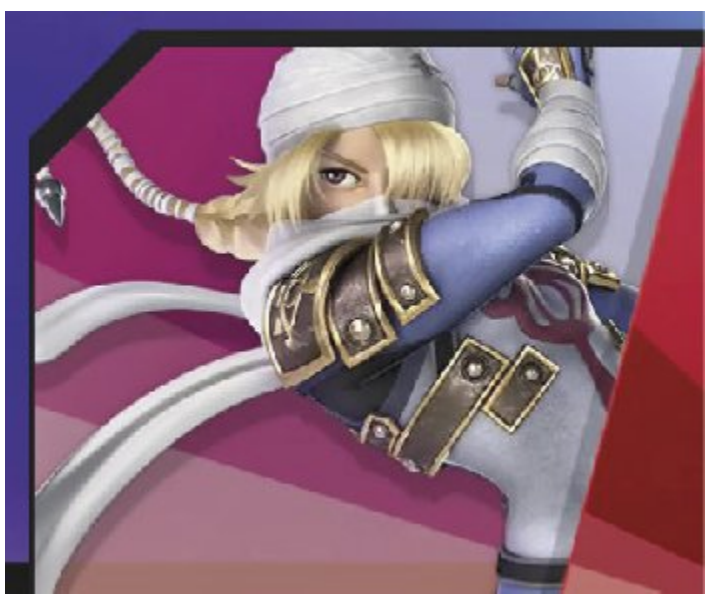
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	Yes
Tether:	No
Wall jump:	Yes
Wall cling:	Yes

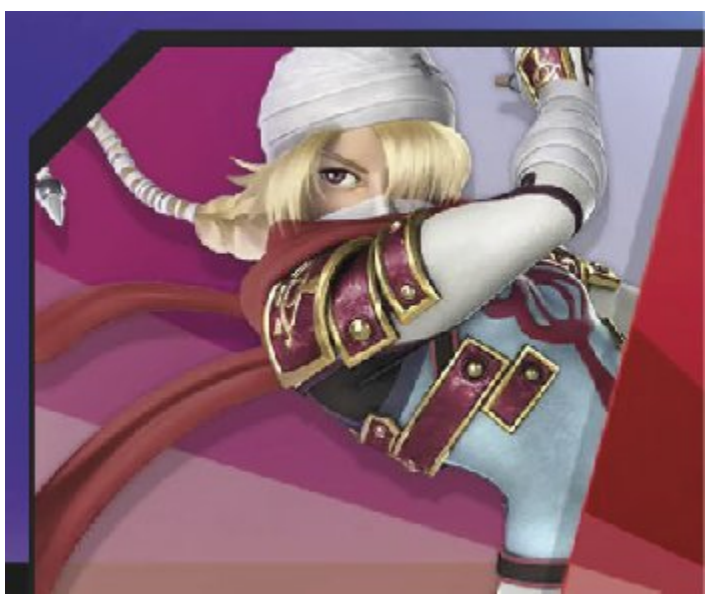
MOVEMENT RANKS	
Ground speed:	A+ (4)
Air speed:	B (19-24)
Falling speed:	B (20-21)
Weight:	F (70)

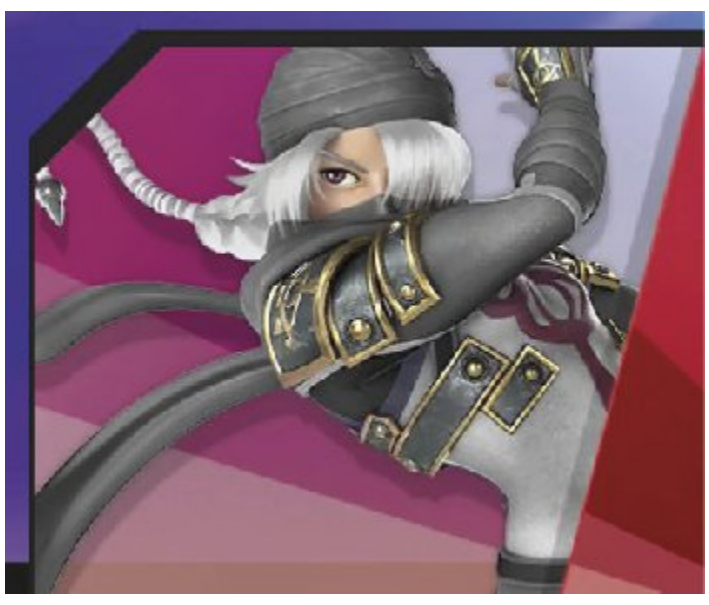


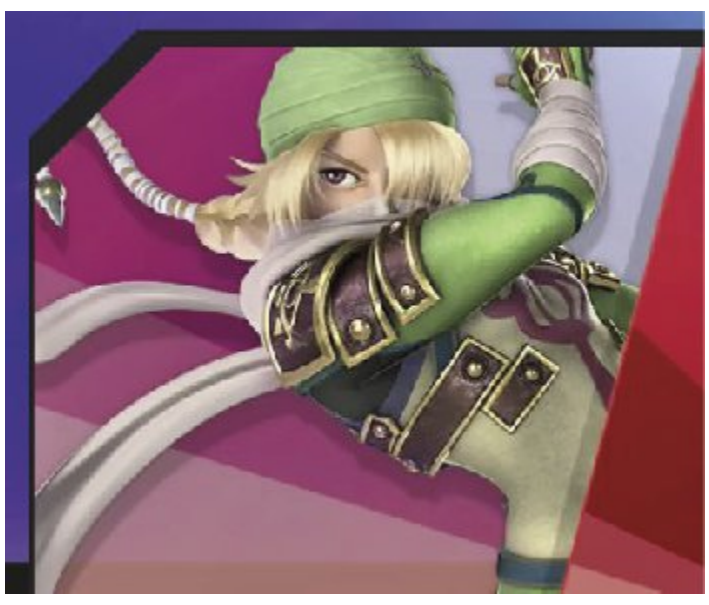
Sheik

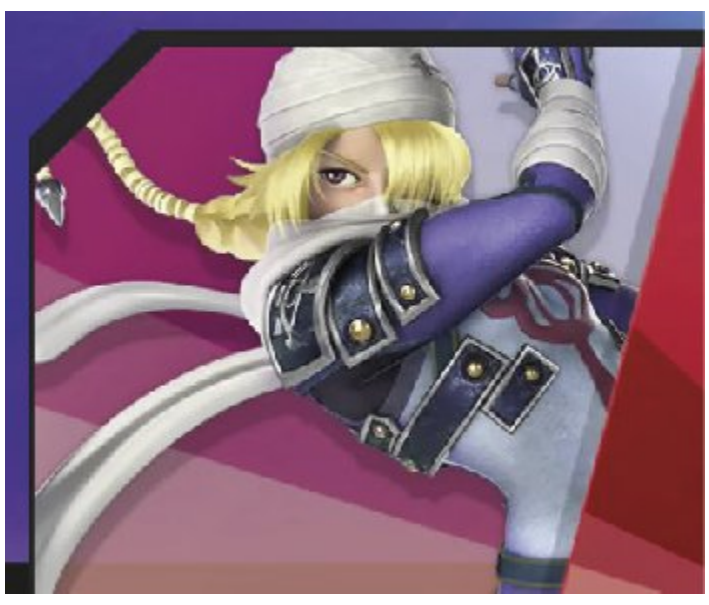
Costumes

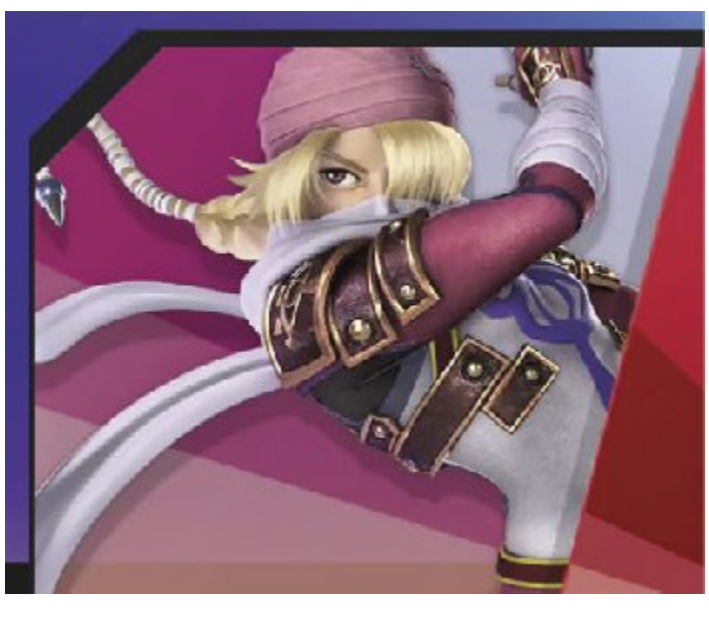


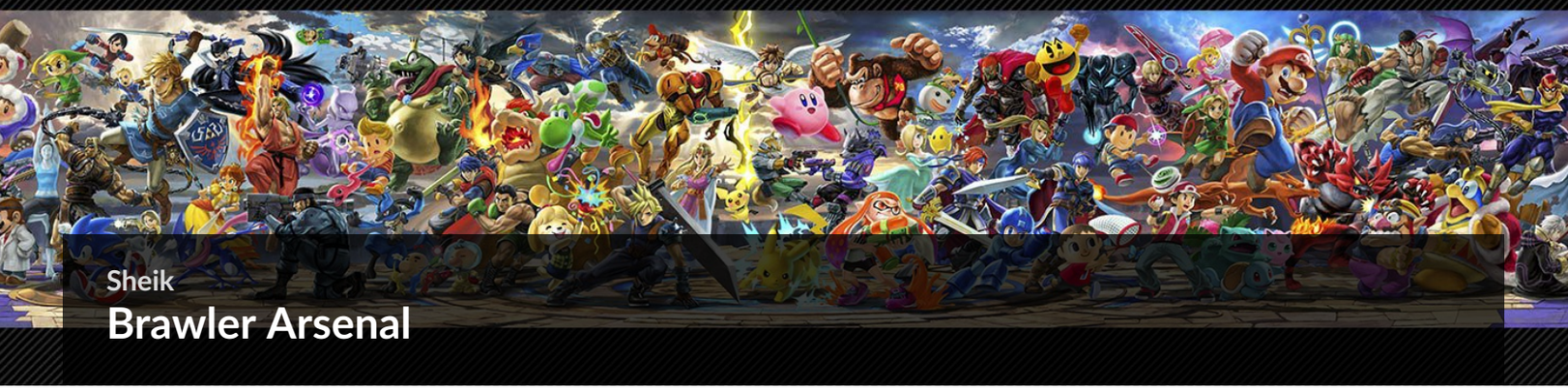












Sheik
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2	—
Neutral attack 2	1.6	—
Neutral attack 3	0.3xN, 2	Launches away. Hold Attack to loop.

Sheik's incredibly fast jab is one of the best offensive neutral attacks in the game. When shielded, she's free to act at the same time as the opponent. Since her neutral attack comes out so quickly, she can beat out any kind of defensive response (unless it's a well-timed shield-grab reprisal). Sheik's jab is so quick that it can be looped into repeated jab strings (i.e., you can combo neutral attack 1, 2 into neutral attack 1, 2). While it may not be practical in most high-octane matches, it demonstrates her jab combo's advantage and speed.

Jabs can be used both defensively and offensively. They can be used to follow up neutral air, forward air, and tilt attacks, allowing you to keep up offensive pressure safely.

The main weakness in her neutral attack is its low range, although this is mitigated by Sheik's remarkable speed, as she can generally get into jab range whenever she pleases.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	7	Launches up and away.

Sheik uses her high-velocity dash momentum to carry out a horizontal slashing attack with her fingertips that knocks enemies into the air. While it boasts an impressive start speed for a dashing attack, Sheik's dash attack launches foes up and far away from you, leaving little possibility for further combo damage. Because it has a lot of end lag (compared to Sheik's side and down tilt attacks), it's generally best saved for rare situations, like if you need the extra dash distance for punishing a retreating enemy. Otherwise, you're better off using a sequence such as dash into side tilt, down tilt, or jab. Since Sheik's dash speed is so remarkably quick, you should always be able to close the distance to get into range of your safer tilt attacks (they also lead into combos, whereas dashing attack does not).

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	3	Knocks up for potential follow-up.
Up tilt	3, 4	Knocks up for potential follow-up.
Down tilt	4.5	Knocks up for potential follow-up.

SIDE TILT

Sheik performs a swift slashing kick aimed forward at an upward angle that pops up enemies struck by it. Side tilt is one of your bread-and-butter attacks. It's remarkably fast and combos into essentially any kind of follow-up, including another side tilt. At lower percentages, your goal is to set up your foes into a side tilt knock-up, allowing you to combo into short hop forward air attack, which then leads into a plethora of other possible juggle opportunities. For instance, against a Luigi-sized fighter at around 25%, you can side tilt into side tilt, forward short hop forward air, then finish with a dashing jump forward air into double jump forward air.

At higher percentages, side tilt provides enough vertical launching power for a jump up air attack follow-up.

UP TILT

Sheik extends her heel above her, perpendicular to the ground, then after a very brief pause, drives it downward into the ground, knocking up foes struck by the axe kick. Like many of her attacks, up tilt can be used to set up and extend combos. The first heel hit naturally combos into the axe kick portion, which pops the opponent up into a potential follow-up (such as forward short hop forward air). You can use up tilt as an anti-air against foes coming down from directly above you, then dish out additional damage with follow-up attacks.

DOWN TILT

From a low-profile prowling position, Sheik sweeps the enemy off their feet and into the air for a potential follow-up. The tip of down tilt knocks up foes vertically, while the inner portions of Sheik's leg pop them up at a slight away angle. Either launcher can be used to start combos, but the tip launcher makes it much easier to follow up with side tilt since the enemy is knocked up closer to you. Against medium-sized fighters at around 20% damage, you can do down tilt (tip hit), side tilt, forward short hop forward air, fast fall, then dash in for another juggle mix-up opportunity.

Although down tilt is an amazingly quick and safe poke with combo potential, its only drawback is that Sheik has a slightly better poke with her side tilt. Down tilt deals a bit more damage, is slightly faster, and Sheik's vulnerability during the attack is minimal thanks to her low-profile crouch.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	5, 8	Launches away.
Up smash	15	Vertical hit launches upward. Horizontal hit launches away. Arms intangible.
Down smash	4, 6	Launches up and away. Double-sided attack.

SIDE SMASH

Sheik delivers a heavy side kick to the opponent's midsection, then transitions into a spinning flying kick, blasting the enemy away. Like most of Sheik's attacks, her side smash starts up quickly compared to most other brawlers' smash attacks. But it leaves you exposed to reprisals, including out-of-shield tilt attacks and, of course, shield grabs.

Side smash can be used to punish high-lag whiffs and air dodges. Its high launching power makes it strong for finishing off foes near side blast zones.

UP SMASH

Sheik raises her arms directly above her, then slashes them down to her sides, knocking back foes in front and behind. This is Sheik's most damaging attack. While it's unsafe if whiffed and when shielded, you can use it to punish air dodges and rolls thanks to its double-sided hit effect. Like most finisher attacks, if you make a good read on the enemy's forward aggression, you can throw out up smash to knock them out of the stage if they're close to a blast zone.

It's also a strong anti-air attack. As Sheik raises her arms, they're intangible, so if a descending foe comes down on you with an attack, you'll most likely beat them out if you challenge their attack with a well-timed up smash. Against middleweights at around 120%, this is essentially a guaranteed knockout.

DOWN SMASH

Sheik spins on her back and performs a windmill kick attack, launching away foes around her. Down smash is a double-sided attack with limited use in one-on-one battles. It's extremely unsafe when shielded and is easily punishable on whiff. It should be left out of your neutral game arsenal altogether since, even if it hits, it doesn't set up any meaningful damage follow-ups.

It has its uses in free-for-all and team battles if you're surrounded by multiple foes.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1	—
Front throw	7	Forward throw. Launches up and away at slight angle.
Back throw	7	Backward throw. Launches up and away.
Up throw	6	Launches directly above.
Down throw	6	Launches up and away at slight angle for potential follow-up.

GRABS

Sheik's grab suffers from having one of the shortest ranges in the game, but her incredible dash speed makes up for these shortcomings. All of Sheik's throws launch the enemy vertically into the air (even her forward and back throws), making them effective for juggle-trapping foes and less effective for instant side-blast-zone knockouts.

Front throw allows for combo opportunities against certain fighters, such as front throw into forward air, double jump forward air.

Down throw into jump forward air into double jump forward air is a potential guaranteed combo against certain weight classes (such as Mario at 30%). Alternatively, you can simply do down throw into jump up air attack (adapting to how the opponent shuffles).

You can also down throw into footstool, then fast-fall into a low-altitude back air attack to punish the opponent's tech get-up. Otherwise, you can hit them with an off-the-ground attack (or "lock" hit) for added damage.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	6	Deals more damage early hit.
Forward air attack	4.5	Knocks up and away, low knockback. Extremely low landing lag.
Back air attack	9.5	Knocks back. Deals more damage with tip of early hit.
Up air attack	1x3, 4	Launches directly above. First three hits can drag.
Down air attack	10, 2	Landing hit causes up-and-away knock-up for potential follow-up. Early hit causes meteor smash. Stall-then-fall attack.

NEUTRAL AIR ATTACK

Like Mario's and Link's neutral air attacks, Sheik's extends a persistent hit effect that, in conjunction with fast fall, makes for an exceptional air-to-ground and air-to-air attack. While forward air is your primary offensive air attack, its hitbox doesn't stay out as long. You can mix up your deep forward air attacks with early neutral air attack into fast fall to keep your foes on their toes. Once you condition them with neutral airs, you can start going for empty short hop fast fall grabs and other mix-up tricks.

It's a strong aggressive option, but it's riskier than using forward air. If it's shielded early on (i.e., if it's not connected "deep," low altitude), it can be punished with a shield grab as soon as you land. You can make it much safer by crossing over the enemy and landing on top of their head with Sheik's rear leg hitbox.

If you short-hop neutral air (made easier with the shortcut of Jump+Attack), you suffer no landing lag since your neutral air attack animation end before you land.

FORWARD AIR ATTACK

While airborne, Sheik performs a swift slash with her hand that arcs directly in front of her and at a slight downward angle, knocking up foes for a potential follow-up.

Forward air attack is a staple tool in your arsenal. It's a versatile attack that's safe to throw out in most situations, thanks to its low air and landing lag. You can use it as an air-to-air poke, an air-to-ground offensive maneuver, and of course, to extend and finish combos.

Sheik's offense-based aerial game centers around using her fast jump and fall speed in conjunction with her forward air attack, so learning how to manipulate your jumps while timing your forward air attacks is crucial. You can usually convert any connected forward air attack into a follow-up. Off of a low-altitude or ground hit, you can usually dash in for a side tilt. At medium and higher percentages, you can follow up with another dashing full/short hop forward air, then double jump forward air.

Performing "while-rising" forward airs canceled into fast fall should be a part of your muscle memory, since you need to use it in combos frequently. Depending on enemy percentages and your rage buildup, you must be able to short-hop and jump into well-timed forward airs to maximize your damage output.

BACK AIR ATTACK

In midair, Sheik thrusts her right leg back behind her at an upward angle, knocking away enemies. Back air attack is primarily used as an edge-guarding tool in conjunction with Bouncing Fish. It can also be used offensively to start standing hitstun combos at lower percentages, or to stop aggressive enemies chasing you as you back away. You can do a deep back air jump-in attack followed by a down tilt, side tilt, forward short hop forward air, fast fall, dashing short hop forward air attack, for instance.

UP AIR ATTACK

Sheik delivers an up-angled corkscrew attack, similar to Samus's up air. On hit, it launches foes upward into the sky. While it isn't particularly effective as a poke, up air is a solid attack used to finish off foes near the upper blast zone. Its narrow, vertical attack range can make it challenging to hit with unless you send your opponent into the air with a vertical launch.

The first three hits of up air attack cause a "drag" effect, allowing you to pull foes through the air into certain positions. For example, against an airborne foe around jump height, you can perform the following: at the peak of your jump, up air attack, then immediately cancel into a fast fall, then as your foe is left next to you, you can follow up with a side tilt or down tilt combo-starter. To mix it up, you can go for a throw instead, if you think your opponent will raise their shield.

DOWN AIR ATTACK

Sheik halts her aerial momentum briefly, then dives down with a forceful kick attack, driving her weight into the ground. Upon landing, she causes a small eruption that launches foes. Down air attack causes a meteor smash effect during the early portion of the attack, right as Sheik begins her descent. It's essentially a kamikaze attack if performed offstage, since you have no way of reversing your trajectory or recovering after it hits.

As one of Sheik's riskiest attacks, down air is difficult to use effectively without being punished for it. Like most stall-then-fall attacks, it leaves you vulnerable when shielded, and its landing lag is quite significant.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	1.5xN (6 max)	Charging increases needle count (1/3 second per needle). Damage falls off to 0.8 halfway.
Side special	1, N (vacuum), 12.6 (explosion)	Explosion launches away. Pre-blast vacuum; sucks in and deals low damage. Hold to throw farther.
Up special	12, 5	Intangible. Input direction to control.
Down special	11	Knocks back. Input Attack to kick. Can control midflight trajectory.

NEUTRAL SPECIAL: NEEDLE STORM

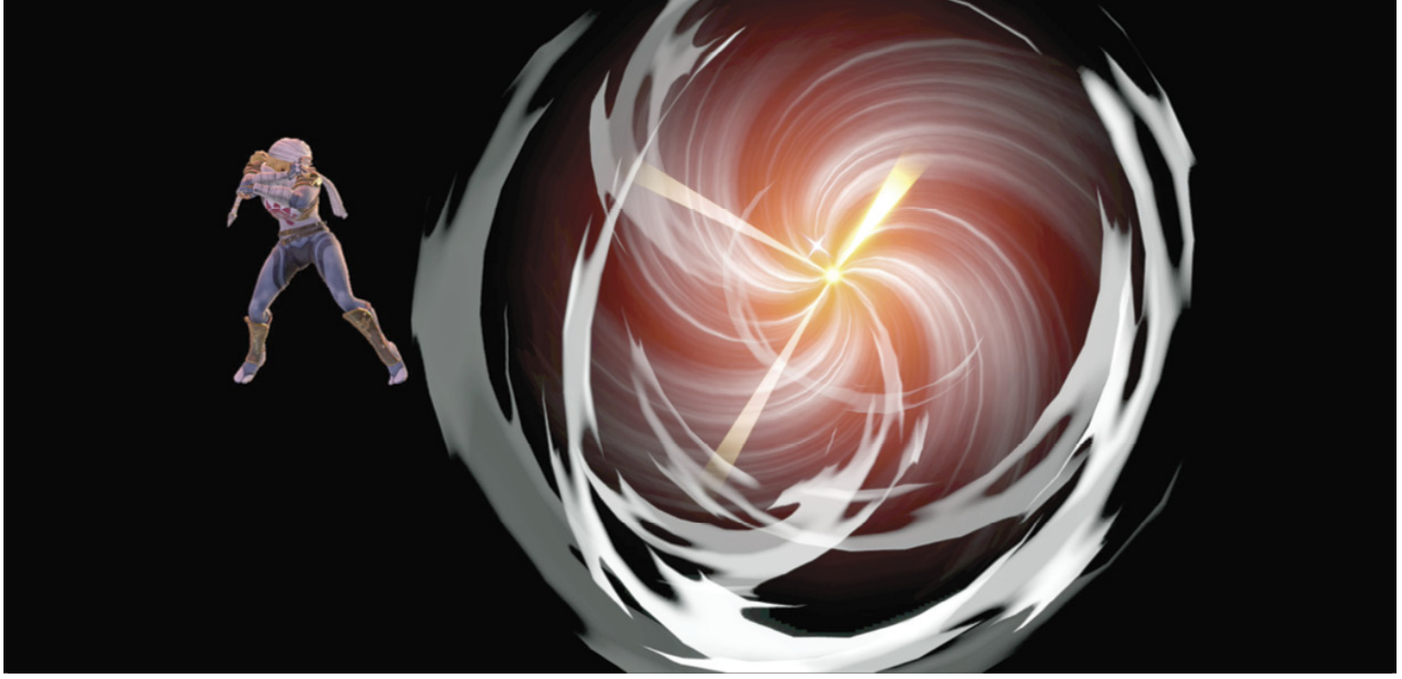
Sheik loads up throwing needles between her fingers, then throws them directly forward, piercing her foes. While airborne, Sheik throws them at a down-forward angle. Needle Storm projectiles deal more damage during the first half of their flight.

Before Sheik throws her needles, she goes into a loading stance, loading up to a maximum of five needles to throw out in a direct line. Each needle takes a third of a second to load, so to quickly throw out a fully charged Needle Storm, you need to charge for just under two seconds, then immediately hit Special again.

Needle Storm charge is cancelable into shield, jump, dodge, and needle release, allowing you to keep your stored needle load. The best time to cancel the charge is as soon as you see the visual spark effect on Sheik's needle-loaded fingers. This indicates when an additional needle has been loaded.

Using Needle Storm in your neutral game is rather straightforward. It's a long-range high-speed attack that deals damage, forcing action from the enemy. It's too fast to use as a combo-starter or as cover for a follow-up offense, but it's excellent for dishing out quick shield damage and keeping stage control. It's best used at max charge since firing needles causes a significant amount of lag. Charging your needles from long range can provoke the enemy into attacking you since they can't simply allow you to charge up a high-powered projectile attack freely. Use this to your advantage and cancel out of your charge with a jump, then surprise your foe with an attack.

SIDE SPECIAL: BURST GRENADE



Sheik throws a grenade, attached to a chain, at the enemy. After a full second, Sheik pulls on the pin, using the attached tripwire in order to detonate it. Upon detonation, the grenade inflicts a damaging gravitational effect, pulling in nearby foes before incinerating them with an explosion. Burst Grenade throw range and detonation time can be extended by holding the Special button. Release Special to have Sheik pull the pin.

If Sheik is interrupted as she's pulling out a Burst Grenade (and before its pin is pulled), it becomes an interactable item that can be picked up and thrown by anyone. The item-grenade doesn't explode, but deals enough damage and hitstun to be used as a projectile. And Sheik can pull another Burst Grenade while there's an item-grenade on-screen.

Burst Grenade has some uses as an edge-guarding tool. If you can hit with its explosion, it deals a large amount of knockback, potentially finishing off enemies at higher-damage percentages. If used while airborne, you can alter your aerial momentum slightly, so in rare instances you can use it during a disadvantage juggle state to throw off your aggressor's juggle timing.

For the most part, it's a risky projectile to throw out haphazardly, due to its laggy animation.

UP SPECIAL: VANISH

Sheik deploys a bomb at her position and then disappears, reappearing behind another damaging explosion. You can combo the first and second explosive hits of Vanish by tilting the control stick toward the enemy's launch path. You generally shouldn't be using Vanish as an offensive tool, though, since Sheik has much more effective, and safer, attacks at her disposal.

Nevertheless, Vanish is one of the best recovery options in the game. Sheik is one of the only fighters who can bypass the momentary vulnerable period right when a fighter grasps a ledge, before they become intangible while hanging. When Sheik is intangible during Vanish (while she's invisible), you can grab on to a ledge while keeping your intangibility. The trick is to Vanish and hold the control stick toward the ledge (to maneuver toward it), then time a down direction input before grabbing the ledge. If done correctly, you're intangible and unpunishable even to the meatiest of attacks. The best way to think of this maneuver is that while you're traveling up past a ledge, as long as you're holding down on the stick, you won't actually grab on to the ledge, but as soon as you let go of down and input a direction toward the ledge, you'll grab it with intangibility.

DOWN SPECIAL: BOUNCING FISH

Sheik performs a backflip through the air toward the enemy and strikes them with a double-heel kick, bouncing off her foe into another unique flip kick. You can alter the trajectory of Bouncing Fish by holding left or right. You can trick opponents with a Bouncing Fish feint by holding the opposite direction as soon as you leave the ground.

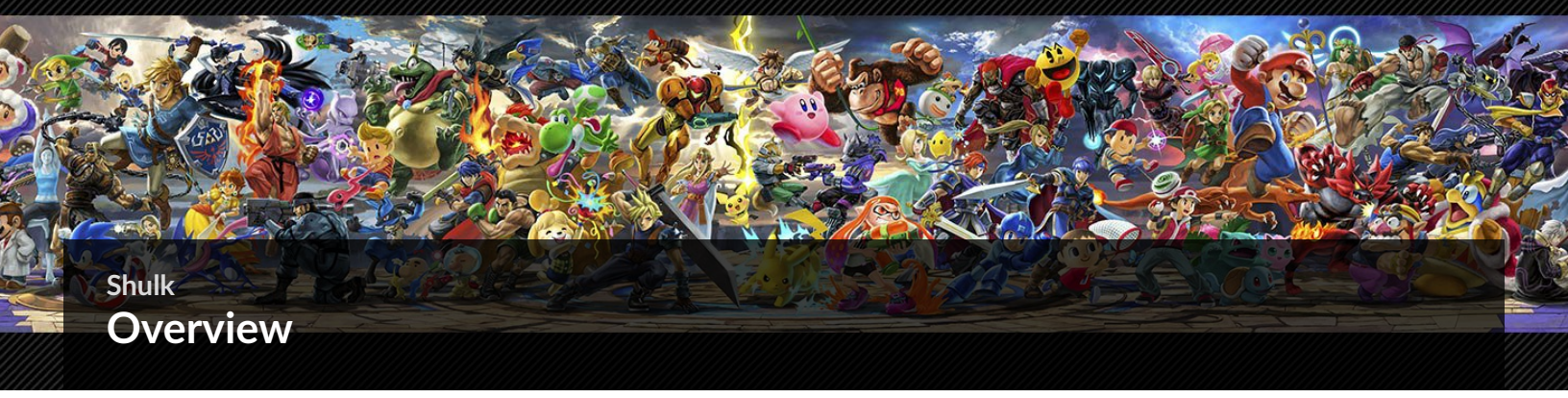
After connecting with the first Bouncing Fish attack, if you immediately cancel the bounce-off jump with the kick attack, you can reduce your landing lag.

Bouncing Fish is a strong edge-guarding tool for attacking offstage enemies since it extends your effective horizontal reach considerably. For instance, after launching a foe off the side of a stage, you can go for a dashing forward hop into forward air attack, then Bouncing Fish farther into its follow-up kick attack, then you can return to the stage with your double jump and Vanish.

If Sheik is hit out of her Bouncing Fish while airborne, she can't use the attack again until touching ground or reaching a ledge.

FINAL SMASH: SHEIKAH DANCE

Sheik charges forward and strikes an opponent in her path. Upon being hit, the opponent is surrounded by darkness, and Sheik unleashes multiple quick attacks. The final attack can strike other opponents as well.



Shulk

Overview

As the wielder of the legendary Monado sword, Shulk's main features revolve around activating Monado Arts, which modifies his attributes in various ways. Each Monado Art comes with increased power, but also increased vulnerabilities in certain aspects. For instance, Buster Art increases Shulk's damage output, but at the cost of raising the damage he receives. Managing Shulk's Monado Arts is vital to optimizing Shulk's potential. Adapting to the situation at hand and activating the appropriate Art can mean a world of difference.

When the Monado's energy blade is activated during Shulk's attacks, its range increases dramatically, enhancing his area control. Most of Shulk's attacks cover large swaths of area with exaggerated angles and arc swings, with his neutral air attack and forward air being some of the best aerial attacks in *Super Smash Bros. Ultimate*.

With the threat of his superior aerial Monado attacks and various offense-based Monado Arts like Speed and Jump, Shulk can condition enemies into turtling up into a shielding posture, from which he can take advantage by going in for jump, feint, and grab sequences.

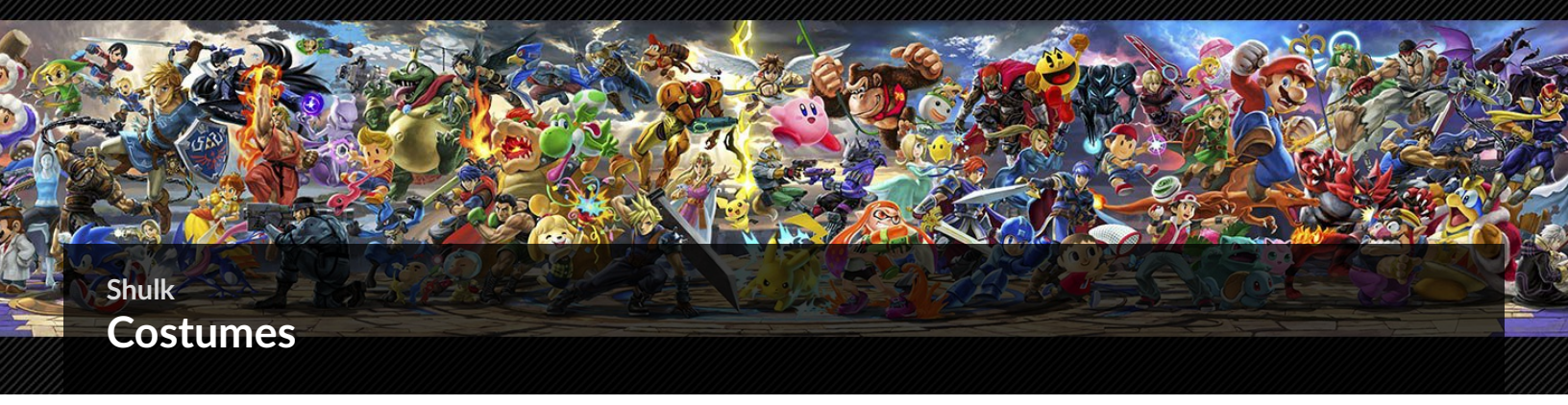
Shulk's air attacks with the Monado all cause a fixed amount of landing lag. Whereas most air attacks in *Super Smash Bros. Ultimate* cause varying amounts of landing lag depending on when you land during the attack's animation, Shulk's are unique in that no matter when you land during his attack animations, his landing lag is constant (although the amount of lag differs between his air attacks).

You can get around this fixed lag by performing your aerial attack early on during your jump so that you go into air lag instead. For instance, if you do jump into immediate forward air, your forward air swing ends while you're still airborne, eliminating any end lag.

SHULK VITALS

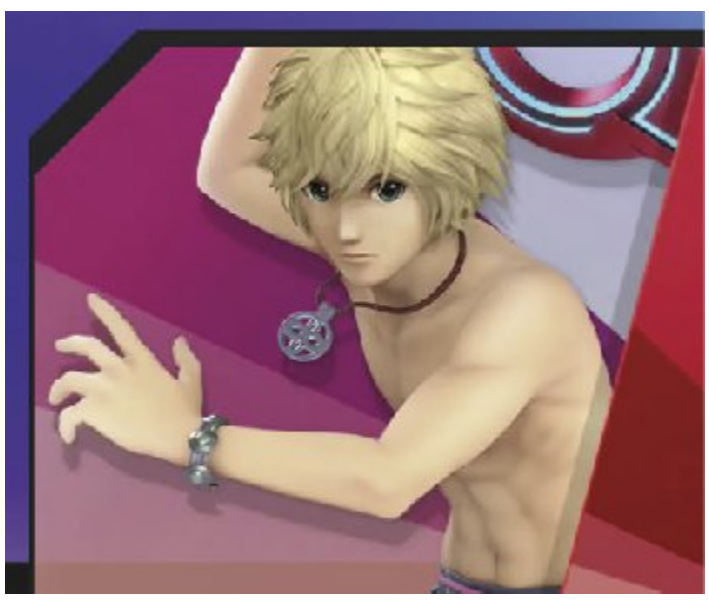
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

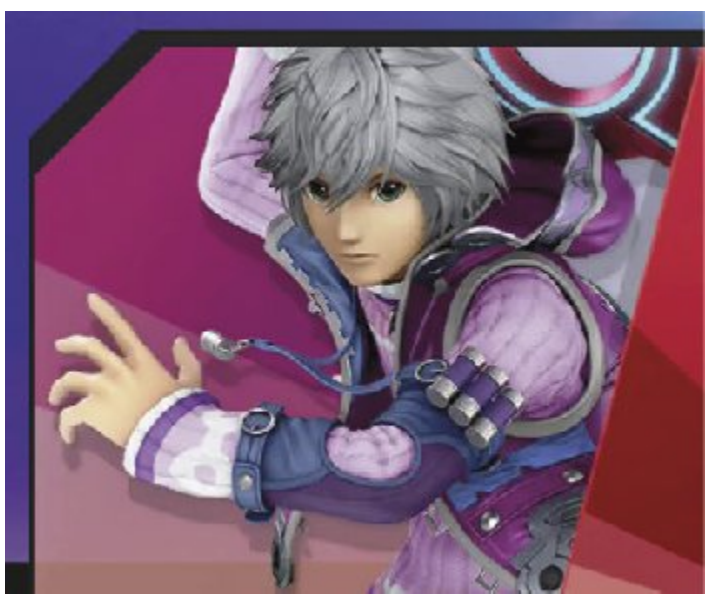
MOVEMENT RANKS	
Ground speed:	D+ (40-41)
Air speed:	B- (31)
Falling speed:	C (40-43)
Weight:	B- (30-31)

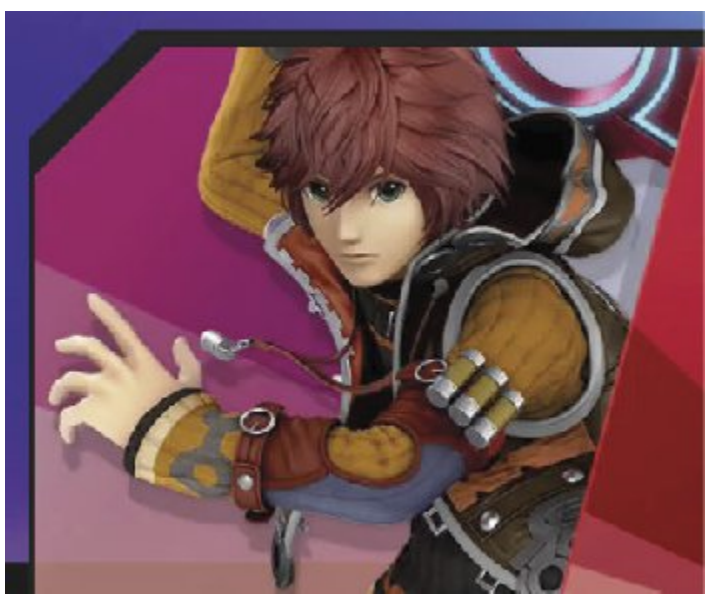


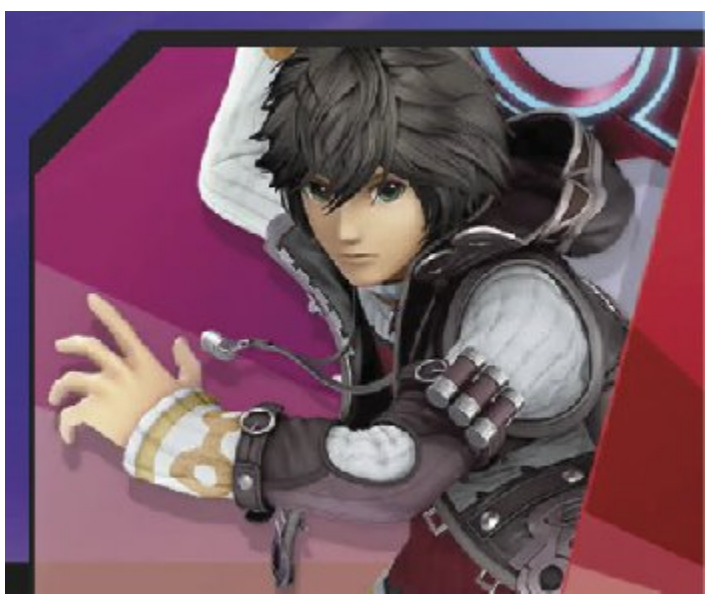
Shulk

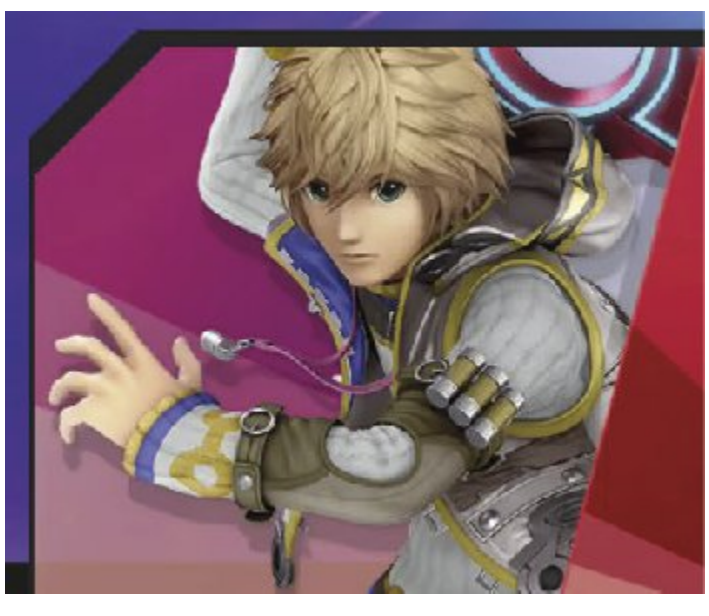
Costumes

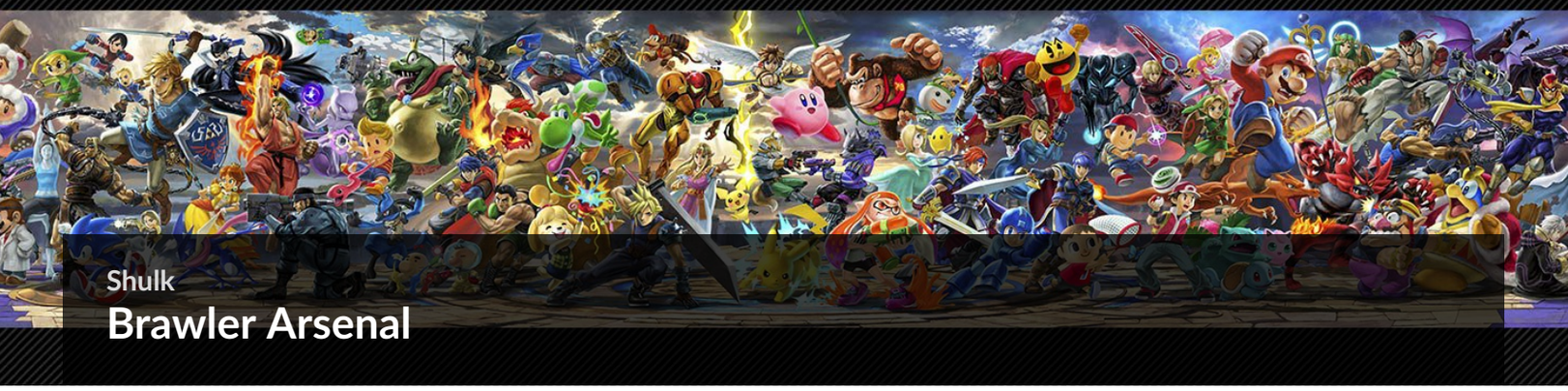












Shulk
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2	Hold on whiff to chain repeated attacks.
Neutral attack 2	1.5	—
Neutral attack 3	5	Launches up and away. Early hit deals more damage.

Shulk delivers a quick jab and follows up with a high roundhouse kick, then finishes the sequence with an uppercut slash of the Monado. On whiff, holding neutral attack allows for repeated jabs. Alternatively, repeated pressing neutral attack on whiff results in the punch, kick, slash "auto-combo."

This jab combo is best reserved as a quick input-buffered punish tool (after shielding incoming attacks, for instance), and to relieve offensive pressure by the opponent. In rare instances, you may get some mileage out of using the follow-up roundhouse and Monado slash attacks on whiff in your ground game, but for the most part, you want to stay off the ground and in the air, as Shulk's aerial moves are so powerful and effective.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	12.5	Launches up and away. Deals more damage with inner hitbox.

While dashing, Shulk mightily swings the Monado in front of him, sending foes flying up and away into the sky.

Shulk's dash attack boasts impressive range and extends an intangible hitbox, out-prioritizing incoming attacks. However, it's highly punishable when shielded or if you miss with it. You can make it safer by spacing it, forcing the enemy to shield the tip of the Monado. However, hits at this range only cause a "sour" hit (although these non-critical hits deal considerable damage nonetheless).

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

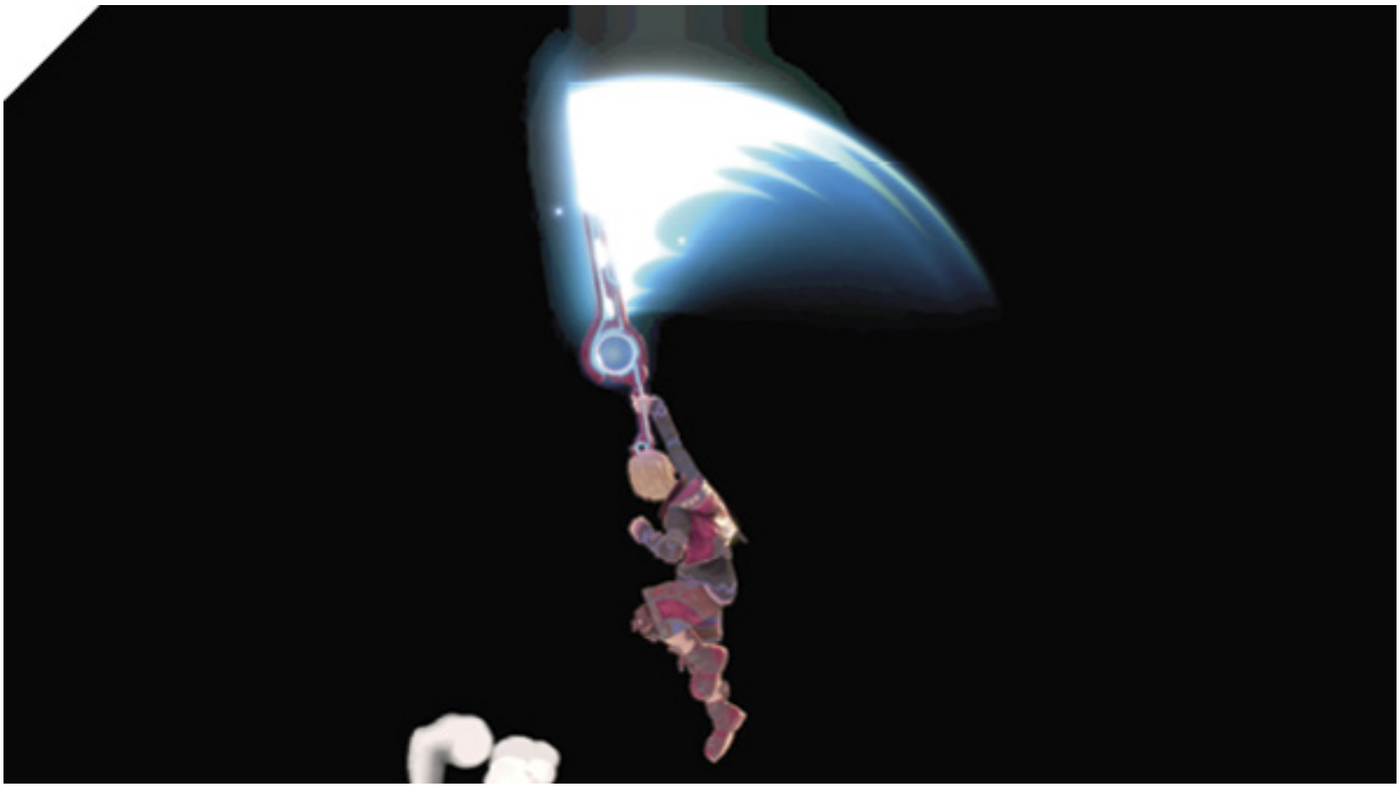
TILTS

MOVE	DAMAGE	NOTE
Side tilt	13.5	Knocks away. Deals more damage with inner hitbox.
Up tilt	10	Launches up and behind slightly. Deals more damage with inner hitbox.
Down tilt	9.5	Knocks up and away. Deals more damage with inner hitbox.

SIDE TILT

Shulk swipes the area in front of him with the Monado. The range on this horizontal blade attack makes it effective and safe to throw out in most ground-to-ground scenarios or as an edge-guarding tool. There's a slight start-up period before it hits, so it may be difficult to implement in combos, but it's one of your most important attacks due to its relatively decent recovery and lag. Like most of Shulk's Monado attacks, his side tilt benefits from Speed Art while maintaining respectable damage. Use side tilt to check grounded and shielding enemies and as a follow-up attack to a short hop forward air attack sequence.

UP TILT



Shulk swings the Monado in a wide arc above him. Up tilt is a quintessential anti-air attack with a pronounced vertical attack effect. It can hit foes directly in front of you, but doesn't quite reach to the rear, making it a situational attack in the ground game. The main advantage to this attack is its vertical reach, giving you incredible anti-air juggle and combo control against descending enemies, such as off of up throw setups.

Up tilt is an excellent kill move against foes at high damage and should be one of your staple ground attacks. Your tilt attacks make for excellent complementary attacks, especially as follow-ups after your forward and neutral air attacks. While you don't usually get a guaranteed combo after up tilt hits against grounded foes, it puts the enemy directly above you, prime for follow-up mix-ups and juggle opportunities.

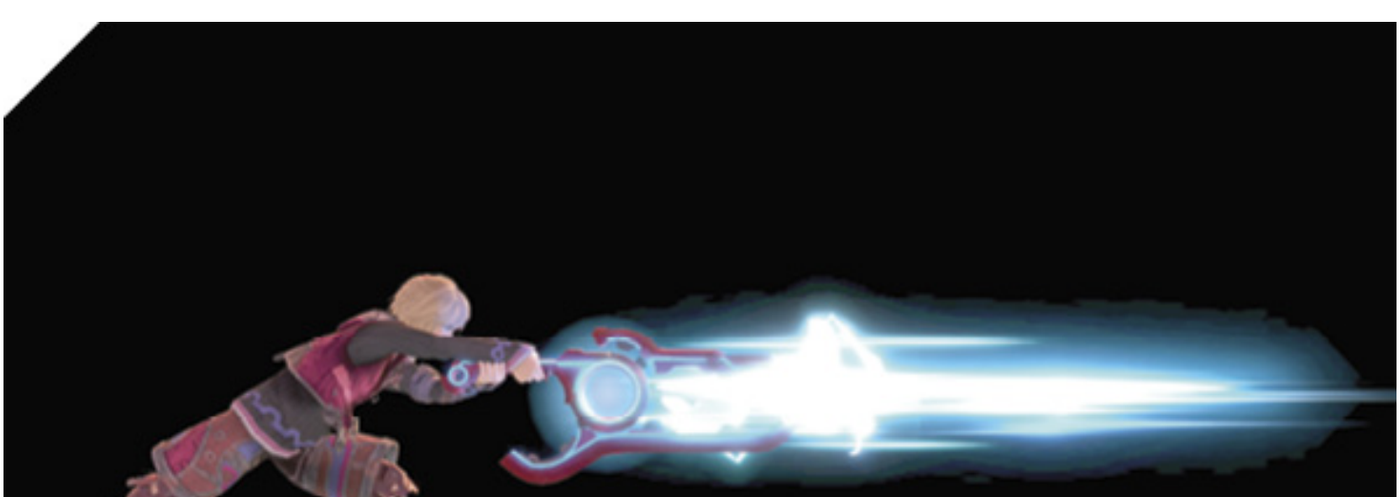
DOWN TILT

Shulk sweeps the ground in front of him with the Monado. Down tilt is primarily used against shorter fighters like Pikachu and Kirby, but decently effective against other fighters because of its range advantage over side tilt.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	5.5, 13	Launches away, high launch power. Deals more damage with inner hitbox.
Up smash	4.5, 13.5	Launches directly above, high launch power.
Down smash	14	Launches up and away, high launch power. Clear-out attack. Deals more damage with inner hitbox.

SIDE SMASH

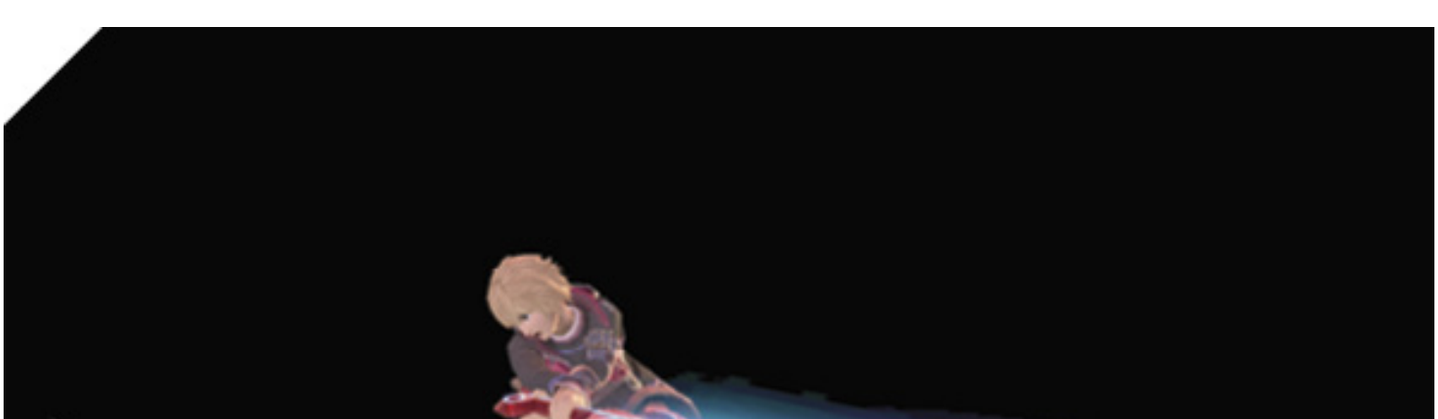


Shulk activates the Monado's energy-extension blade and delivers a mighty thrust in front of him. Thanks to its incredible range, Shulk's side smash is a decent poke tool. However, as with most smash attacks, it comes with the price of considerable lag, making it relatively dangerous to use often. You're generally better off using neutral air and forward air attacks as pokes since they're safer and allow you to remain mobile.

UP SMASH

Shulk thrusts the Monado blade straight into the air, piercing foes above him. Up smash is the vertical variant of side smash and should be used sparingly. While these smash attacks deal incredible damage, they leave you highly vulnerable. High-speed fighters are sure to punish your whiffed smash attacks, so try to stick to using your tilt and air attacks.

DOWN SMASH



With the Monado's projected energy blade, Shulk performs a 360-degree floor-sweeping spin attack. This sword sweep is a clear-out attack, potentially hitting multiple surrounding enemies. Naturally, it's enormously unsafe on shield and whiff, but has its niche use, particularly in free-for-all battles within a constrained skirmish.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	8	Forward throw.
Back throw	9	Backward throw.
Up throw	7	Launches directly above.
Down throw	5.5	Launches up and away.

GRABS

Shulk's grab attack consists of bashing his victim with the butt of the Monado. Each of Shulk's grab follow-up options has situational uses, with his up and down throws being the most effective for setting up combos and dealing extra damage. For instance, with his down throw, you can set up 50/50 situations: down throw, dash/run and jump toward the opponent, then from here you can force out an air dodge (which you can punish heavily), or if they mess up their air tech, you can simply hit them with forward air attack.

While Speed Art is active, you can usually hit a guaranteed combo off of down throw with neutral air if you're fast enough.

At high enemy-damage values, your back and forward throws have much higher knockout potential while Smash Art is active. While situational, having Smash active can make a big difference in a match, since being able to grab and knock out with a throw is a powerful ability.

AERIAL ATTACKS

AERIALS

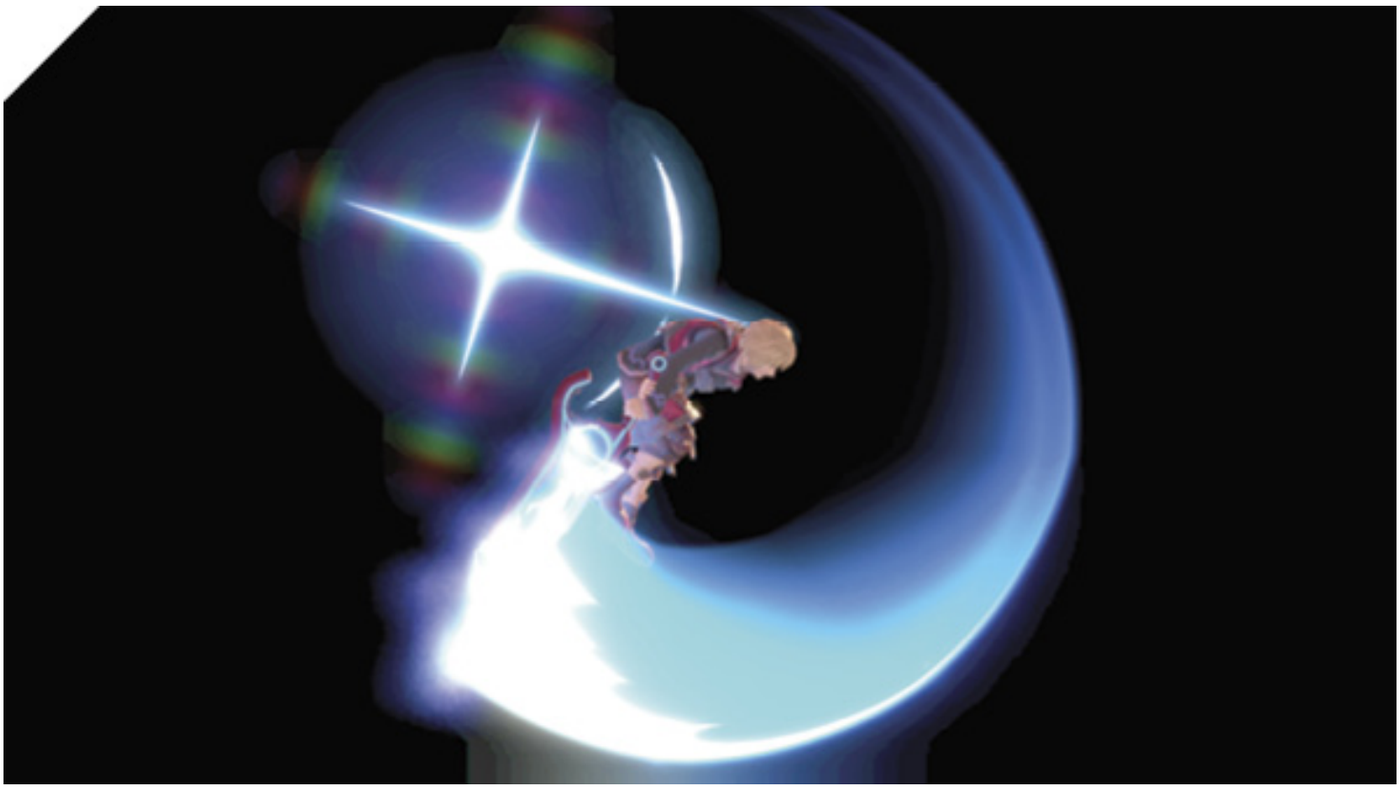
MOVE	DAMAGE	NOTE
Neutral air attack	8.5	Deals more damage with inner hitbox, early in attack.
Forward air attack	8	Deals more damage with inner hitbox.
Back air attack	12.5	Deals more damage with inner hitbox.
Up air attack	5.5, 10.5	Deals more damage with inner hitbox.
Down air attack	6, 11.5	Deals more damage with inner hitbox.

NEUTRAL AIR ATTACK

Shulk swings the Monado all around him in an exaggerated arc, clearing out nearby foes. Neutral air attack is one of your best attacks as you jockey for position and poke at foes. It covers all angles, with the initial active frames starting below you and its ending active frames behind you. Generally, using neutral air over forward air is better for covering your rear and upper body, while forward air is better in most other situations.

Neutral air attack has the least amount of fixed landing lag out of Shulk's aerial attacks.

FORWARD AIR ATTACK



Shulk delivers an overhead swing, swiping the Monado in a giant arc in front of him and ending slightly behind. Forward air attack will likely be your most-used attack. It excels in most situations and has uses in combos and setups. It's relatively safe, especially considering its decent speed and incredible hitbox angle. Short hop into forward air should be a staple attack and defense sequence. Performing a retreating forward air attack (moving away while simultaneously attacking with forward air) is also incredibly strong, as it gives you added safety while you have your giant sword hitbox out in front of you. To seamlessly execute this technique, use toward on the C-stick while holding back on the control stick during your hop.

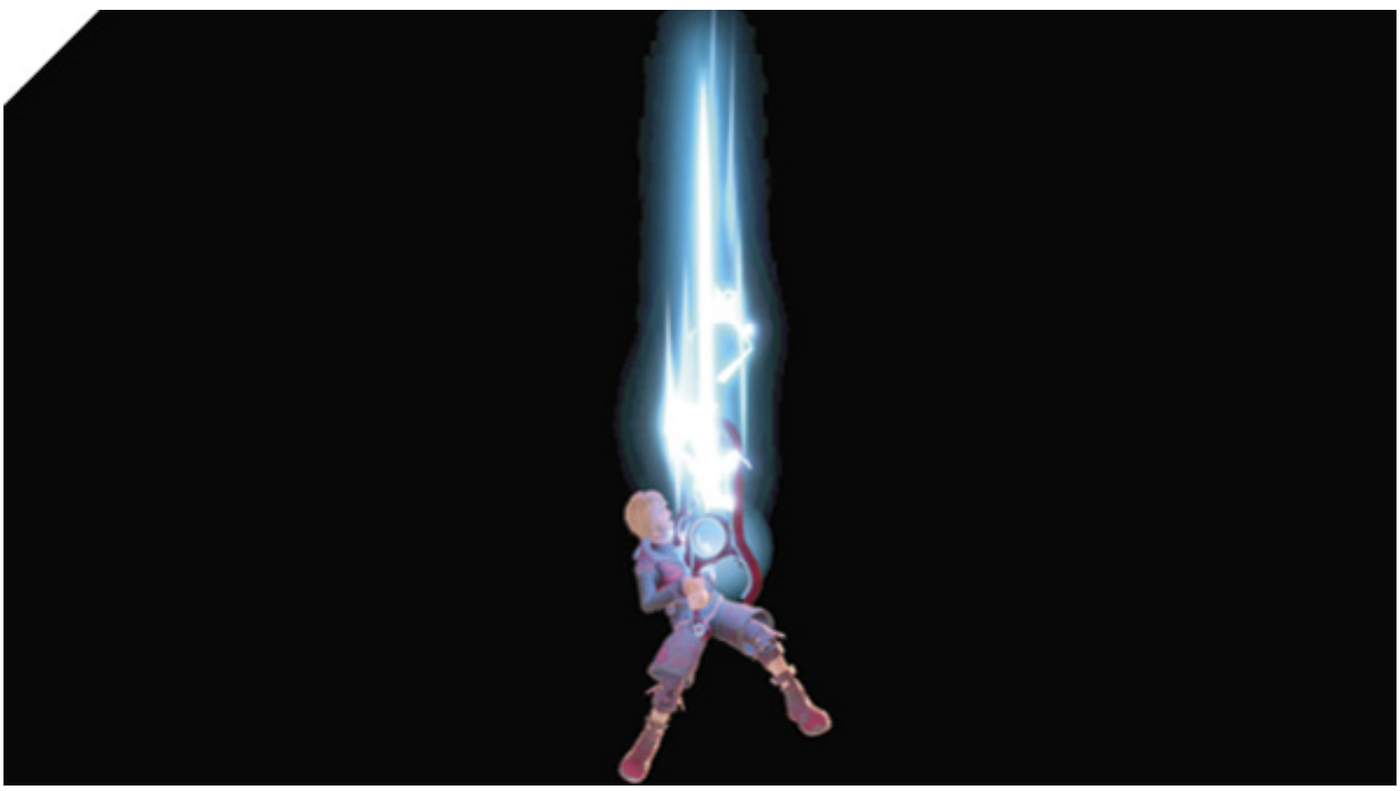
Once you condition the opponent with this attack, you can start opening them up with short hop fake-outs. For instance, if you can get the enemy to put up their shield as you jump at them, you can switch it up by going for an empty hop fast fall into an immediate grab, punishing their shield attempt. From there, you can go for an up or down throw with potential combo follow-up.

BACK AIR ATTACK

While airborne, Shulk thrusts the Monado far behind him, devastating enemies caught in its path. This is your best horizontal poke in the neutral game. It's a safe option against the majority of the cast, and only leaves you vulnerable against the fastest of fighters.

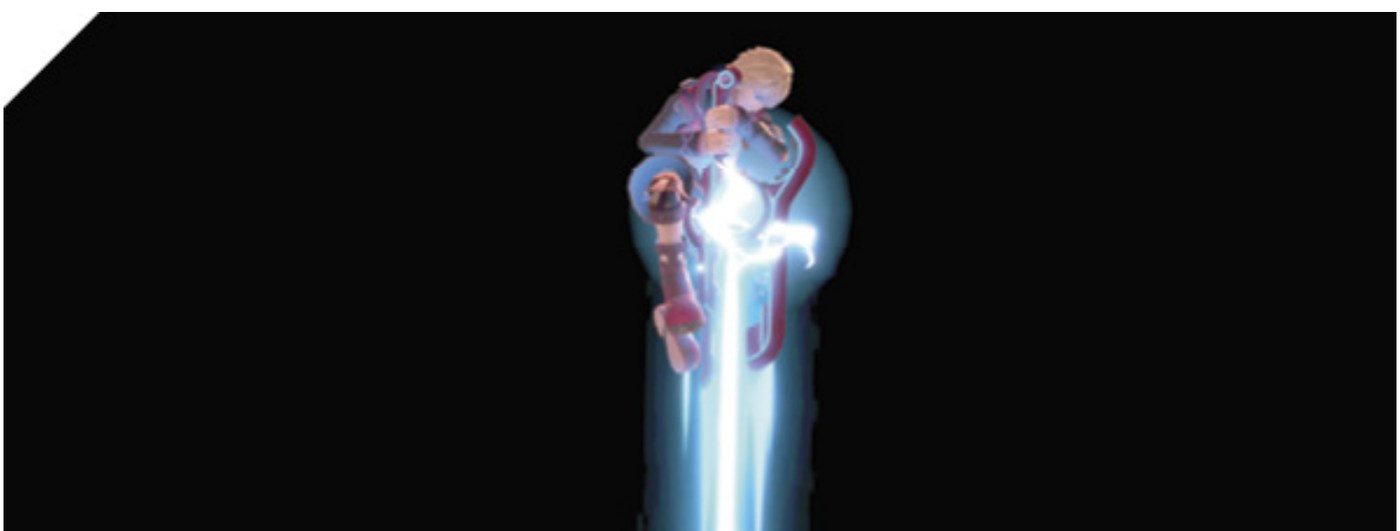
It boasts incredible horizontal range, and it's safe on shield with proper spacing. It has considerable landing lag, so take care not to be too predictable with it, especially against high-speed fighters like Sonic. Mix up your pokes with forward air and back air attacks to keep foes on their toes, then start going for your dash-in throw mix-ups as your opponent goes into a defensive posture.

UP AIR ATTACK



While hopping, Shulk activates the Monado blade and thrusts it far into the air above him. This attack is also known as the "Monado Purge." Up air attack is one of your strongest knockout attacks because of its huge vertical attack effect, naturally used as a follow-up to pop-up attacks like your down/up throw, Air Slash, and up tilt. While it's not the ideal move to use as a poke, if you can connect with a raw up air attack, you can set up combos and 50/50s as you launch the foe directly above you. With Jump Art active, you can combo repeated up air attacks at higher-damage counts.

DOWN AIR ATTACK



Shulk does his best Link impersonation, performing a down-thrust attack with the Monado that dunks enemies below him. While this attack is visually similar to Link's Down Thrust, it's much more difficult to use and hit accurately. Its start-up is considerably slow, its active window is relatively short, and the hitbox of the Monado isn't too impressive. Shulk's other air attacks are much more effective in most circumstances.

Furthermore, it causes the longest landing lag out of all of Shulk's air attacks, leaving you vulnerable if you use it haphazardly.

SPECIAL MOVES

SPECIAL MOVES

MOVE	DAMAGE	NOTE
Neutral special	—	Hold Special to open up Monado Art wheel. Tap Special to quickly cycle through Arts.
Side special	10 (16.8)	Deals more damage with inner hitbox. Deals bonus damage when striking enemies from behind.
Up special	6, 5.5	—
Down special	10	Successful parry results in attack transition. Fully intangible during retaliation.

NEUTRAL SPECIAL: MONADO ARTS

Shulk cycles through and toggles on a Monado Art, increasing and decreasing certain attributes depending on which Art is chosen. There are two methods of selecting Monado Arts: Tapping neutral special quickly cycles through them in order

(Jump > Speed > Shield > Buster > Smash), automatically activating an Art when you stop cycling (takes around one second). Alternatively, you can bring up the Monado Arts wheel by holding neutral special and then using the control stick to select an Art. Selecting certain Monado Arts using the wheel can be much quicker than cycling. For instance, using neutral special (hold) and immediately tapping is much faster and more accurate than cycling through to the Smash Art with repeated Special taps.

You can manually disable and cancel the active Monado Art by tapping neutral special three times quickly in succession. Monado Arts can even be activated while you're in hitstun. For instance, if you're launched into the air and off a ledge, you can quickly activate Jump Art for a boost in jump height to help you recover.

MONADO ARTS WHEEL COMMANDS

Quickly activate Monado Arts on demand by holding Special and immediately inputting and releasing the associated direction.

Jump

Speed

Shield

Buster

Smash

Jump: Jump height increased by 60%, damage taken increased by 29%.

Jump Art is one of the best Monado Arts for the neutral game. The extra jump height is great both offensively and defensively. With Jump Art active, you can traverse beneath the Battlefield platform, evading your opponent while your other Monado Arts are cooling down. It also allows for higher combo potential (up air into jump up air is a combo in many circumstances).

Speed: Movement speed increased by 80%, damage dealt decreased by 30%, jump height decreased by 20%.

Activating Speed Art should be your priority when you're ready to go on the offense, and when the opponent is at a low-damage count. It also enables certain combos, such as down throw into immediate forward air (while throwing your foe, hold forward+Jump, then hit Attack as early as possible).

Shield: Damage taken reduced by 50%, weight increased by 20%, damage dealt decreased by 50%, movement speed decreased by 40%.

Shield Art keeps you resilient and is highly effective for stalling out the match. Use Shield Art to hold on to a stock lead or to kill time while your more offensive neutral-based Monado Art timers come back online. Not only do you receive less damage, but you're much more difficult to knock out thanks to your increased weight.

Buster: Damage dealt increased by 40%, damage taken increased by 50%, launch power decreased by 60%.

Buster is the ultimate offensive Monado Art. Your attack power is increased, but the damage you receive is multiplied. Buster Art shines when you need to mount a comeback or bump up the enemy's damage percentage from medium to high.

Smash: Launch power increased by 60%, damage dealt reduced by 70%, launch resistance decreased by 30%.

Smash Art is the most situational out of the five Monado Arts. It's used specifically to break knockout thresholds. Since your damage is reduced heavily and you become vulnerable to knockouts, activating Smash Art can be a huge detriment. Essentially, you want to activate Smash Art when you have a specific knockout attack in mind, such as back/forward throw, or up tilt.

An effective Monado Art management strategy is to activate Speed Art or Jump Art to deal initial starting damage against low-damage foes (0–30%), then switch to Buster to deal damage over 90%, then activate Smash to go for knockouts and edge-guarding setups.

SIDE SPECIAL: BACK SLASH

Shulk leaps forward and chops his foes down with a jumping sword attack. Deals bonus damage if striking enemies from behind. Back Slash is a high-risk, moderate-reward special that deals bonus damage if you can connect the Monado with an opponent's rear side (i.e., hitting an enemy from behind). This jumping attack persists until landing, so if you execute it from a high altitude, you remain vulnerable in a locked attack animation until you hit the floor.

Back Slash should be used sparingly (save for as a recovery tool) since it leaves you open to attacks, particularly against fighters with high horizontal move speeds. Note that you can slightly modify your trajectory during Back Slash by tilting the control stick left or right.

UP SPECIAL: AIR SLASH

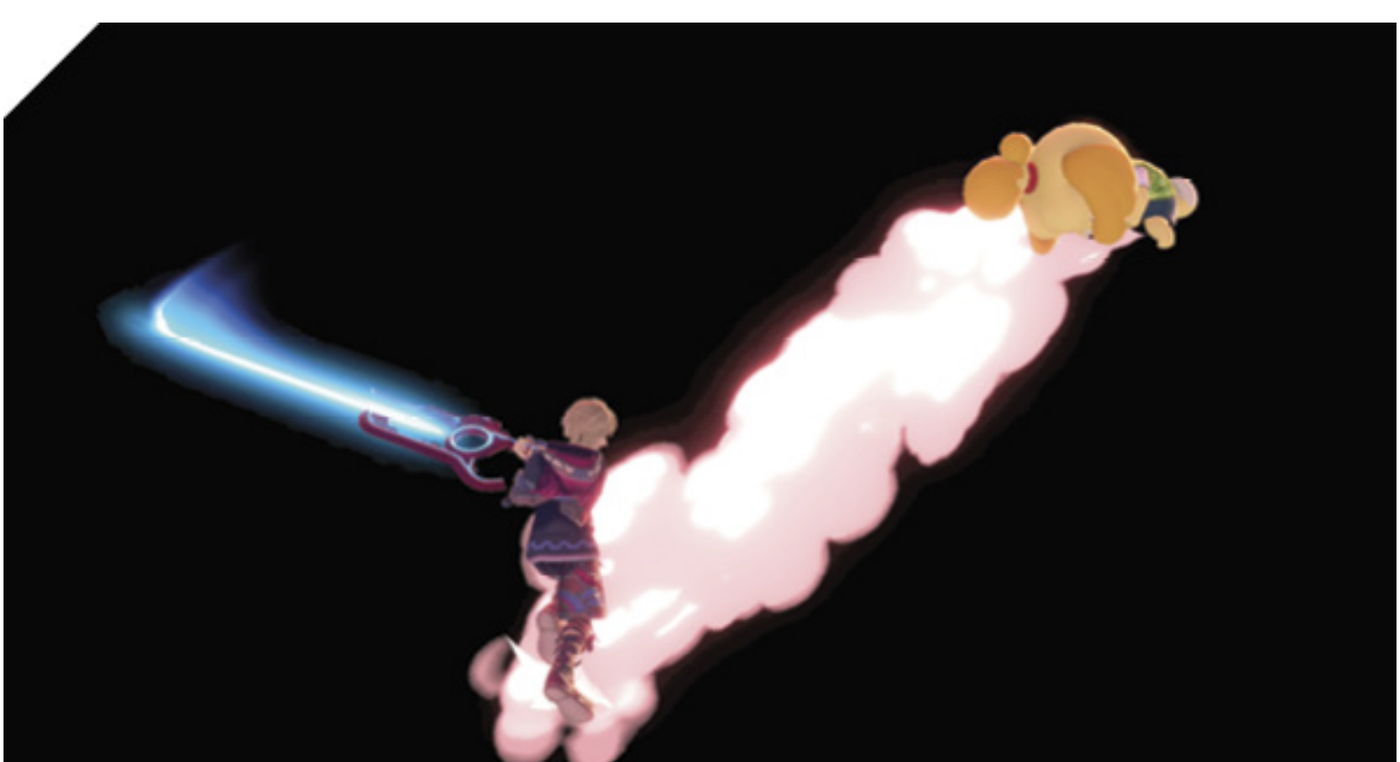
Shulk drives the Monado skyward, launching enemies into the air with a rising slash, then striking them out of the sky with a horizontal air swing.

Air Slash is a high-velocity uppercut slash with a bonus hit that can be performed on hit (for a combo-finisher) and on whiff. Air Slash is an outstanding out-of-shield option: straight from a shielding posture, jump-cancel your shield and immediately transition into a lightning-fast Air Slash to punish aggressive enemies.

Air Slash is naturally an excellent combo tool, thanks to its angle and range of attack, complementing Shulk's up/down throw and up tilt combo setups.

As a recovery tool, Air Slash lacks horizontal range, so you have to be close to the ledge before launching to it. If you execute the follow-up midair attack, you can boost yourself a bit farther.

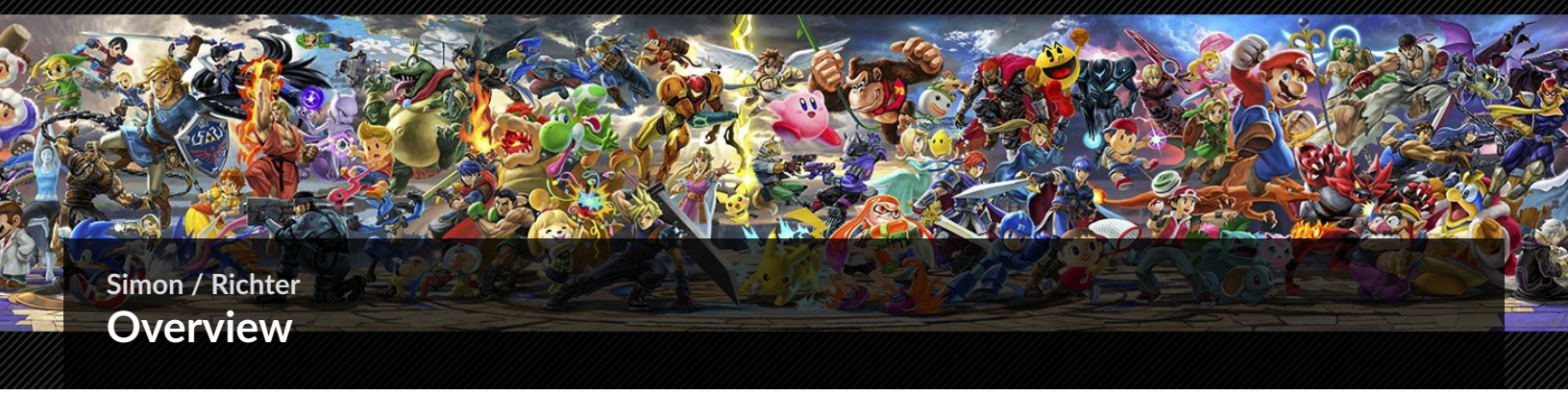
DOWN SPECIAL: VISION



Shulk evades an incoming attack with a backstep, then lunges forward with an upward swing of the Monado. This parry-type move is straightforward. If you can predict and call out an enemy attack, you can punish them with a high-damage retaliation attack. Enemies attacking into the parry freeze in place for a short duration while Shulk winds up and hits them with his swing. You can input the stick toward the enemy during a successful counter to swing at them from the other side. The activation timing window becomes smaller and stricter with repeated use.

FINAL SMASH: CHAIN ATTACK

Shulk quickly fires off a bright circle of light in front of him, then calls upon his friends to unleash a coordinated cinematic attack, dealing an amount of damage that depends on the active Monado Art.



Simon / Richter

Overview

The family line that serves as Dracula's timeless scourge swoops into action in *Super Smash Bros. Ultimate*! Simon Belmont is the most legendary of the vampire hunters, the forebear against whom all future whip-swingers are judged. And Richter, one of those descendants who blazed his own distinct trail in the annals of nosferatu-nullifying, is Simon's Echo Fighter, sharing the same moves and strengths. They even have their classic *Castlevania* series jump hangtime, floating at the apex of their jump arcs. Beware when using directional air dodges to avoid incoming attacks while airborne, though, since the Belmonts have far more lag after angled air dodges than most fighters.

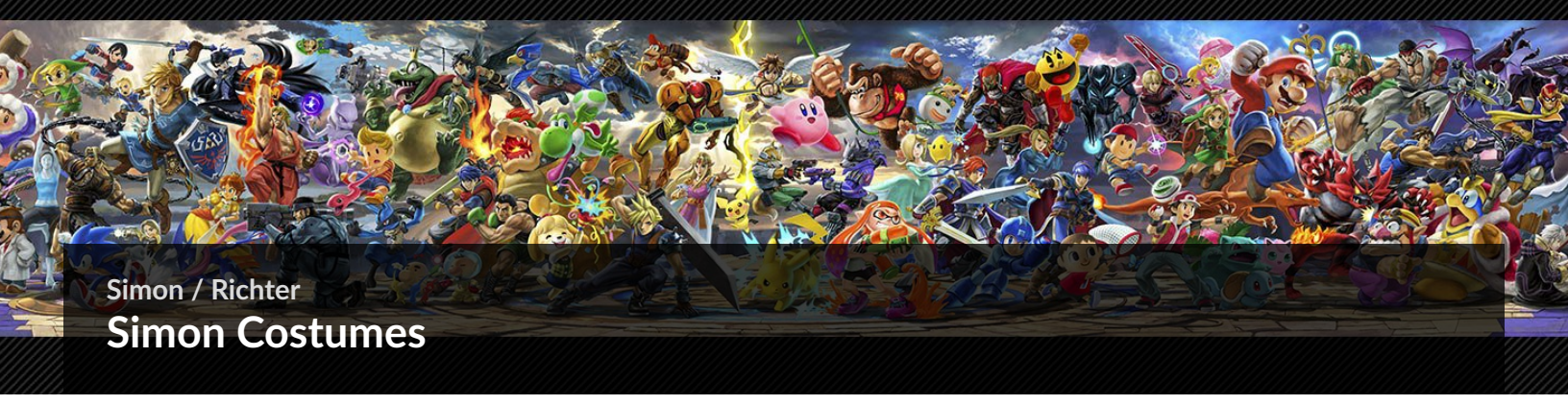
The vampire hunters have incredible reach with their whip-swinging attacks, and tremendous knockback power if aiming to hit with the morning star at the end of the chain. But with the whip's lengthy windup, Simon and Richter's attacks tend to be slower to hit than most other fighters'. Their neutral attack hits about as fast as most fighters' side tilts, their tilt attacks are about as slow as most fighters' uncharged smash attacks, and their smash attacks (uncharged) and grab attempts are among the slowest in the game.

Success with the Belmont bros. comes down to making effective use of their unique special moves and enormous whip-swinging range to keep adversaries at bay, warding them away from point-blank range with tossed Holy Water, Axes, and Crosses, while making liberal use of max-range whip strikes.

SIMON/RICHTER VITALS

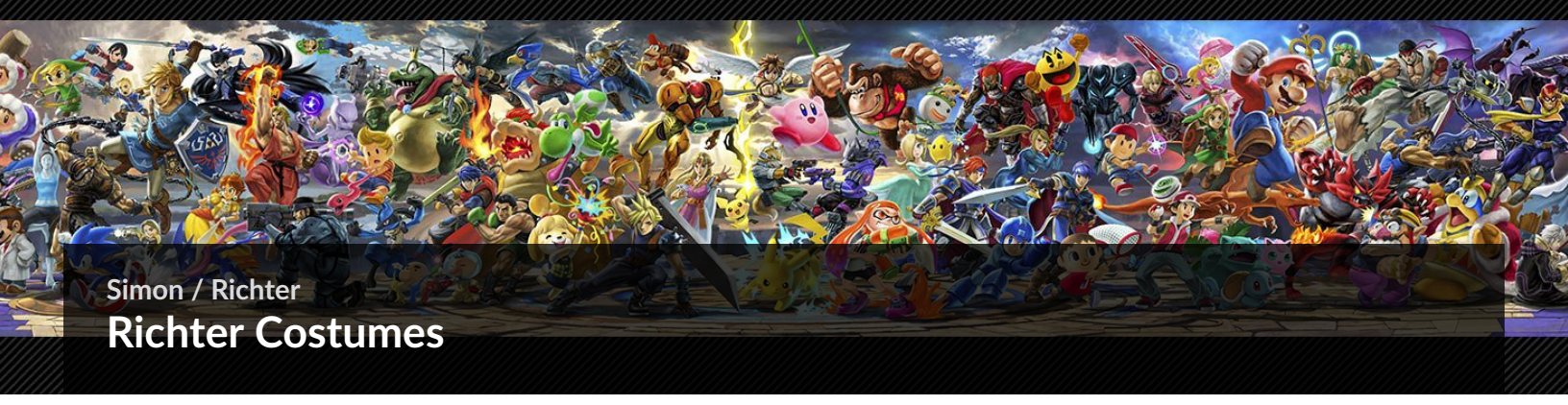
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	Yes
Tether:	Yes
Wall jump:	No
Wall cling:	No

MOVEMENT RANKS	
Ground speed:	D- (62-63)
Air speed:	D (62-63)
Falling speed:	B+ (7-9)
Weight:	B+ (11-15)



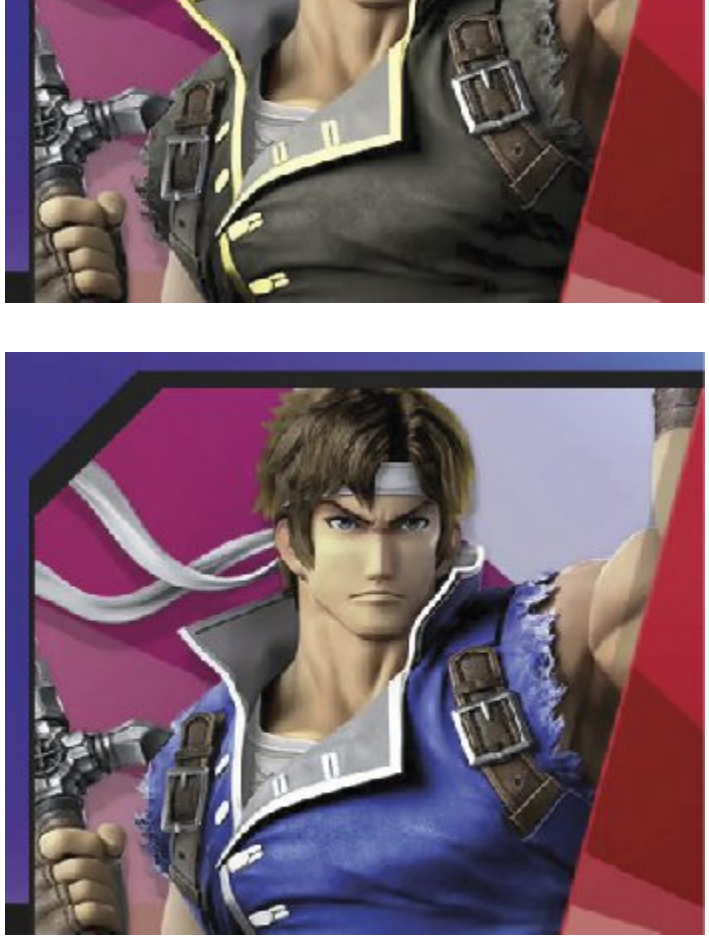
Simon / Richter

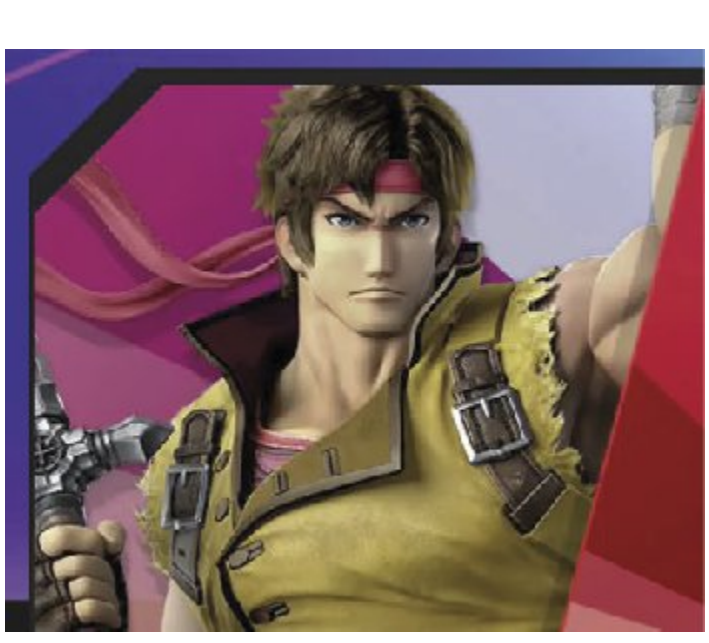
Simon Costumes

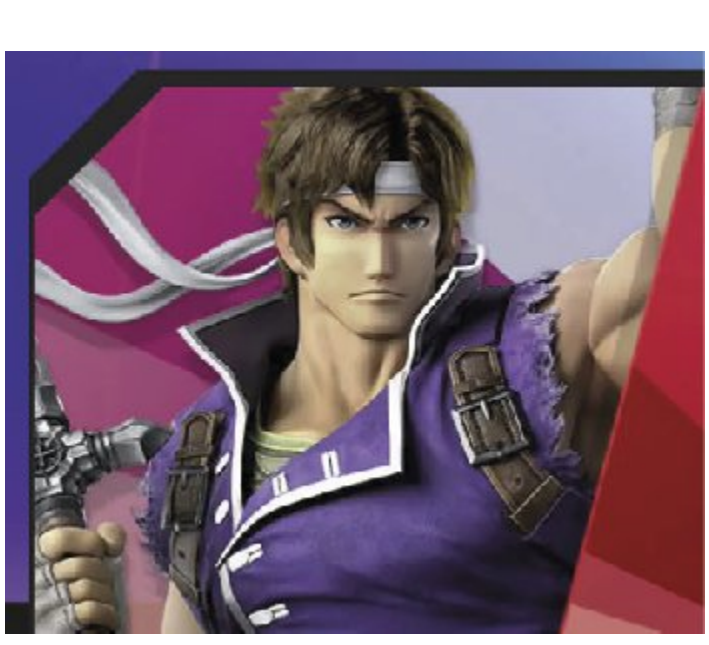


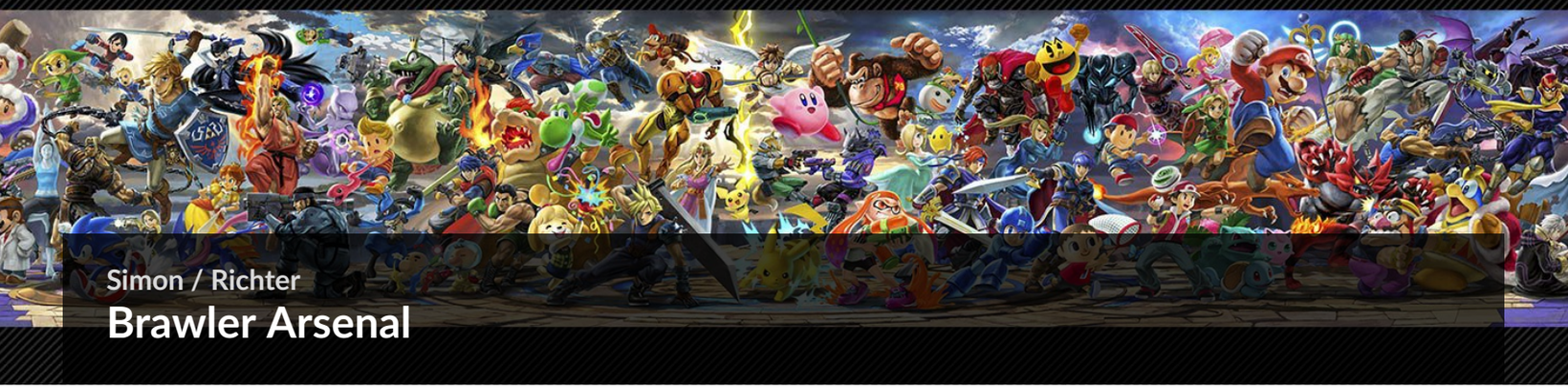
Simon / Richter

Richter Costumes









Simon / Richter

Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2	—
Neutral attack 2	2	—
Neutral attack 3	0.5x7, 2.5	—
Neutral attack hold	1.5	Rotate control stick while holding whip.

The Belmonts attack at close range with a short section of their whip, holding back most of its length wrapped around the other arm. It's not as fast as many other fighters' neutral attacks; the Belmont neutral attack is about as fast as most fighters' tilts. Simon and Richter whip the head of the weapon back and forth for the first two hits. After the first two swings connect, a third attack input leads to the rapid-fire capper, a spinning whip attack that ends by launching the victim a short distance away.

This is a good combo when foes leave small openings nearby, and for fighting back after shielding close attacks. Watch out if you're fighting more than one opponent, because the third attack takes some time to rack up all eight hits. While you juggle one challenger, you're a sitting duck to others. On the other hand, when battling alongside teammates, holding your victim so long with the basic combo gives allies plenty of time to line up attacks to hit right after the spinning-chain finisher.

For Belmont's classic freehand whip technique, press and hold down neutral attack. Once the whip is dangling freely, move the control stick around to redirect it. Imagine you're dragging the chain length around with the morning star tip. You can keep this up as long as you like, if no one interrupts. If engaged against a close-range adversary, spinning the chain around rapidly can juggle them in place several times before they're knocked away. Whipping the held chain around can also deflect incoming items and projectiles before they hit. When edge-guarding after throwing challengers off (and chasing them with a Cross), try dangling the whip at the edge and swinging it around against recovering enemies. Although the hits don't do much damage or knockback individually, the constant, flexible hitbox of the extended whip can interfere with enemy efforts to grasp or rise from ledges.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	1.7x5, 3.5	—

While sprinting, the Belmonts can twirl the vampire-killer whip in a tight circle alongside, hitting foes in all directions during the forward movement. The whip rotates briefly around the hunter, creating hitboxes at the diagonals; the final whip rotation covers the whole hunter's body in a tight circle. The progression of hit areas is similar to neutral air, except that Simon/Richter is moving along the ground.

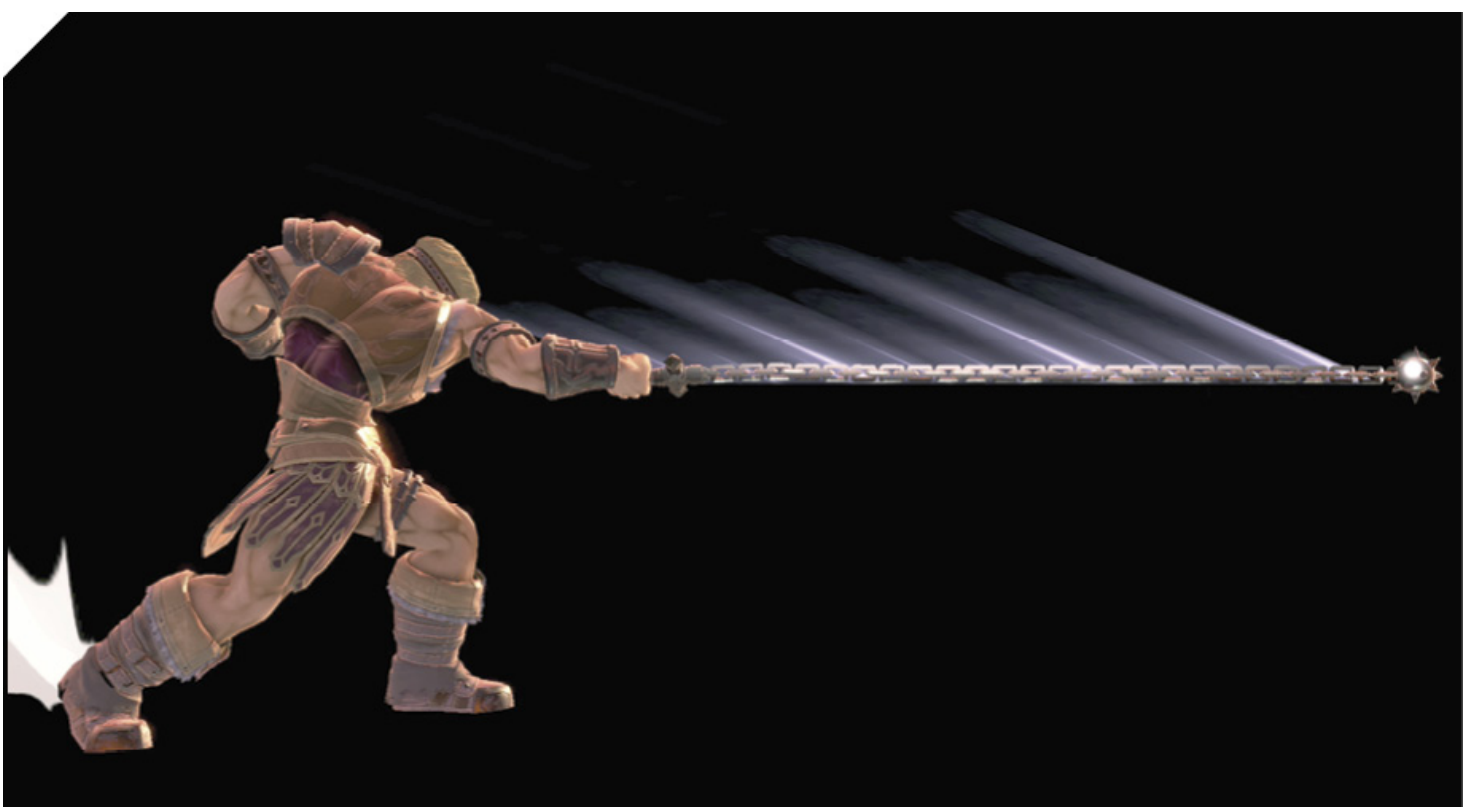
DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	12	10 on chain, 2 on arm.
Up tilt	10	2 on arm.
Down tilt 1	5	Slide kick.
Down tilt 2	7	Jump kick from slide. More damage while rising.

SIDE TILT



The vampire hunter whips straight forward with a basic far-reaching whip strike. The damage is higher at the tip, and a lot lower if used against close-range targets, where only Simon or Richter's arm connects. Although this attack has decent range, the slow speed and laggy vulnerable position on the ground mean it's better to aim short-hopping front/back air attacks at grounded or low-altitude enemies, angling the hopping whip swings diagonally as needed. Hopping adds a little extra start-up over doing side tilt on the ground, but has slightly more range and is a lot more flexible in terms of follow-up options and general evasiveness and mobility.

UP TILT

The whip is whirled just above Simon or Richter's head, covering airspace above them. The hitbox on this whip attack is shaped like a T, so it'll miss standing foes next to Belmont, but is great as anti-air or when juggling tumbling targets. On contact it pops enemies straight up, allowing you to go for a combo. For example, at lower percentages, performing an immediate Uppercut (up special) will catch them and carry them upward.

DOWN TILT

It's not just about whip-swinging with the Belmonts. The brothers have a fast, forward-moving slide kick, which has an optional second part. During the initial slide kick along the floor, pressing the Attack button again makes Simon or Richter launch from their low-profile slide kick into a leaping vault kick, serving as both a quick-movement tool and a long-reaching knockdown kick. If you want just the vault kick for whatever reason, tap the Attack button twice immediately to cut the slide short and go straight into the upward-arcing vault kick portion. Either way, this gives Simon and Richter another forward-rushing option besides their whip-spinning dash attacks.

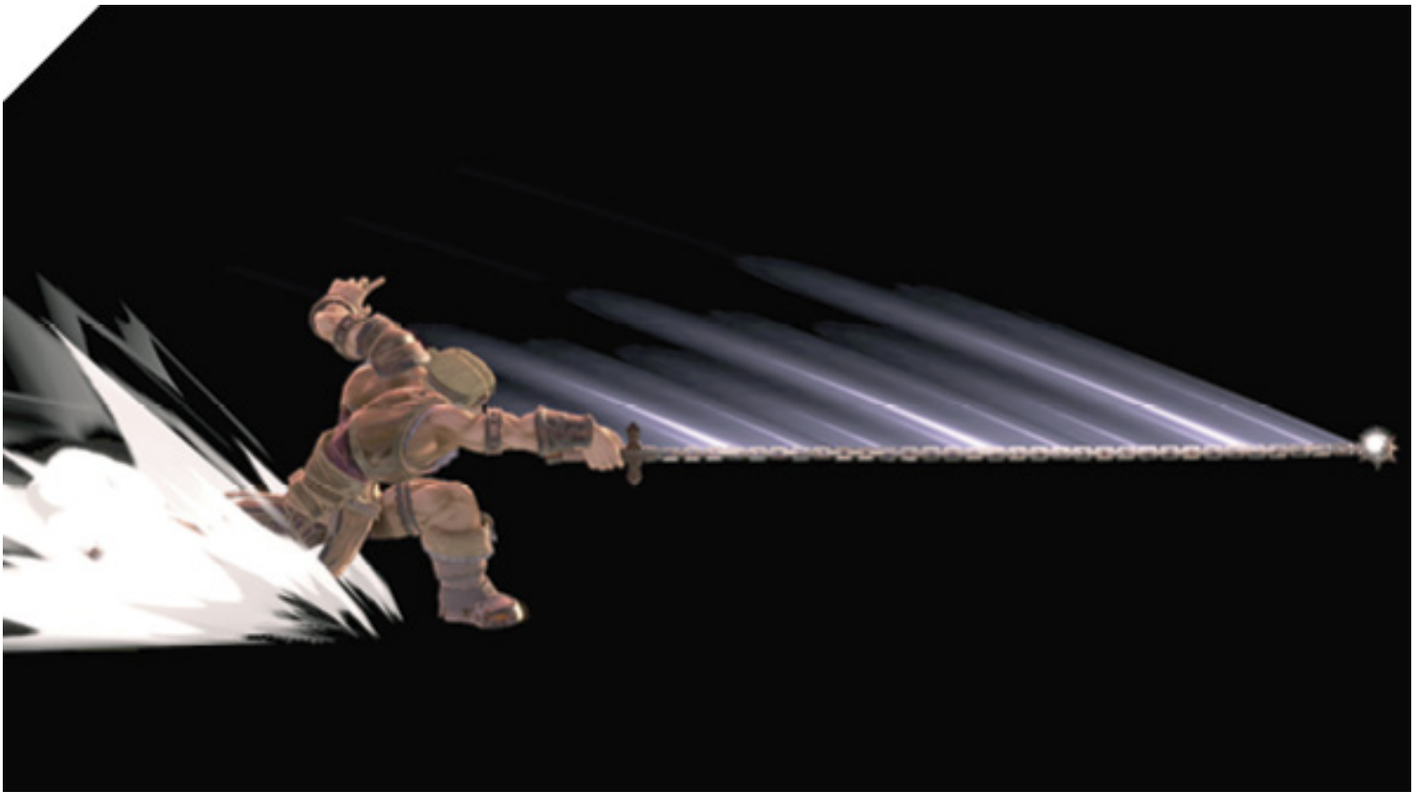
Sliding into someone with the slide kick before transitioning to the vault kick will score a two-hit combo while popping a target up. Simon and Richter can even plow through multiple fighters at once, dealing solid damage while dragging them all along.

Facing away from someone moving in, down tilt into its follow-up can even be used as a makeshift evasive move, letting you slide and leap away quickly.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	18-25.2	16-22.4 on handle half of whip, 14-19.6 on arm. Tilt stick slightly diagonally to angle whip.
Up smash	16-22.4	14-19.6 on hand half of whip.
Down smash	16-22.4	14-19.6 midwhip, 12-16.8 near handle.

SIDE SMASH



The whip-slingers' side smash is a much more powerful and far-reaching version of side tilt, whipping straight forward. Like all whip strikes, damage and knockback are best at the tip. Side smash is slow to start up, so use it from as far as possible to avoid leaving Belmont totally vulnerable up close. Like with side tilt, the damage is lessened on foes close to Simon or Richter, but the damage penalty isn't anywhere near as bad.

Right after the side smash input, angle the stick diagonally up or down to slightly angle the whip swing. This can be helpful edge-guarding, to fine-tune aim at someone drifting back to the ledge. The best way to ensure a KO is to keep their fingers away from grasping reach, after all.

UP SMASH

Dracula's perennial antagonist swings the whip straight up for a far-reaching vertical strike. While up tilt provides generous coverage against any airborne threats incoming at low altitude, up smash requires more precision. Its hitbox is a thin line extending up from the hunter. Because of this, take care when sniping at fliers above Simon or Richter. It's extremely risky to use a slow up smash attack and miss, which might result in the intended target landing next to Belmont while he's still lagging from the attack. Instead of overcommitting to up smash, it's usually better to either directly engage the enemy air-to-air with neutral air attack, or move out from under them so angled forward air/back tilt attacks and Axe special moves can shoot them down from off-center.

DOWN SMASH

The Belmonts' most useful smash attack starts with a toe-targeting whip slash in front, then spins around to repeat the hit to the back. Not only does this cover both sides with a powerful clear-out hit, but it's not painfully slow for a smash attack, coming in slightly below average. This is their most reliable option when caught at close range against multiple assailants.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	7	Forward throw.
Back throw	7	Backward throw.
Up throw	6, 4	Whips foe upward.
Down throw	8	Bounces foe forward.

GRABS

Belmont grab attempts are a bit slower than for most brawlers, taking twice as long as, say, Mario when laying hands on a point-blank opponent. And since their close-range neutral attacks are also below average in speed, this puts Simon and Richter in the same class as heavyweights like Bowser and Donkey Kong when grappling and poking in close quarters.

You won't get much mileage out of basing a rushdown game with the Belmonts on getting in close and trying for grabs and neutral attack combos. But their far-reaching tilts and smashes can open the way for an effective dash-grab game plan. First, condition enemies to be worried about down tilt slides, short-hopping diagonal front/back air attacks, and a barrage of special moves. This paves the way for occasional edgy grabs, dashing/running/empty-jump fast-falling in to snag them while they expect a whip strike or sliding/diving kick.

Front and back throw are great for tossing an enemy toward one edge or the other intentionally, especially when they have high damage built up. Down throw bounces them forward off the ground, serving as a different kind of front throw that you can follow with an immediate down tilt into vault kick for an extra hit. From up throw, juggle follow-ups are possible, like jumping into up air or Uppercut (up special), or staying on the ground and shooting with up smash.

AERIAL ATTACKS

AERIALS

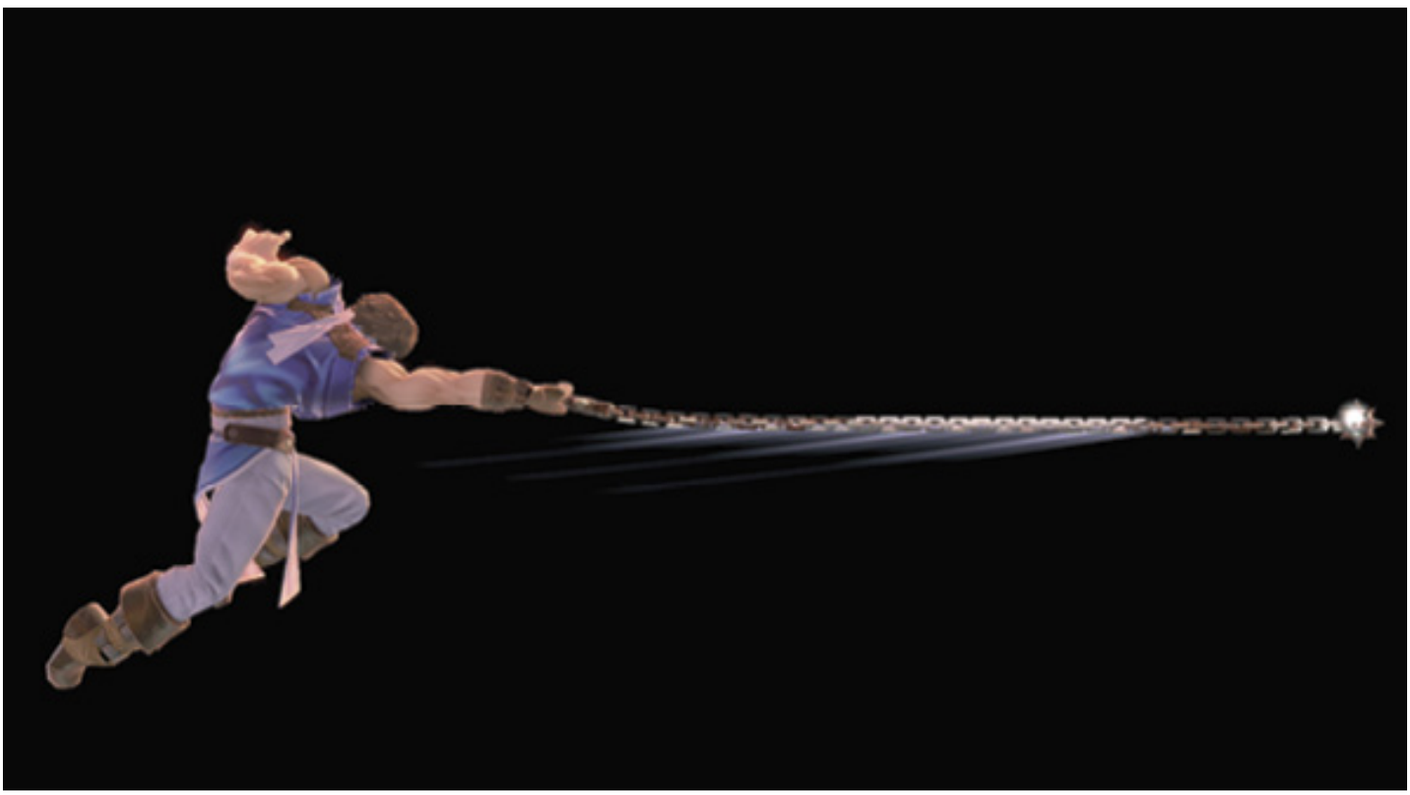
MOVE	DAMAGE	NOTE
Neutral air attack	1x6, 4	—
Forward air attack	12	10 on whip, 2 on arm. Whip can be aimed diagonally up or down.
Back air attack	12	10 on whip, 2 on arm. Whip can be aimed diagonally up or down.
Up air attack	12	10 on whip, 2 on arm.
Down air attack	7	Bounce off into another jumping state on contact.

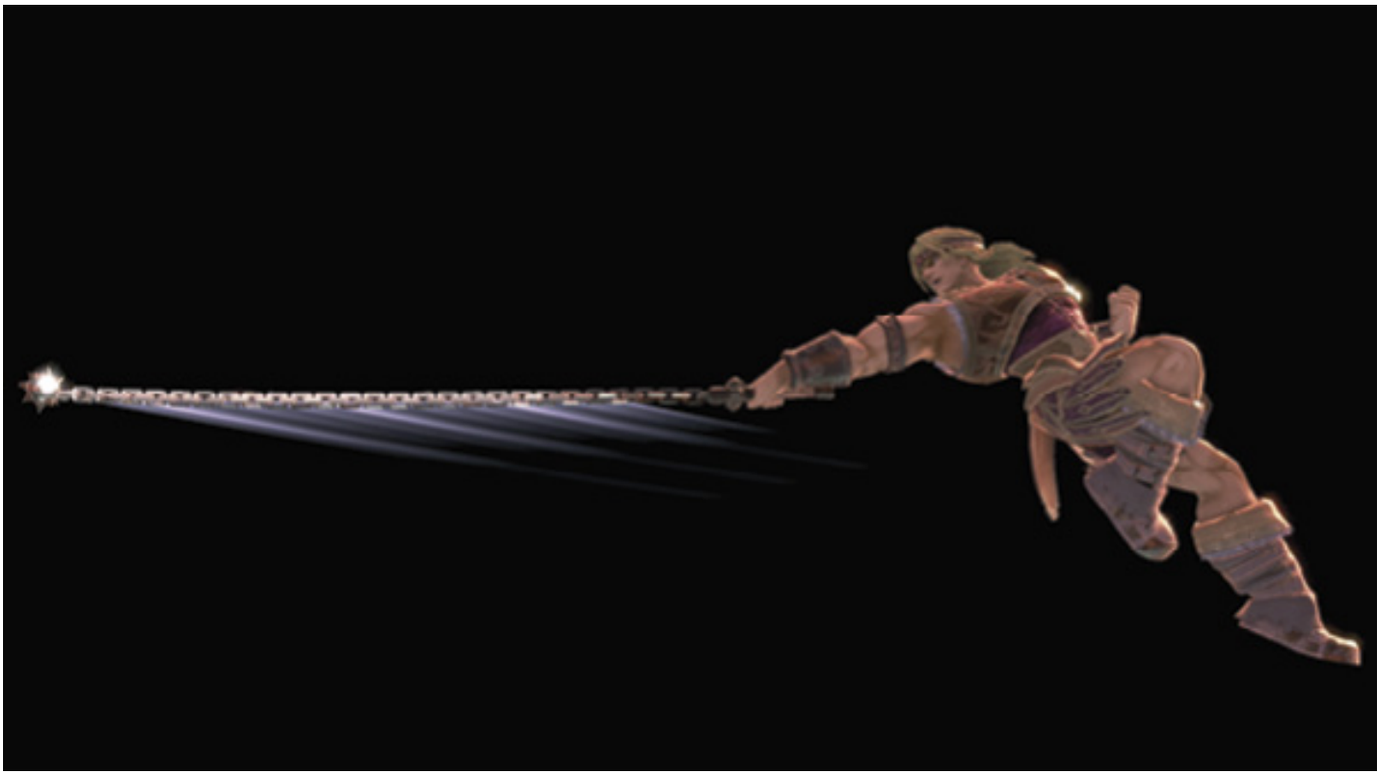
NEUTRAL AIR ATTACK

Like neutral attack on the ground, this is the shortest-ranged option in the Belmont aerial arsenal. Either fighter spins his whip around in a tight wheel, creating a blender of hits. The active hitboxes as the whip's head whirls around are found on the diagonal corners around Simon and Richter; the move's threat area is an X around the fighter, not a cross.

The lengthy active period of neutral air attack gives it uses that the other Belmont whip attacks lack, with their generally very brief active periods. You can use neutral air attacks like (for example) Dr. Mario's fast-falling neutral air, leaping above an intended target, activating neutral air attack, then tapping down on the stick to fast-fall into them. Neutral air lasts so long that this works against standing foes even if you double-jump above them first.

FORWARD AND BACK AIR ATTACK





Simon and Richter use a long-range whip swing, like side tilt on the ground. Also like side tilt, this is below average in speed for an attack of its kind, but more than makes up for it with huge range and knockback potential.

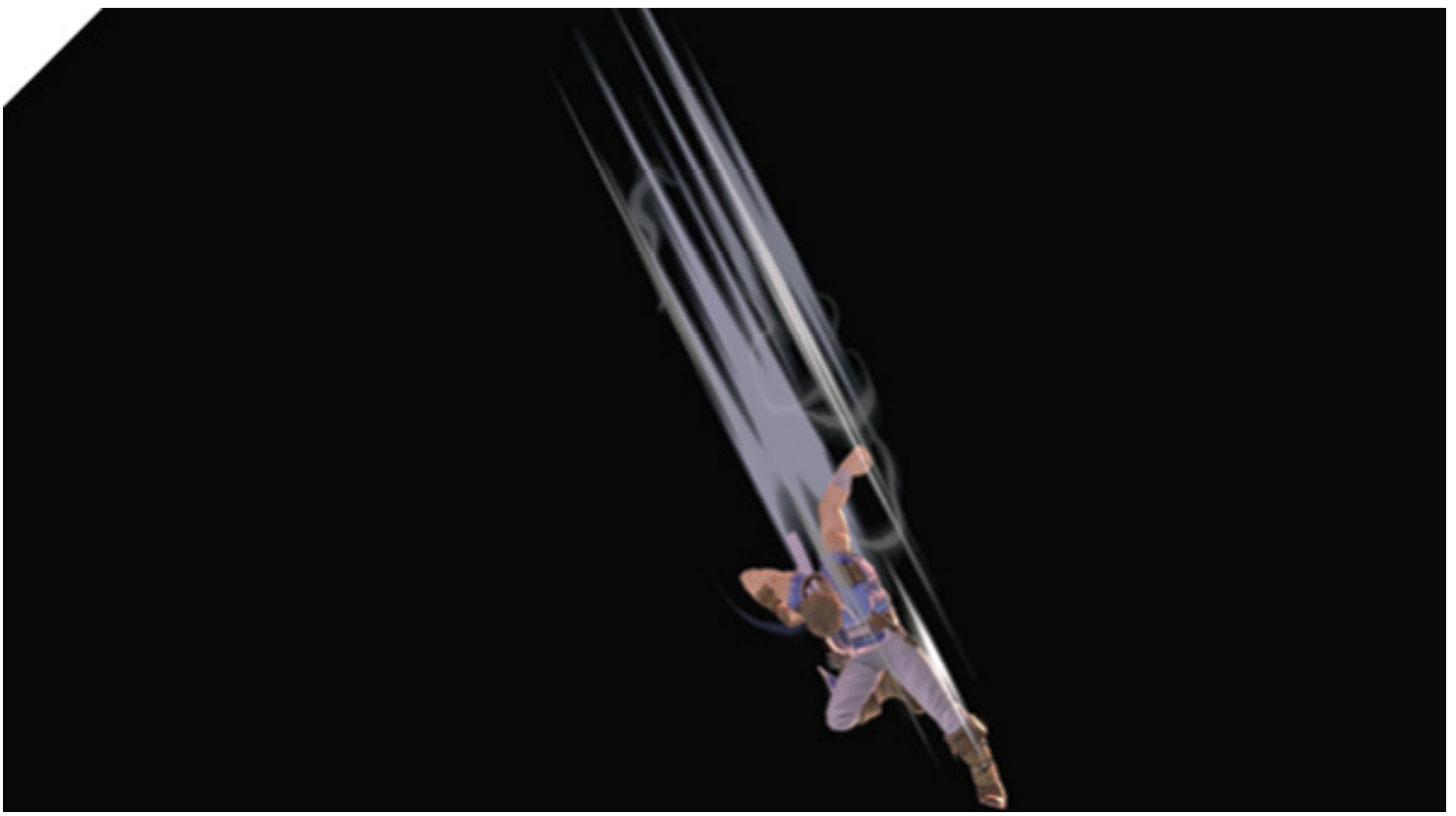
Forward and back air pokes for Simon and Richter can be aimed at an angle by performing the moves with diagonal inputs. Max-range, short-hopping front/back air swings, performed with downward diagonals, are better ground-poking tools than mere side tilts. Going air-to-air, few fighters can compete with a Belmont precisely targeting their air movement with angled forward/back air attacks.

Since side air attacks for either Belmont are basically identical no matter which way they're facing, reverse air-rushing tactics aren't necessary to playing them.

UP AIR ATTACK

Simon or Richter lashes out straight up with an aerial whip swing. This is a lot like up smash on the ground, but far less vulnerable, if only because you can steer in midair or perform other actions afterward, instead of being stuck on the ground during recovery lag on up smash. On top of that, performing a short-hopping up air attack (easily done with up on the control stick plus the Attack and Jump inputs at once) actually hits straight up a tiny bit faster than an uncharged up smash, and with more reach.

DOWN AIR ATTACK



Like down tilt, this provides a bit of footwork to add to all the whip attacks. Simon or Richter halts aerial movement entirely for a second, gathering tension, before rocketing down-forward with a dive kick. On contact, whether hit or shielded, Belmont bounces off like he's hit a trampoline. From the bounce, Belmont is simply back to an airborne state, and can perform any air actions as normal, even using down air attacks back-to-back for repeated dive kicks. This can combo, if the victim doesn't tech or roll away.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	15	Input left or right to affect Axe trajectory. Axes pass through terrain.
Side special	6-8	5 after changing direction.
Up special	2, 1.5x4, 6	Intangible just after starting until he launches upward.
Down special	2.4-2.8, 1.4x8	—

NEUTRAL SPECIAL: AXE

Belmont hurls a heavy Axe on a wide, alterable arch. Simply tap the Special input for a normal Axe toss, or hold left or right just after starting the move to stretch the arc slightly in that direction, shortening or extending overall reach.

Axes travel on an unusual path, and pass through solid obstacles! This means that Axes make effective weapons against opponents on platforms above or below, even if the floors in between aren't passable by fighters.

Unlike the Belmonts' other special projectiles, there's nothing stopping you from throwing more than one Axe at a time.

If you're facing the opposite direction from where you'd like to throw the Axe—a common occurrence—you can use a tight execution trick to turn around midthrow. Tap neutral special to start an Axe throw, then *immediately* tap the control stick in the other direction. It's easy to tell if this works because you'll throw the Axe in the desired direction. This works on the ground or the air. On the ground, it's great for turning during an Axe throw without inadvertently producing a dash. In the air, it's great for jumping *away* from enemies but then still raining Axes down on them.

SIDE SPECIAL: CROSS

The most tried-and-true defense against the unholy hunger of vampires also turns out to work pretty well against denizens of the Mushroom Kingdom, Brinstar, Pallet Town, Altea, and so on. Simon or Richter flicks the Cross out along with variable speed and power: tap the stick to one side plus the Attack input together for a max-speed, max-power Cross, like executing a smash attack; perform it more like a tilt attack (with a partial side press, or holding a side direction ahead of time) for a slower, weaker Cross.

The special weapon of treated wood set at right angles goes spinning along a straight path, eventually slowing before reversing and traveling in the direction it was thrown from. The Cross continues until it leaves the screen or comes back in contact with the vampire thrower who hurled it. Another Cross cannot be thrown until the original disappears (whether it's caught or flies off-screen).

Crosses can be used effectively several different ways. Although more than one Cross can't be on-screen at once, you can get a Cross and Holy Water going at the same time, controlling lots of space. Throw Crosses straight at enemies when there are several fighting it out at once; the period where the Cross is slowing down before reversing direction is particularly potent, because it essentially claims that part of the screen for the Belmonts for a second. The fast (tapped) Cross goes almost all the way across the screen before returning, while a slow Cross goes about halfway. To advance on foes far away, throw a slow Cross in the *other* direction, jump over it on the return trip (so you don't catch it and make it disappear early), then follow in behind it aggressively. Naturally, Crosses are terrific when edge-guarding, interfering with foes' attempts to return to the safe haven of a ledge.

Tossing a Cross in midair has a useful secondary effect: it turns Simon or Richter around. You normally can't jump facing away from a foe, then throw Holy Water in their direction, but you can if you throw a Cross at them to turn in midair first.

UP SPECIAL: UPPERCUT

Simon and Richter rocket upward with a high-reaching special punch. Upon activation, the attack hits very quickly, with a little period of intangibility around the first striking frame. After this launching hit, Belmont travels upward for a moment, launched foe lofted upward too, before transitioning into the finishing multi-hit section of the move.

Uppercut hits only a tiny bit slower than the Belmont neutral attack, and with much more priority around the initial hit, so it's Simon and Richter's most powerful close-range move. The caveat is, of course, that they're really vulnerable to punishment if they miss, as they lag until landing from the punch.

DOWN SPECIAL: HOLY WATER

The Belmonts underhand-toss a vial filled with flammable water. The bottle itself is a projectile capable of hurting targets along the way. Once it hits a surface (or enough enemies in midair), it shatters, spewing explosive liquid over a small radius. A brief pillar of flame erupts, repeatedly striking and damaging anyone caught within. Simon's vials cause a gout of red flames, while Richter's flames are an icy-looking (if surely not very cold) blue.

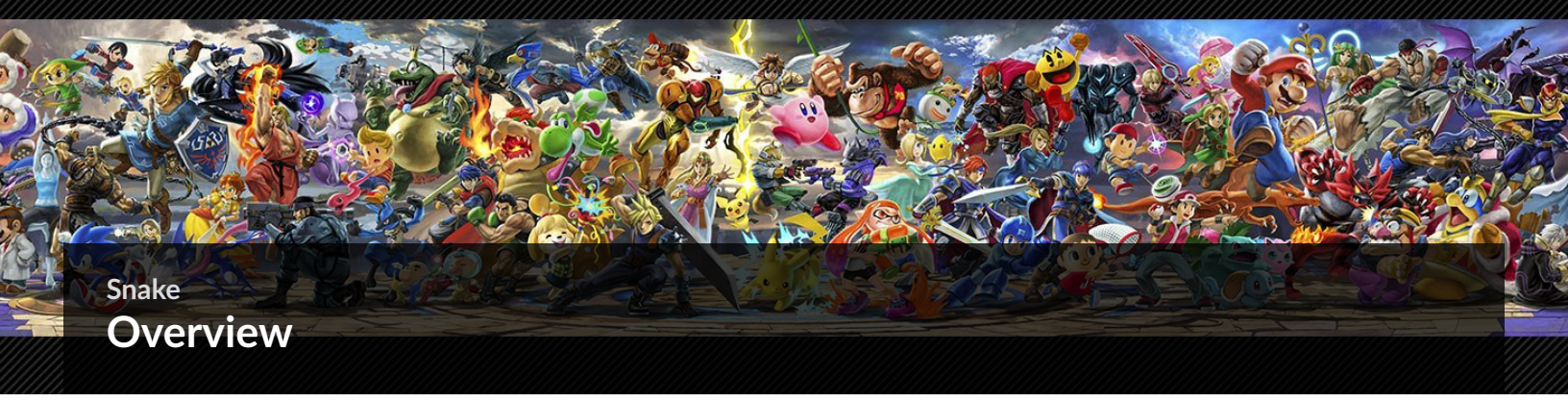
Only one Holy Water vial can be active at a time. Holy Water flames briefly dominate an area, and if someone is caught within, you can rush forward and add hits to the combo, like by performing a neutral attack combo or close-range Uppercut.

As much as possible, try to keep a Cross and a flaming vial of Holy Water active on-screen together. The combination of a multi-hit threat in one place while another threat bisects the screen, not to mention their long-reaching whip pokes, gives the Belmonts terrific stage control.

Holy Water is one of the few specials that can't be reversed just as it begins. Once you tap down special, Holy Water is being tossed in whichever direction the Belmont is already facing. Make sure you're facing the right direction first on the ground. In midair, you can easily toss a Cross to change facing directions, or use the facing-switch trick to redirect an Axe toss just after it starts, then throw Holy Water in the desired direction.

FINAL SMASH: GRAND CROSS

Simon and Richter briefly share some of the horror of the Transylvanian nightmares they've experienced with the other brawlers onstage. Dracula's coffin appears midscreen and opens wide, sucking in anyone nearby within a big radius. Multiple enemies can be imprisoned at once, taking heavy damage while trapped inside.



Snake

Overview

The legendary master of espionage action is one of the strongest zoning and camping presences in the game. Snake has a multitude of delayed explosive threats he can layer on-screen, creating waves of explosions and uncertainty in foes about when and where the next blast will come from.

At a time, he can conceivably have either two Hand Grenades bouncing around or two up smash mortar rounds bound for impact. Whenever he gets those going, he can back them up either by rushing in with his slow but powerful aerial moves, or by adding another blast with his slow but devastating side smash RPG launch. Meanwhile, he can have a C4 block set up that whole time, awaiting his command for detonation.

While you're looking for a spot to play king of the hill with Snake's explosives, his Cypher up special gives him flexible movement both vertically and horizontally, especially since he's not helpless at the end of its upward travel. He can fall to a new fighting ground, dropping explosives below along the way, and can even resummon Cypher for another upward escape if he gets hit in midair (a situation he can set up on purpose with C4 or Hand Grenades).

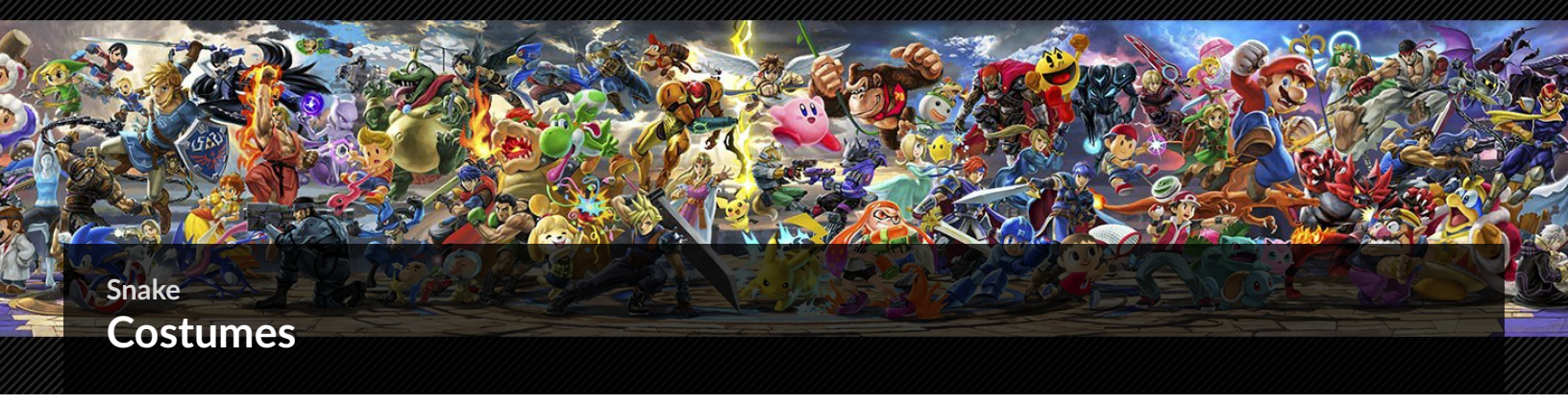
But Snake is far from just a demolition man. He's expert in CQC—close-quarters combat—with lots of quick and powerful moves on the ground. His dash attack and down tilt both bring him prone to the ground, potentially avoiding incoming attacks. Plus, he hunches during each forward dash, meaning that moving across the stage with repeated dashes (tapping forward over and over) is more avoidant than simply running across the stage (tapping and holding forward).

His air attacks are quite powerful, but they're all slow in one way or another, sometimes multiple ways. Going into the air against all the more nimble fighters isn't a winning play unless he's backed up by explosive threats first, which is probably his biggest weakness. Rely on layering explosive threats and keeping foes at bay first, so you have openings to bait and poke and attack more directly.

SNAKE VITALS

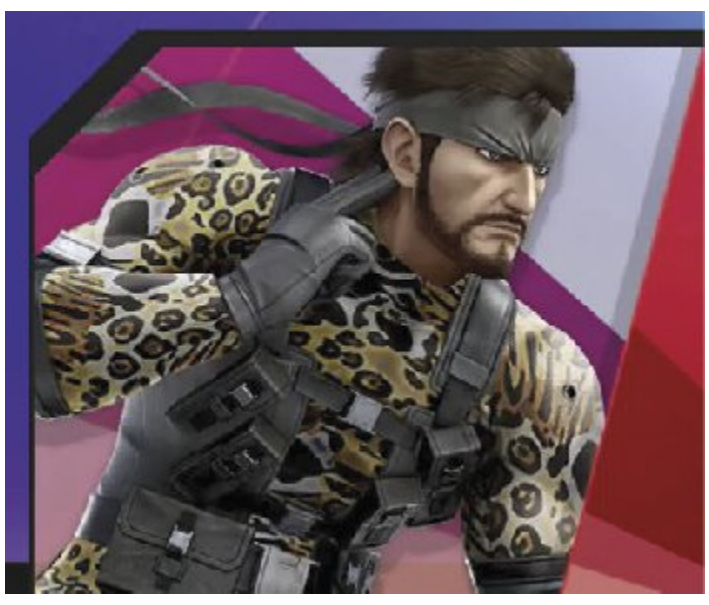
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	Yes
Tether:	No
Wall jump:	No
Wall cling:	No

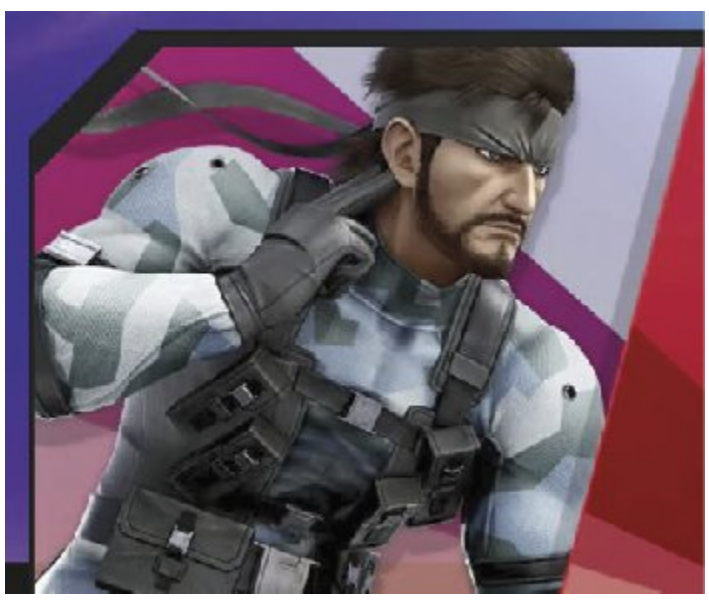
MOVEMENT RANKS	
Ground speed:	D (53-56)
Air speed:	C- (56-57)
Falling speed:	B (22)
Weight:	B (16-17)

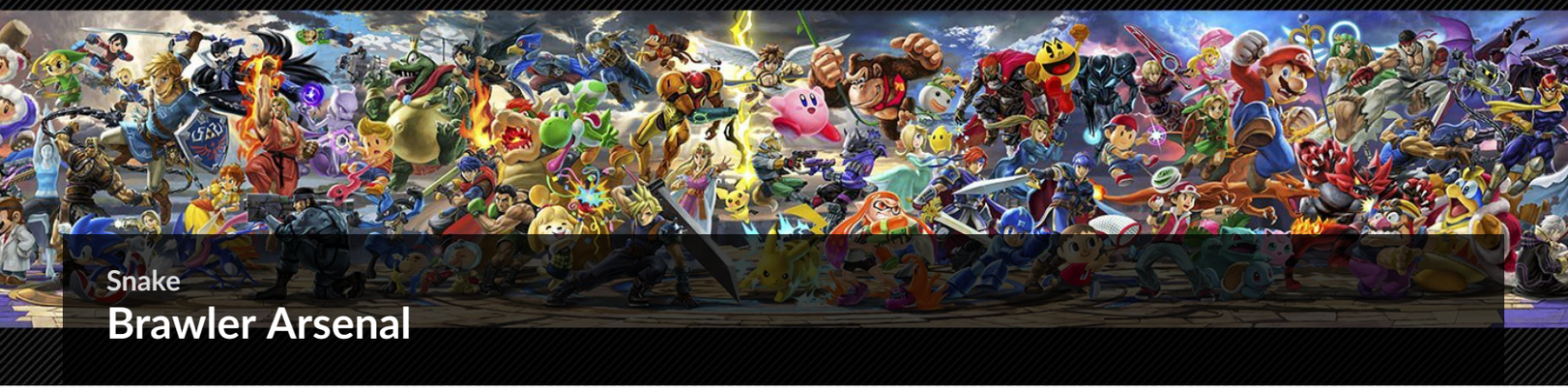


Snake

Costumes







Snake
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2.5	Hold for continuous attacks.
Neutral attack 2	2.5	—
Neutral attack 3	6	Knocks foe away.

The master of CQC strikes with two quick jabs, before knocking defenders away with a big kick. The initial jab is quick, but not among the game's fastest. This combo provides an easy way to retaliate to small openings, after shielding moderately laggy attacks, or just as foes emerge from dodge rolls.

Snake's side tilt is barely slower and has an optional follow-up knee strike, so it can be treated as a buffed neutral attack combo.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	11	Arms intangible. Ends crouching.

From a combat run, Snake dives forward with a shockingly fast dash attack. Hitting early in the attack launches foes forward, while hitting them as the attack ends flips them right over Snake's shoulder. Snake lands in a full crouch, the same way he ends down tilt, which can mess up opponents' attempts to counterattack if they shield it.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	10	Intangible.
Wake-up attack (faceup)	7	Intangible.
Wake-up attack (facedown)	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt 1	3	Input Attack for side tilt 2.
Side tilt 2	12	Knocks foe away.
Up tilt	14.5	Knocks foe into potential juggle position.
Down tilt	12	Trips foe into potential juggle position. Ends crouching.

SIDE TILT

Snake thrusts with a fast knee. Another Attack input with the knee out leads into his follow-up, a heavy double hammer-fist. The knee is one of the fastest tilt attacks in the game, giving Snake another good out-of-shield punish option besides striking with neutral attacks. (Side tilt's knee is slower than a neutral attack jab, but barely.)

Doing the whole thing, knee into fists, leaves Snake wide open if his foe shields it and retaliates immediately. At least it does decent shield damage, but it probably gets you into trouble. If an opponent blocks just the knee, then tries to attack too soon, before blocking the hammer-fist too, it'll beat them to the punch. You can delay the hammer-fist for a surprising amount of time, perhaps baiting exactly this reaction. If you perform side tilt's knee by itself, it's technically vulnerable to immediate out-of-shield reactions. But if enemies are worried about whether you'll do the hammer-fist follow-up early or late or not at all, looking to punish that as a sure thing, they'll let you get away with knees. This gives Snake another reliable, rapid close-range poke besides neutral attack.

Try only to cancel into the hammer-fist follow-up late, either as a reaction to a solid knee hit, or to try to crack enemy defensive instincts as described. The hammer-fist hitting on its own, like if the knee whiffs, deals 12% base damage. But if the knee hits, the hammer-fist deals 11%.

UP TILT

Snake uses his body mastery to arc an expert launching kick straight up. The first hit appears quickly in front as he raises his leg, popping up anyone at close range who isn't shielding. His leg then fully rises, pointed straight up to shoot down anyone in low airspace. This is a fast, effective hit either up close on the ground or against airborne targets, good for anti-air and combos. The damage is extremely good too.

However, up tilt offers no backward coverage. If someone on the ground blocks it, Snake is left at a disadvantage, but is usually pushed far enough that if they drop their shield and jab or grab right away, it whiffs. Still, he loses initiative for the next attack exchange, so act accordingly.

DOWN TILT

Snake strikes rapidly with a low-profile sweep kick. This hits with the same speed as up tilt but with much more reach. Anyone it hits is swept off their feet, into a juggle position. For example, an immediate up tilt can catch them, lofting them in position for a follow-up air hit. Against foes who shield down tilt and strike back, Snake's at a punishable disadvantage. His prone position means that many fighters trying for immediate quick attacks will miss over his body, though.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	22-30.8	Fire attack. Knocks foe away.
Up smash	4, 14	Fire attack. Charging increases rocket hangtime.
Down smash	12 front, 14 back-16.8 front, 19.6 back	Knocks foe away.

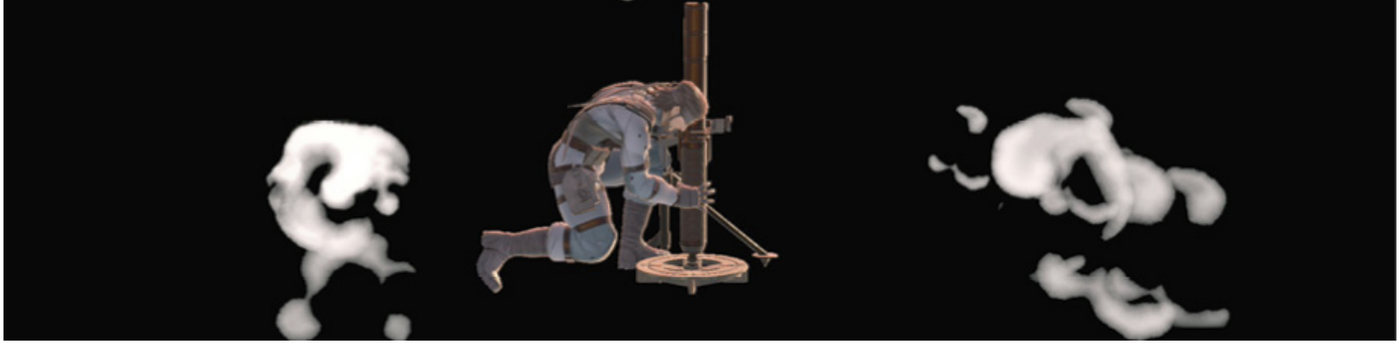
SIDE SMASH

Snake busts out an RPG and launches a shell right at the ground in front of him, directing heavy damage in a big radius (that he somehow manages to avoid). This is one of the slowest smash attacks around, taking over half a second uncharged. But the damage, KO potential, and shield-shattering are undeniable. Most of the lag here is front-loaded; Snake is at a disadvantage if the rocket is shielded (if the enemy's shield isn't broken), but not much, and the enemy is probably pushed out of range by the explosion anyway.

If you have time to squeeze this off, it's worth it. That can be a big "if," though. If you're able to get a rhythm of Hand Grenades and up smash mortars going, there will be time to load up a side smash in the midst, adding to the rain of explosions.

Another instance where this attack is great is when edge-guarding. Aside from being a great big circular hitbox you can place at a stage edge for all occasions, it can easily blast someone right off the ledge just as they get there…if you have enough lead time.

UP SMASH



This unique smash attack is more like a secret special move. Snake starts out by laying a mortar launcher at his feet, with this setup producing a momentary launching hitbox. This physical mortar launcher hit isn't as fast as up tilt, but hits about the same area in front. Then, over half a second after the move is initiated, the mortar flies up from the tube. If a foe is popped up by the launcher itself, the projectile detonates right away for a two-hit combo. If not, the dumb-fired explosive travels on a sharp arc up and then down directly in front of Snake. (Like side smash and Remote Missiles, this is one of his own explosives that won't hurt him.) Enemies who chase after Snake after he uses up smash risk being interrupted by the explosive falling back down, one of the major benefits of deploying this kind of delayed attack.

Charging this smash attack doesn't increase the damage. In fact, it doesn't delay the initial mortar smack either. He just holds off on launching the mortar round. The longer the charge, the taller an arc the shell describes in its travel. Of course, this ruins any combo opportunity if you hit anyone with the mortar smack. But if using this as a special projectile, charging up a round so it flies higher means it takes that much longer to come down, making it a potential threat/combo-breaker against Snake's foes for even longer.

An uncharged mortar round spends just over a second in the air before detonating at Snake's feet, meaning an uncharged up smash drops an explosive just over 1.5 seconds after input. A fully charged up smash mortar round flies for 1.5 seconds (though of course has far more start-up, with needing to charge and all). The quickest way to drop two mortar rounds back-to-back is to fully charge and release up smash, then immediately follow with uncharged up smash. Snake will be free to act just before a couple mortars fall and explode about a half-second apart. This is great if you have time to set it up, which assumes no one is breathing down your neck, a situational thing. Like when on the fringe of a fight between others with time to set up, or setting up a particularly nasty edge-guarding salvo against someone about to drift back to the stage.

DOWN SMASH

Snake aims a shin kick out in front, then sweeps it around to cover behind him. This is Snake's main clear-out option when trapped in a big melee on the ground, or simply for running, pivoting, and sticking out a backward-aimed move. Up tilt and up smash also do this for many fighters, but not Snake. It hits decently fast and pushes victims back on both sides. If someone in front of Snake shields the front kick, he's wide open to any kind of punishment. If someone behind him blocks the back kick, the situation is a little better. He's still at a disadvantage, but not as bad, and opponents might be pushed far enough away to negate guaranteed reprisal.

Snake stands at full height for this attack, which is a disadvantage. Many of his moves give him some benefit by ending in awkward postures to punish, like his dash attack and down tilt. But this is wide open to anyone in the air, like short hoppers, and to any ground-level projectiles.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	9	Bounces foe forward.
Back throw	9	Bounces foe backward.
Up throw	7, 4	Bounces foe into juggle position behind Snake.
Down throw	9	Sleeper hold lays foe prone.

GRABS

Snake is deliberate with his grappling game, grabbing with the speed of an average heavyweight. So his speed isn't amazing, but the range is decent, farther than it looks from his hand positions.

His throw attacks are unconventional, with both his front and back throws bouncing victims off the floor for momentum, and the up throw bouncing them into an airborne juggle position the way most down throws do. Combo follow-ups after up throw's backward bounce are possible; you just have to account for starting out backturned to them. Down throw is unique, with Snake dishing out a quick, non-lethal version of his sleeper hold, laying his foe out flat. You can hit victims off the ground immediately with something like side tilt or short-hopping down air, or use the opening to slap some C4 onto them.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	3x3, 12	—
Forward air attack	15	Meteor smash.
Back air attack	16	—
Up air attack	14	Sweet-spot hit launches foe into potential juggle position.
Down air attack	4, 3x2, 10	Last hit knocks foe away.

NEUTRAL AIR ATTACK

It's like close-quarters combat in midair! Snake unleashes a quartet of jump kicks that take up his time for three-quarters of a second. Do neutral air attack right on takeoff, and the kicks cover the full duration of a jump or hop, making this easy to use as a wall of kicks on the ground, but beware there's a bit of landing lag.

The first kick is a bit slow for a neutral air attack, but once he starts kicking, there are periodic hitboxes in front of him for a half-second. The final kick packs most of the punch; landing all four hits is huge damage for a single attack. If any of the attacks hit, they drag victims along, in better position to be hit by all the rest. It's just a question of him having enough time to get out all the kicks before returning to earth.

FORWARD AIR ATTACK

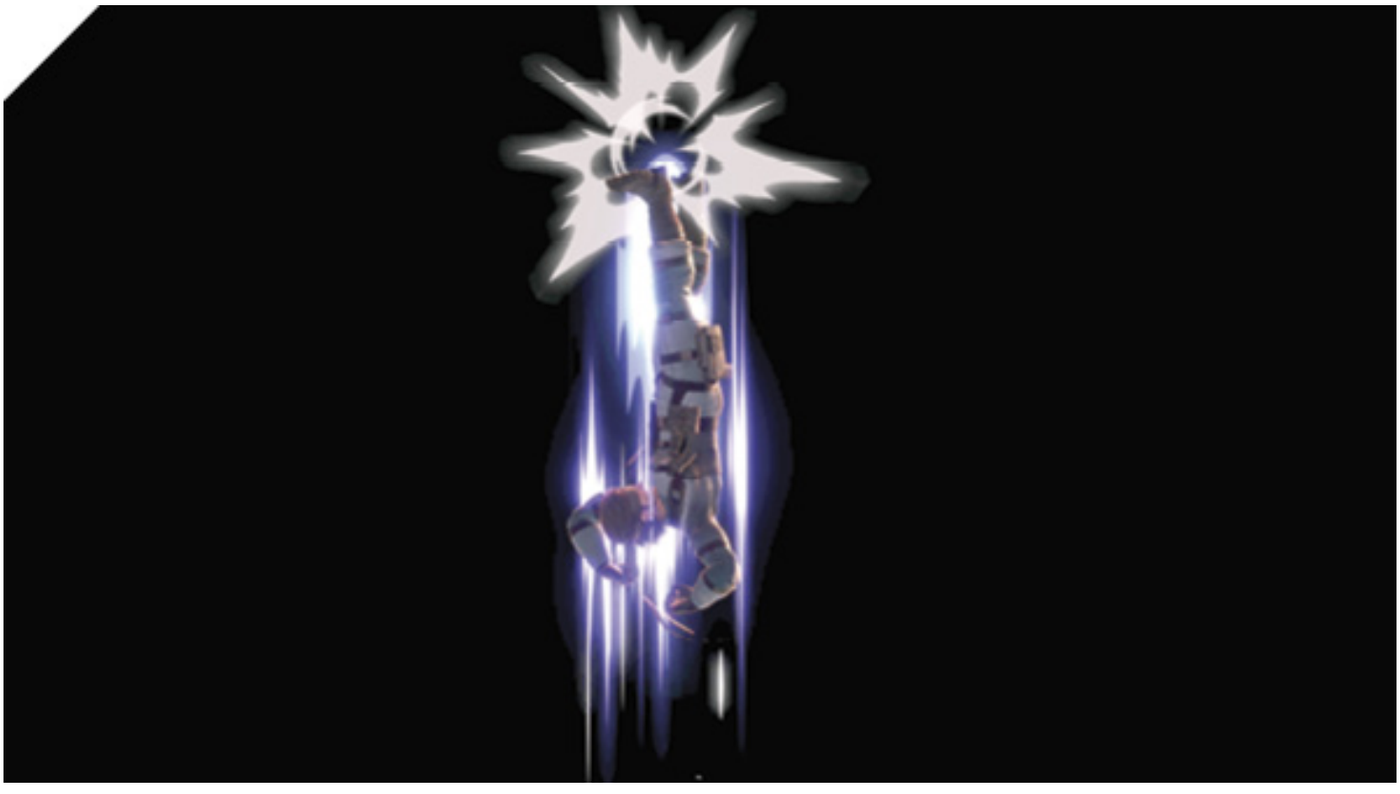
This hard-hitting air move takes a long time to hit, over a third of a second, before Snake brings down a midair axe kick. His leg starts out hitting up, before crashing down to a forward finale.

Even most smash attacks are noticeably faster to become a threat than Snake's forward air attack. This can make it difficult to wield against literally hundreds of air moves that are quicker. When going after foes offstage, probably after stepping off a ledge from above them, you might have time to fall toward them while winding up forward air, which has a powerful meteor smash effect. Midstage, though, is tougher. This is where Snake's layered explosive game comes in handy. Putting different kinds of timed threats in your way first, like up smash mortars, Hand Grenades, and C4 blocks, paves the way for striking midstage moving forward with forward air attack.

BACK AIR ATTACK

Snake sticks out a quick, strong kick behind him. For a kick of its kind, it stays out for a long time, almost a third of a second, so it's lenient for aiming backward. It's much quicker to hit than most of Snake's other air moves. However, it's not great for reverse rushing tactics or poking backturned near the ground, because it has a lot of landing lag, with Snake landing on his side. It's best aimed air-to-air at double jump altitude, or when going for juggles on launched foes.

UP AIR ATTACK



Snake flips to kick straight up with both legs, launching victims upward if successful. This is naturally great for aiming at foes straight above, but don't expect lateral coverage. The landing lag is prohibitive, with Snake landing on his head before flipping over. But it has some use as a last-second jump-in at standing targets, or short hoppers under you in midair. If you can aim to hit with the early launching sweet spot of the move, just before touchdown, they're launched and you can immediately jump and combo neutral air in front, or back air in back.

DOWN AIR ATTACK

This is Snake's fastest air attack by far, with him sticking a foot downward just as fast as he punches with neutral attack when standing. After the first jabbing kick straight down, he follows with three more, like a faster, downward-aimed version of neutral air attack.

Like neutral air, the final kick is strongest. The last kick strikes down with such force that it halts Snake's descent for a moment, so it has some use for changing Snake's jump trajectory.

With four kicks spaced out, this can work as a ground-game poke, short-hopping into an immediate down air attack that covers almost the jumpping period. The speed and active periods in midair make this an appealing move. But on block, Snake bounces off a bit, vulnerable to reprisal as he lands.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	~2, ~9	Fire attack. Two grenades can be active at once. Two-second timer until explosion.
Side special	14	Guide Nikita missile with control stick.
Up special	6	Movement special. Release by tapping down or using any air action (except double-jumping). Cypher becomes active upward hitbox after release.
Down special	17	Requires manual detonation. Can be attached to surfaces or foes.

NEUTRAL SPECIAL: HAND GRENADE

Tap neutral special, and Snake pops the pin on a grenade and gives it a toss. Hold down a neutral special input, and Snake pops the pin and holds it (the grenade, not the pin). Grenades have a two-second timer—they detonate whether they're in Snake's hand or not. Snake can walk and jump while holding a ticking grenade, though he can't change the direction he faces. Make sure you're looking in the correct direction before performing neutral special, or use the special-reversing trick (push the control stick in the direction you want to face *instantly* after the neutral special input).

Whenever you release the input and toss the grenade, holding forward or backward on the control stick affects the grenade's arc. Leaving the stick in neutral produces a grenade toss about like you expect. Pushing the stick in the direction Snake faces results in a low, far-reaching baseball toss. Push the stick toward Snake for a high-arcing toss that drops the grenade right in front of him, kind of like up smash's mortar rounds. You can also press the Shield button to drop a grenade in hand at Snake's feet.

Up to two grenades can be active at a time. The grenades themselves hit opponents and deal damage as weak hits, around 2% damage depending on velocity (though they don't make opponents flinch, so don't count on grenade bounces to interrupt enemy moves). When they detonate, they deal around 9% damage to anyone nearby—including Snake!

Here's where it gets interesting. Snake can catch or pick up his own grenades. As a change-up from afar, pop the pin, hold it, and tap Shield to drop the explosive at Snake's feet, or start with an upward-arcing grenade toss right in front, then jump and tap the Grab button (or use a perfect press of Attack+Shield together) to catch the grenade in the air. Either way, now use a smash-style input with the Grab button for a fastball throw of the grenade straight ahead, which foes won't expect. Retossing a grenade you've already armed with a smash-throw makes it travel faster than an initial baseball pitch.

The catch here: enemies can catch grenades too, or pick them up off the ground! It's much harder for foes to catch midair grenades than for Snake, since he can jump to overlap a grenade in flight, making the grab timing easier. If an enemy's catch timing isn't perfect, the grenade bounces off them as a low-damage hit (then probably explodes; these timers aren't very long!). But it's possible, and if someone snatches Snake's grenade from midair, they can send it right back with their own smash-throw.

SIDE SPECIAL: REMOTE MISSILE

Snake busts out his trusty guided Nikita launcher, remotely piloting an agile missile all over the stage. This is one of the most finely controllable moves in the game, even more than Ness's PK Thunder. You can basically steer Remote Missile anywhere. The missile flies faster in a straight line than when being nudged in one direction or another, so keep that in mind when chasing foes.

Remote Missile does only 7% damage right after being launched, but quickly goes up to 14% damage on hit once it's flown for a moment. (The damage drops to 7% if a missile is ditched.) The missile lasts for 4.5 seconds of piloting time. If you're still flying it by then, it sputters out of control and crashes (perhaps hurting someone, even unguided).

Snake is a sitting duck while piloting Remote Missile. To drop control prematurely if someone is rushing at Snake, you can fly the missile into a nearby surface, or tap the Shield button to ditch control and return to Snake. If you ditch control, or if Snake gets hit, the missile tumbles with inertia in the direction it's pointed. There are times you can use this on purpose, like after using Cypher to fly high, then quickly launching a high-altitude Nikita and pointing it to fly along Snake's path downward, so it can conceivably nail his attackers if they interfere.

UP SPECIAL: CYPHER

Snake hitches a ride upward on a Cypher drone. This is his main recovery move, since it gains a tremendous amount of altitude. Cypher can be steered left or right, and releases Snake when it can't carry him any higher. It doesn't leave him helpless when it's over; after release, Snake can use any normal air actions except double-jumping or using up special again. You can drop off Cypher early on the way up by tapping down, or by performing an air action to cancel it. Cypher continues upward as a weak projectile hit as Snake floats down, but this hit is mostly incidental. Cypher is best thought of as a pure recovery tactic, like Villager's and Isabelle's Balloon Trip.

Aside from recovery, being able to act after flying high with Cypher gives Snake some novel ranged-harassment options. You can leap to great heights before dropping C4 or multiple Hand Grenades on slow, underhand arcs.

If Cypher is destroyed or Snake is struck while riding, he's sent tumbling, but once his hitstun ends, he can resummons Cypher with another up special. You can use this on purpose, releasing Cypher, then dropping Hand Grenades or C4 and steering Snake into them fast, blowing him up and allowing another Cypher call. But this piles on lots of damage if abused, and might KO him!

DOWN SPECIAL: C4

Classic Snake, setting up remotely detonated blocks of plastic explosive. He can set these on surfaces, platforms, or even people! Once C4 is in place, another down special input sets it off, dealing heavy damage. One caveat with this move is that the detonation itself is kind of high-commitment, occupying Snake for about a third of a second as he presses the detonator. You can't just snap off detonations in a flash, or while occupied by other actions.

In the air, a block of C4 can be dropped as a bomb that, as far as opponents know, might go off anytime. On solid ground, it's a mine, which foes have to worry Snake might detonate whenever he's not actively eating hits himself. Set up on enemies, it's a bizarre kind of mobile mine. Sure, the fighter with a C4 block on their shoulder knows they're in trouble very soon, but not exactly when. Meanwhile, other fighters who might have been interested in fighting the combatant Snake just armed may suddenly find themselves skittish.

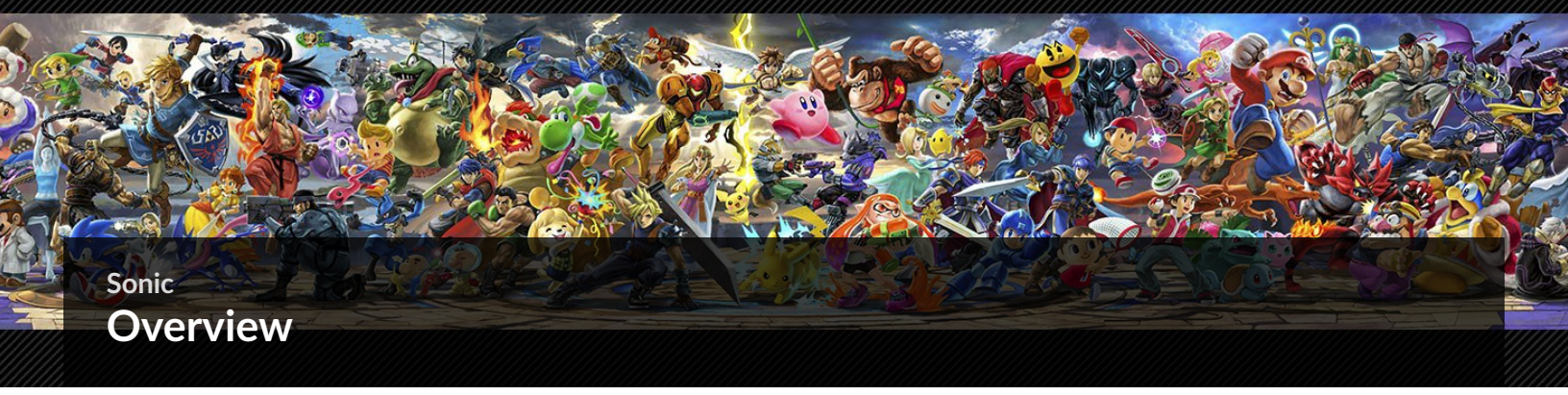
If you attempt C4 setup near someone on the ground, Snake takes a knee to affix it to them, but it's unlikely people will cooperate with that. It's a lot more likely that you can C4 someone right after down throw. Lay them flat, then immediately slap it on with down special. It's possible to do something like this in midair too. Toss someone upward with up throw or up tilt (among other options), then jump right into their bodies in midair and use down special. The spacing and timing are like trying to footstool-jump someone—Snake needs to really be almost overlapping them.

If it isn't manually detonated, a deployed C4 block explodes after 25 seconds. Even if you're not finding time to detonate blocks of C4, it's definitely worth finding the time to set them up constantly, always creating the uncertainty in enemies. Place C4 on stage ledges; you never know when that'll suddenly come in handy.

Finally, C4 can be used as an unconventional recovery tool, keeping Snake in the air almost indefinitely. Use Cypher to gain lots of altitude, then drop a block of C4 and detonate it in the air near Snake. He'll be flung upward, taking heavy damage, but he'll be able to use Cypher again! Keep this in mind as a high-risk tactic for recovering back to the stage, or for achieving extra-high heights for dropping grenades on enemies.

FINAL SMASH: COVERING FIRE

This Final Smash is like a screenwide version of Remote Missile, with Snake targeting anyone and everyone. Drag the reticle over as many challengers as possible to achieve lock-ons. A swarm of homing missiles shows up shortly, zeroing in on all locked targets. Like Remote Missile, this requires finding a safe place for a moment of Snake's targeting time. But given a safe haven, he's a threat anywhere.



Sonic

Overview

Sonic is a unique fighter, not only because he's the speediest brawler in the game, but because his fighting style vastly differs from most of the cast. He's most effectively played with a bait-and-punish fighting style, dashing around at high speeds and capitalizing on the enemy's whiffed attacks.

Naturally, he has the fastest dash speed in the game, so he's effective at punishing whiffed attacks from range. He also skids to a stop faster than almost anyone. He goes from zero to sixty and sixty to zero like nobody's business, allowing him to run and immediately stop, possibly transitioning into a tilt or smash attack. He even has a wall jump that can aid him during his ledge-recovery phase.

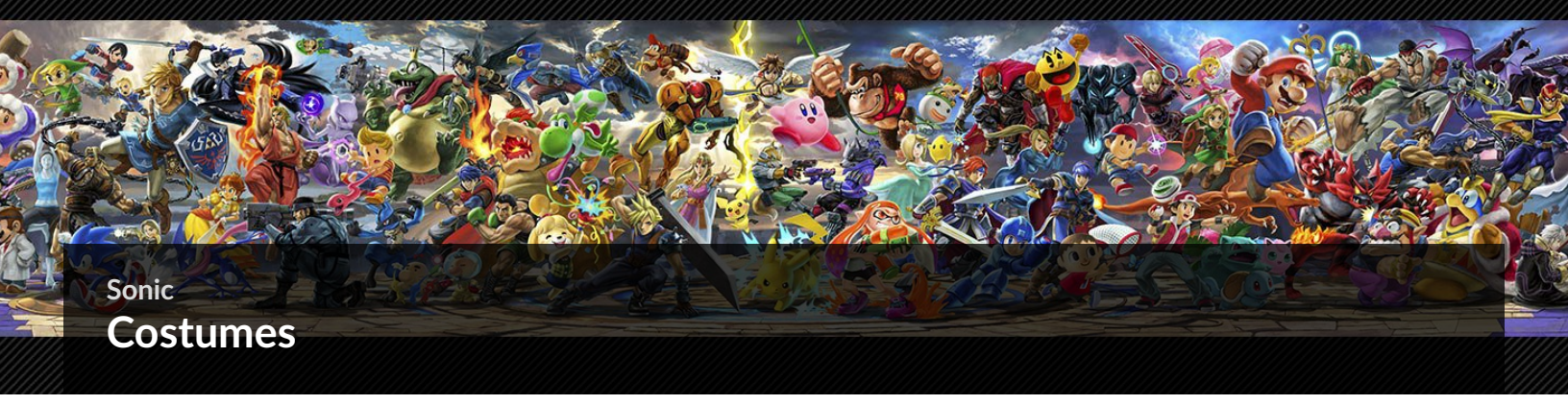
One of Sonic's strengths is his ability to condition foes with his various spinning attacks. Since so many of his varying attacks look identical, it can be difficult for opponents to predict what Sonic is going to do. His Spin Charge, Spin Dash, and Homing Attack all begin with Sonic transitioning into ball form. Spin Charge and Spin Dash even have varying follow-ups Sonic can transition into. Sonic's foes also have to fear his dashing grab once they're conditioned to shield against his spinning rolling attacks.

Sonic has a surprisingly strong defensive game. His ground attacks are quick with solid range, his up air is a lightning-fast double-sided aerial that can be used to punish enemies right after you block their attacks, and many of his special moves grant him some intangibility, such as Spin Dash and Spring Jump.

SONIC VITALS

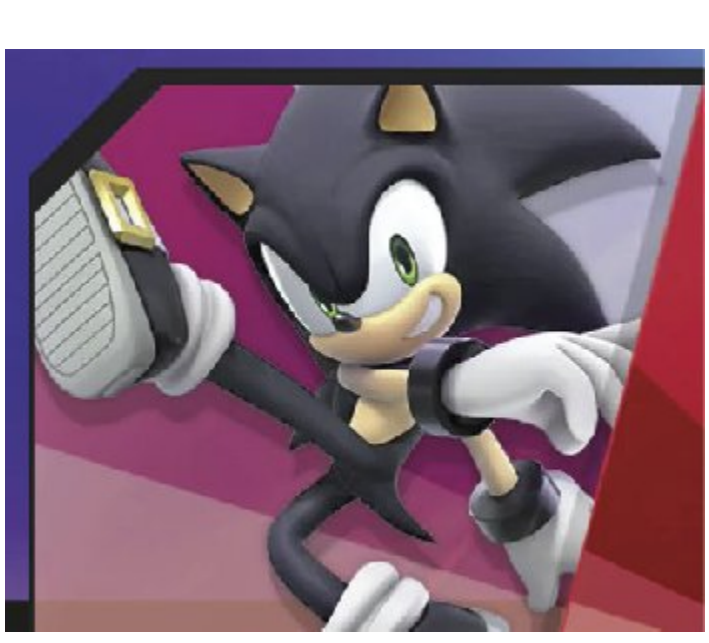
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	Yes
Wall cling:	No

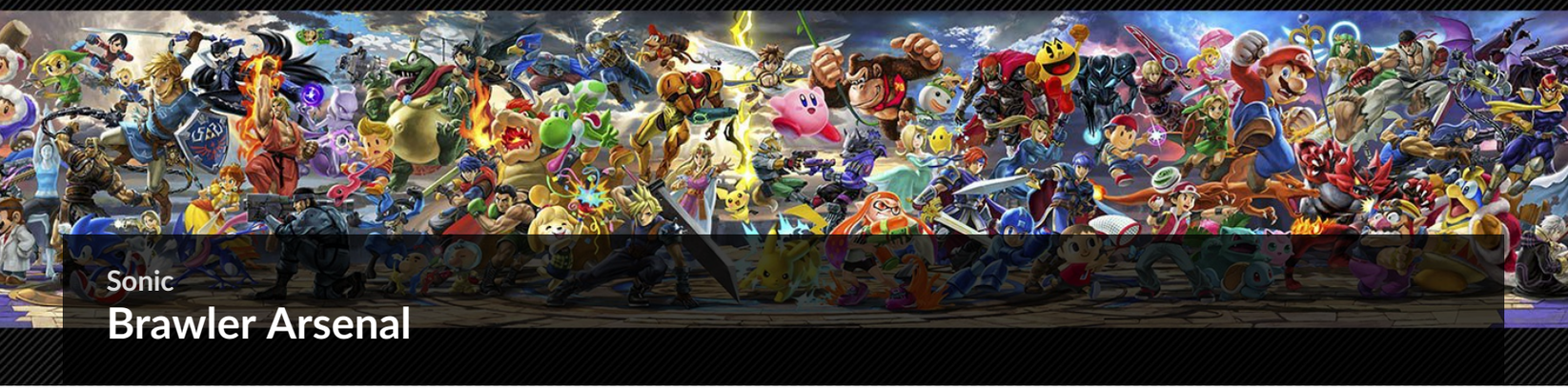
MOVEMENT RANKS	
Ground speed:	S+ (1)
Air speed:	B+ (12-16)
Falling speed:	B- (28-33)
Weight:	D (59-60)



Sonic

Costumes





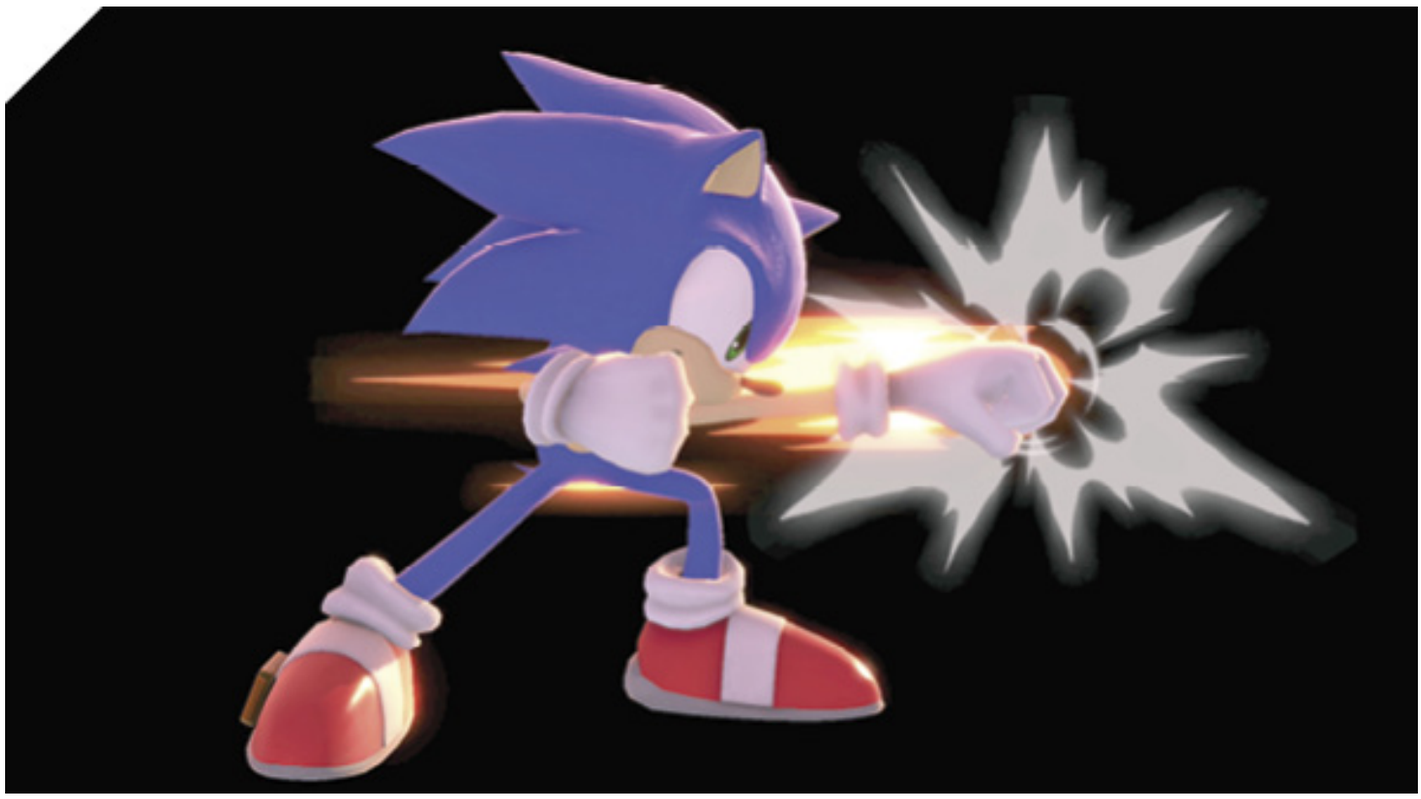
Sonic
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

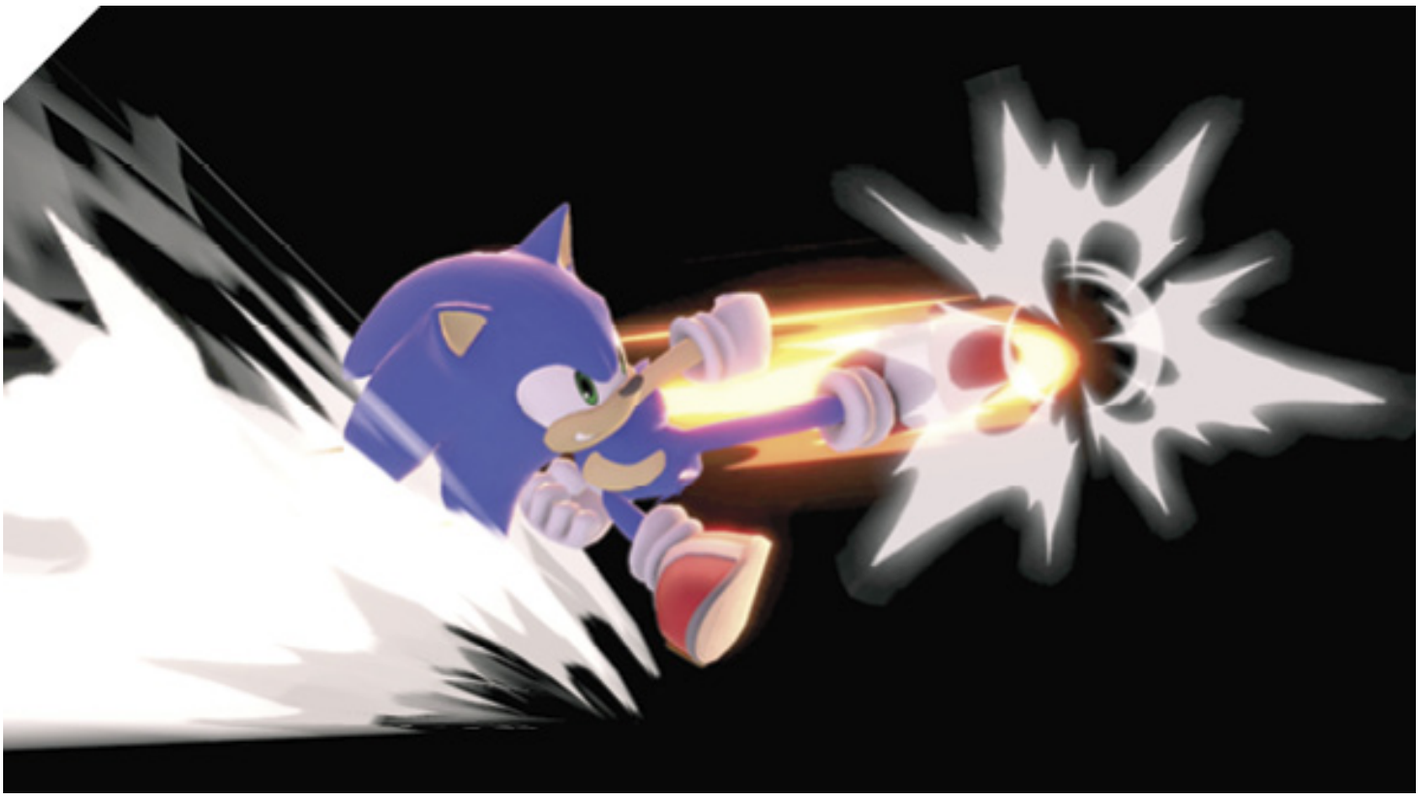
MOVE	DAMAGE	NOTE
Neutral attack 1	2	Hold to loop jabs on whiff.
Neutral attack 2	1.5	—
Neutral attack 3	4	Knocks away.



Sonic performs a quick one-two punch sequence, followed by a thrusting side kick that launches enemies away. Sonic's jab combo is generally best used interchangeably with side tilt and down tilt to defend against aggressive foes. If you hit with a full jab combo, you can mix up your opponent with a follow-up Spin Dash, Spin Charge, or dashing grab.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	6	Launches up and away. Early hit deals more damage.



While running at supersonic speed, Sonic drives his momentum into the enemy with a high-powered flying kick. Like most dash attacks, Sonic's leaves him exposed if it's shielded, making it punishable. This vulnerability can be mitigated if you pass through the enemy, although it requires executing the dash attack within point-blank range, which in itself makes it risky.

If you hit with the tail end of the persistent hit effect, you can follow up with a dashing jump forward air attack combo, although the timing can be strict. Dash attack can be used to punish whiffed attacks from midrange or to chase down retreating airborne opponents.

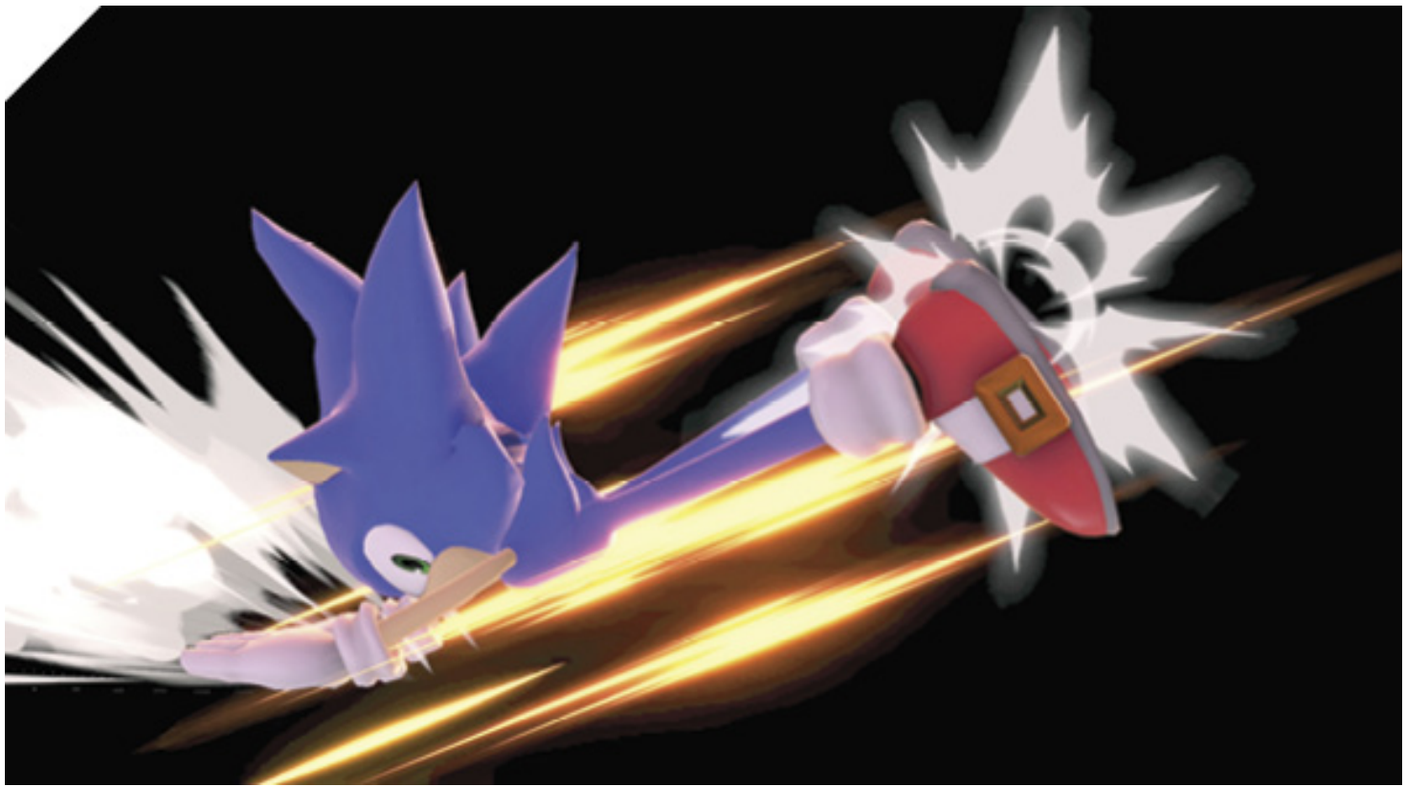
DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack (faceup)	7	Intangible.
Wake-up attack (facedown)	6	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	4, 7	Knocks up and away. Can be angled up or down.
Up tilt	2, 6	Launches up and away at slight angle for potential follow-up.
Down tilt	6	Knocks up and away at slight angle for potential follow-up.

SIDE TILT



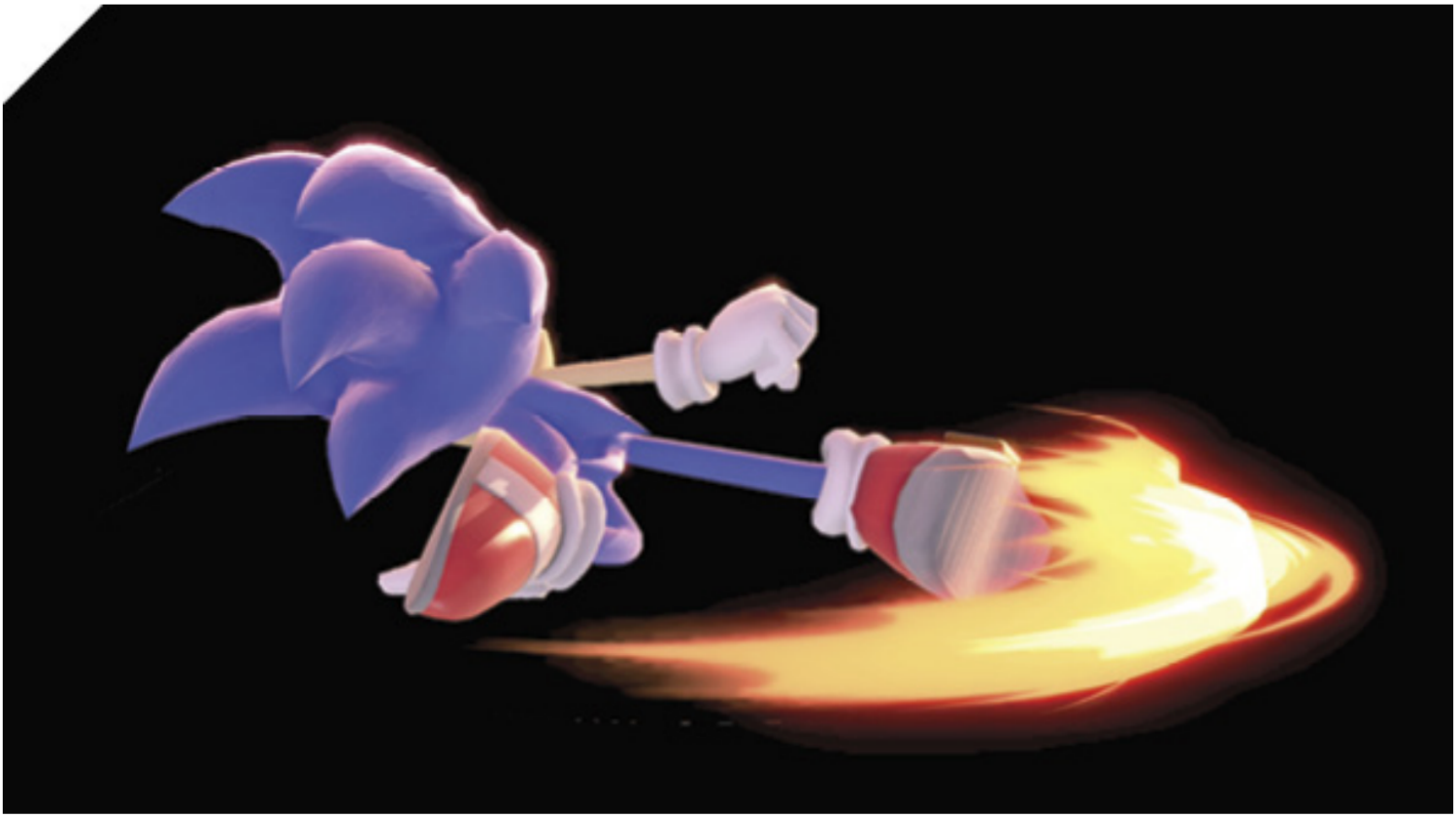
Sonic stands on his hands and extends a horizontal double-heel kick in front of him that hits twice, with the second hit launching foes away. Side tilt is a solid defensive option for punishing attacks outside your neutral attack range. During the attack, Sonic shrinks his hurtbox size, mitigating his vulnerability while extending a pronounced hitbox of his own. It's relatively unsafe when shielded, so it's best used from a distance or as a turnaround attack against a pursuer.

Side tilt makes for a great edge-guarding attack. You can react to certain ledge-recovery options with side tilt to punish foes for rolling into you or ledge-jumping.

UP TILT

Sonic performs a two-hit spinning roundhouse combo, similar to Captain Falcon's up smash, that launches the opponent up into the air for a potential follow-up juggle. Up tilt should only be used to pressure enemies standing on a platform above you or as an anti-air against descending enemies. It's highly punishable when shielded and leaves you exposed for a long time if you whiff it.

DOWN TILT



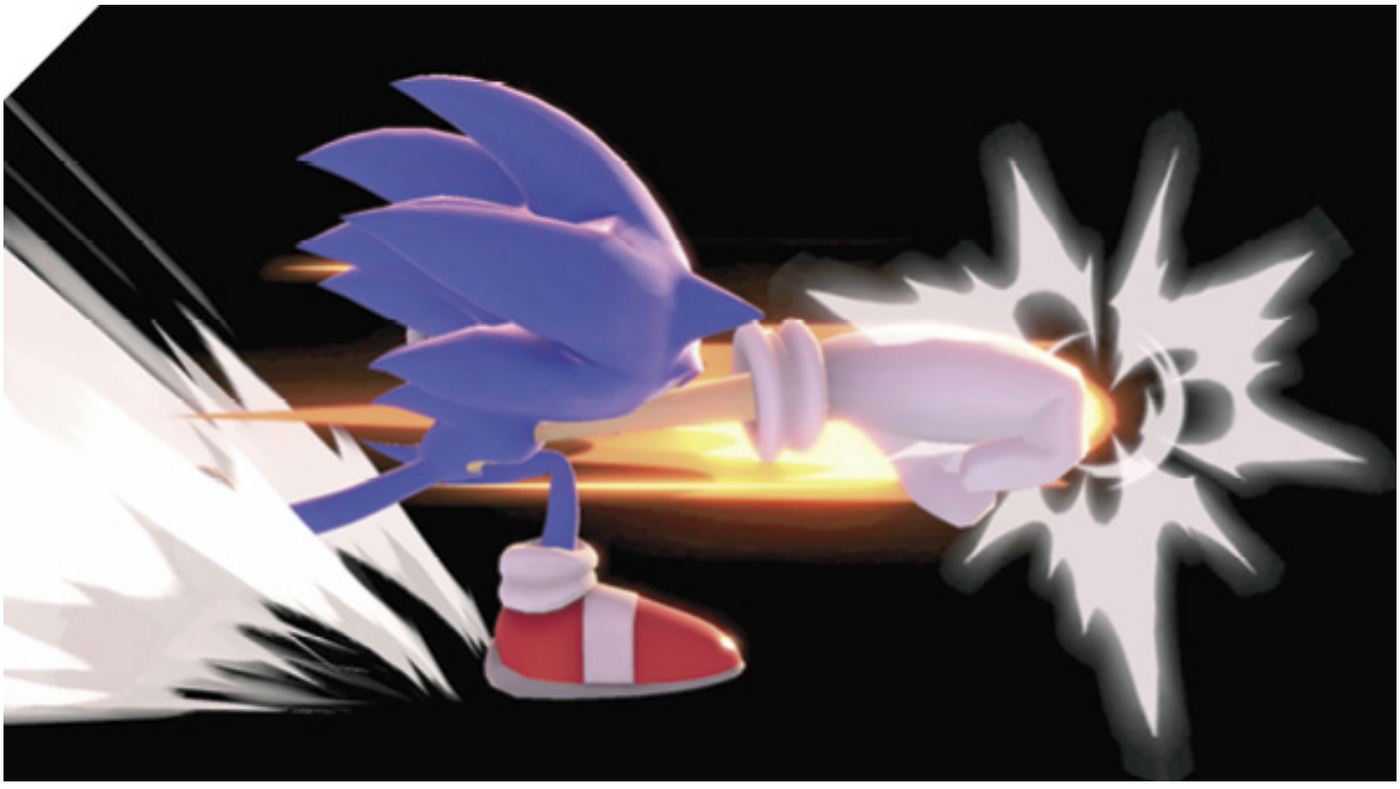
Sonic delivers a crouching leg sweep that knocks enemies up into the air. At very low percentages (0-10%), you can combo down tilt into an up-angled side tilt. Against most fighters around 30%, you can follow up with either a dash attack (into a juggle mix-up) or a short hop forward air attack.

Down tilt is a great poking tool that's relatively safe when shielded, especially if it's spaced at maximum range. It can also be used to punish a recovering opponent's ledge-grabbing vulnerability window if timed accurately.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	14	Launches away. Can be angled up or down.
Up smash	5, 1x6, 3	Launches up, high launch power. Slight intangibility during rising hit.
Down smash	12	Launches away. Double-sided attack.

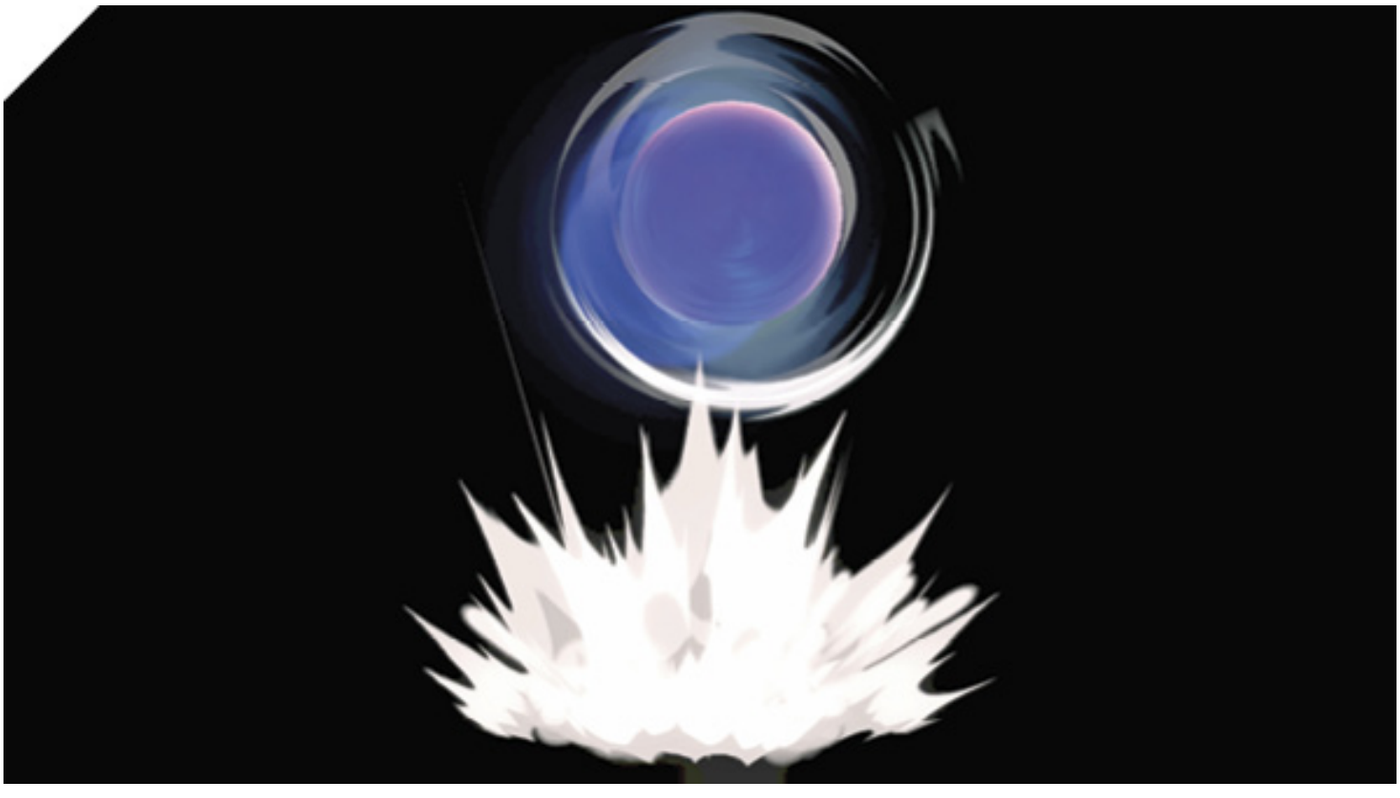
SIDE SMASH



Sonic leans back, winds up his arm, then unleashes a haymaker, driving his enlarged fist through the enemy. While it's not completely safe when shielded, side smash becomes safer when it's at least slightly charged up. You can use it as a turnaround attack to punish opponents chasing you.

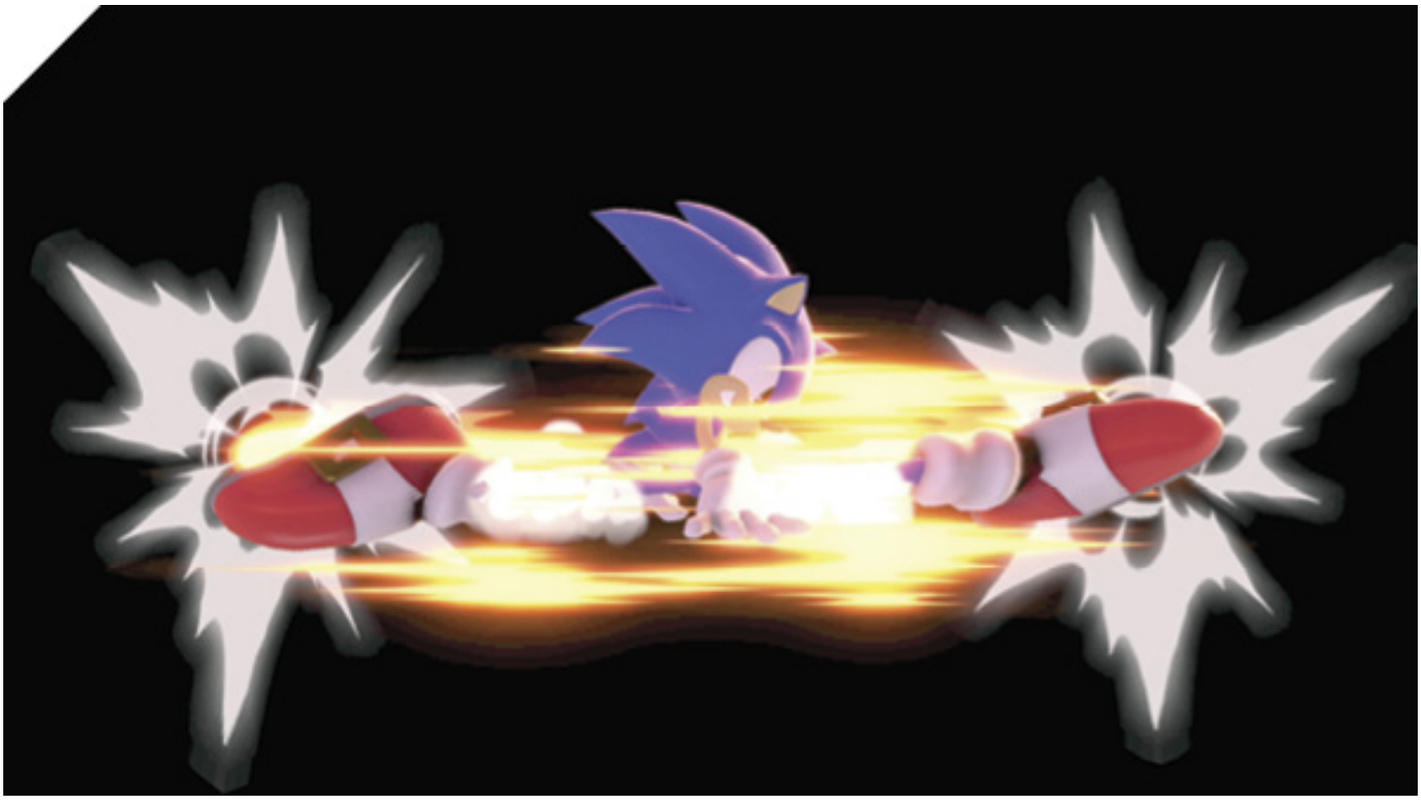
Down-angled side smash is an incredibly effective ledge-recovery punisher due to its hitbox size and duration.

UP SMASH



After a brief standing pose, Sonic leaps up into a levitating ball attack. As he leaps, he knocks foes into the air, where he transitions into a five-hit spinning ball combo. The final hit launches foes upward. While up smash starts with some intangibility, it's punishable when shielded.

DOWN SMASH

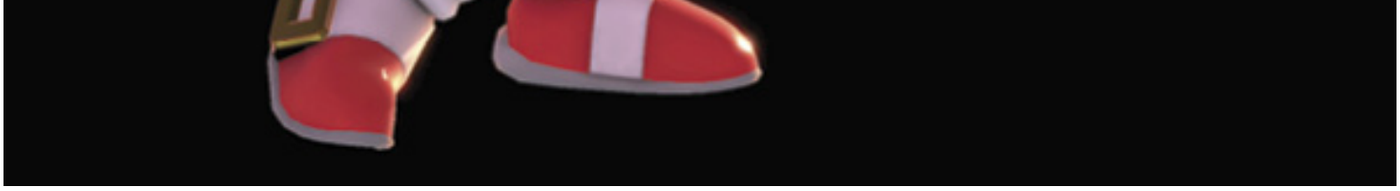


Sonic pounces up, then performs the splits, launching his legs out to his sides, clearing out the area of enemies. Like most clear-out smash attacks, Sonic's down smash is extremely unsafe to throw out carelessly. It's best used either to hit a ledge roll or as a counterattack after blocking if your attacker is behind you.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	7	Forward throw.
Back throw	7	Backward throw.
Up throw	6	Launches directly above for potential follow-up.
Down throw	8	Knocks away. Forces tech get-up knockdown.

GRABS



Sonic's grab reaches as far as his neutral attack. It starts up a tad slower than the fastest grabs, but since he's the fastest fighter in the game in terms of ground speed, he has little trouble getting into his grab range. His front and back throws are conventional throw attacks designed to KO foes near the side blast zones and to set up an offstage edge-guarding game.

Up throw leads into the most potential damage and a juggle-trapping game as Sonic impales his victim with his spines, launching them directly above him. Depending on enemy damage count, you can chase your opponent's shuffling with a jump into up air after you spike them with up throw.

Sonic's down throw is a unique one: he plants the ensnared foe into the ground, then grinds on them while he's in his ball form. Releasing them forces a tech get-up knockdown situation (the opponent can't act while airborne, but can tech). Sonic doesn't recover from his down throw animation early enough to capitalize on the opponent's tech get-up vulnerability window.

AERIAL ATTACKS

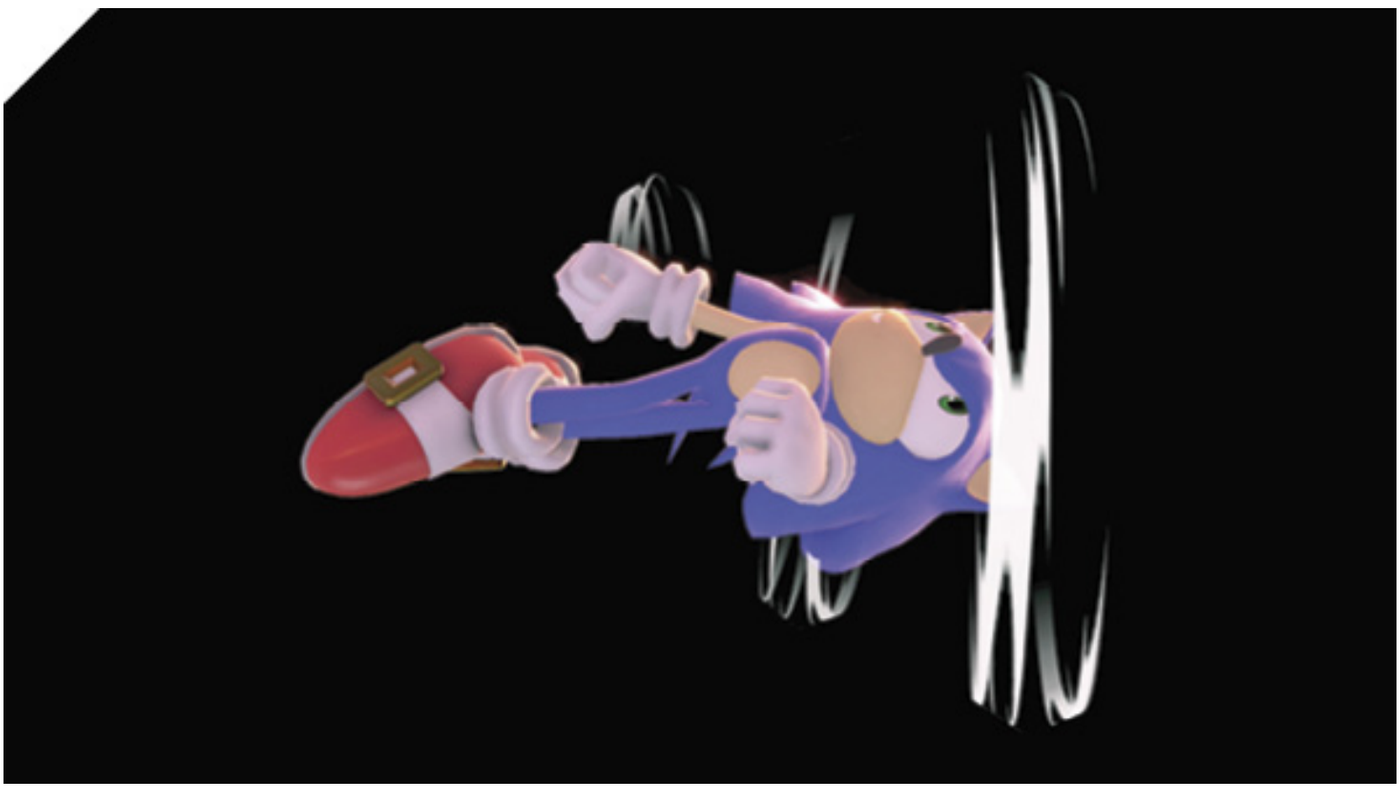
AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	12	Knocks up. Damage falls off, dropping to 5 during later hit.
Forward air attack	0.8x5, 3	First five hits drag. Last hit launches away.
Back air attack	14	Launches away. Early hit deals more damage.
Up air attack	3, 8	Knocks directly above for potential follow-up.
Down air attack	8	Launches up and away. Early active causes meteor smash and more damage.

NEUTRAL AIR ATTACK

While airborne, Sonic transitions into ball form for a persistent long-lasting spin attack. It deals much more damage the earlier in hits in the attack. This versatile attack boasts relatively low landing lag and an excellent long-lasting hit effect as Sonic soars through the air, spinning and knocking up anyone he touches.

FORWARD AIR ATTACK



Sonic dives through the air like a spiraling missile, driving his head through the enemy. Forward air attack hits up to six times, with the final hit knocking foes away. Forward air is primarily used in combos after certain launching attacks, such as off of down tilt, down air, or neutral air. It's punishable when shielded and has significant landing lag, so it should be left out of your air-to-ground neutral game.

BACK AIR ATTACK

In midair, Sonic thrusts his leg behind him with a forceful rear kick, launching enemies away. While it has a slow start speed, Sonic's back air attack deals the most damage out of his aerial attacks, making it a superb edge-guarding finisher attack. It has significant air and landing lag, so you can't throw out two in a single jump, but if you attack with it early enough in a hop, you can finish its animation in time to at least eliminate its landing lag.

You can short-hop back air, then before you hit the ground, double-jump into another back air attack. This sequence can be used to attack short-hop-happy foes as you meet them in the air with your persistent extended kick.

UP AIR ATTACK

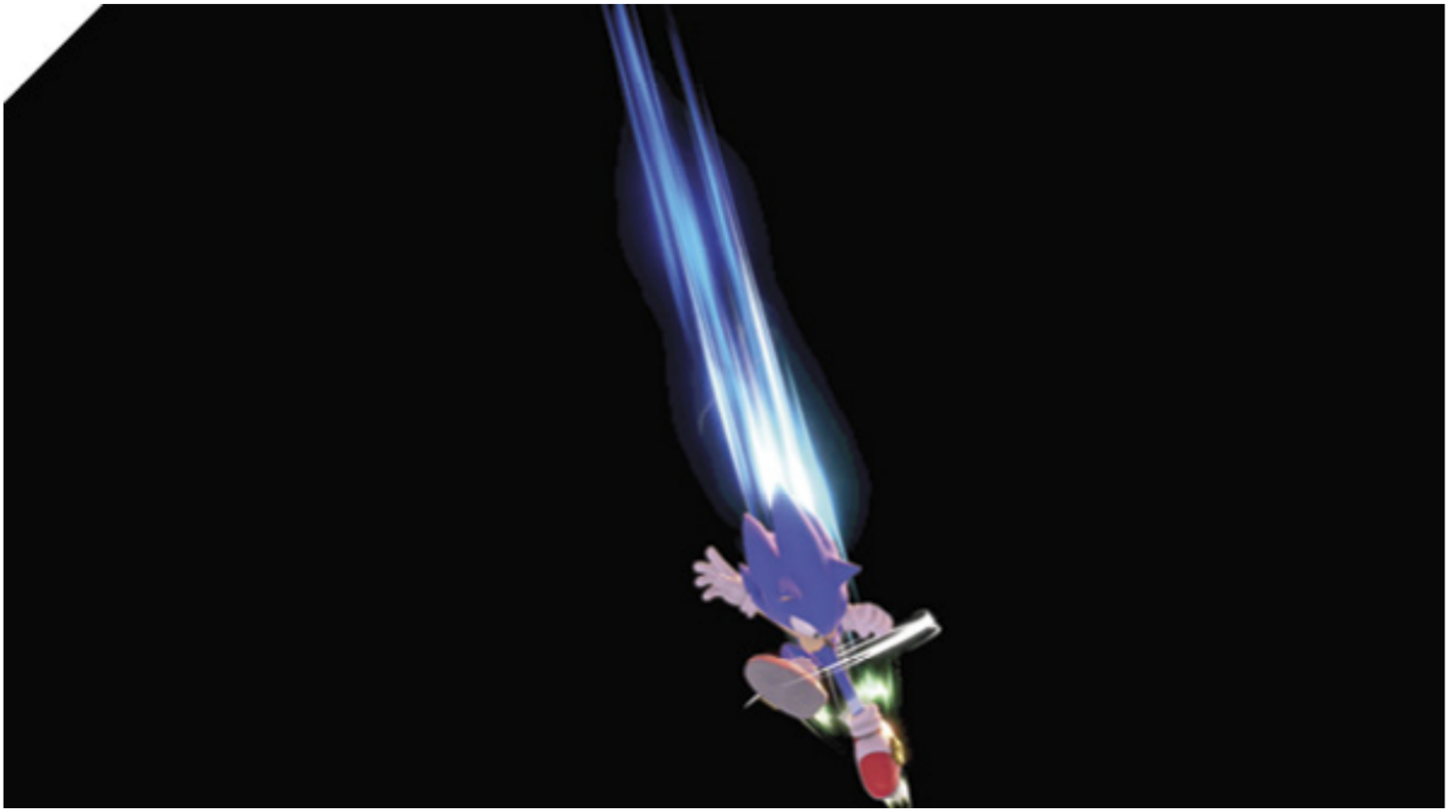
While airborne, Sonic executes a double-sided kick attack by driving his legs to his sides, then claps his legs together for a vertical launching attack that pops enemies upward. Up air attack is your best normal attack. It starts up quickly, hits both sides, and can be used in a vast array of situations.

As an option immediately after dropping shield, it hits both sides and can potentially punish aggressive foes by launching them into a juggle mix-up state.

Short hop up air into fast fall cancel is a remarkably powerful sequence used to deter grounded and short-hopping enemies. Use the Jump+up attack sequence to immediately short-hop up air, then tap down to fast-fall-cancel it for maximum effect.

Offensively, you can use short hop into delayed fast-fall-canceled up air to descend with the second (leg-clap attack portion) to hit on the way down. On hit, it launches the opponent up for a guaranteed combo, and if shielded, it puts foes into a long enough shield-stun to where you're unpunishable (in fact, you have an advantage, so you can follow up with a jab).

DOWN AIR ATTACK



Sonic briefly halts all of his air momentum before barreling down from the sky with a downthrusting dive kick. The kick deals more damage and can dunk enemies early on during Sonic's descent. The latter portion of the attack knocks foes up and away.

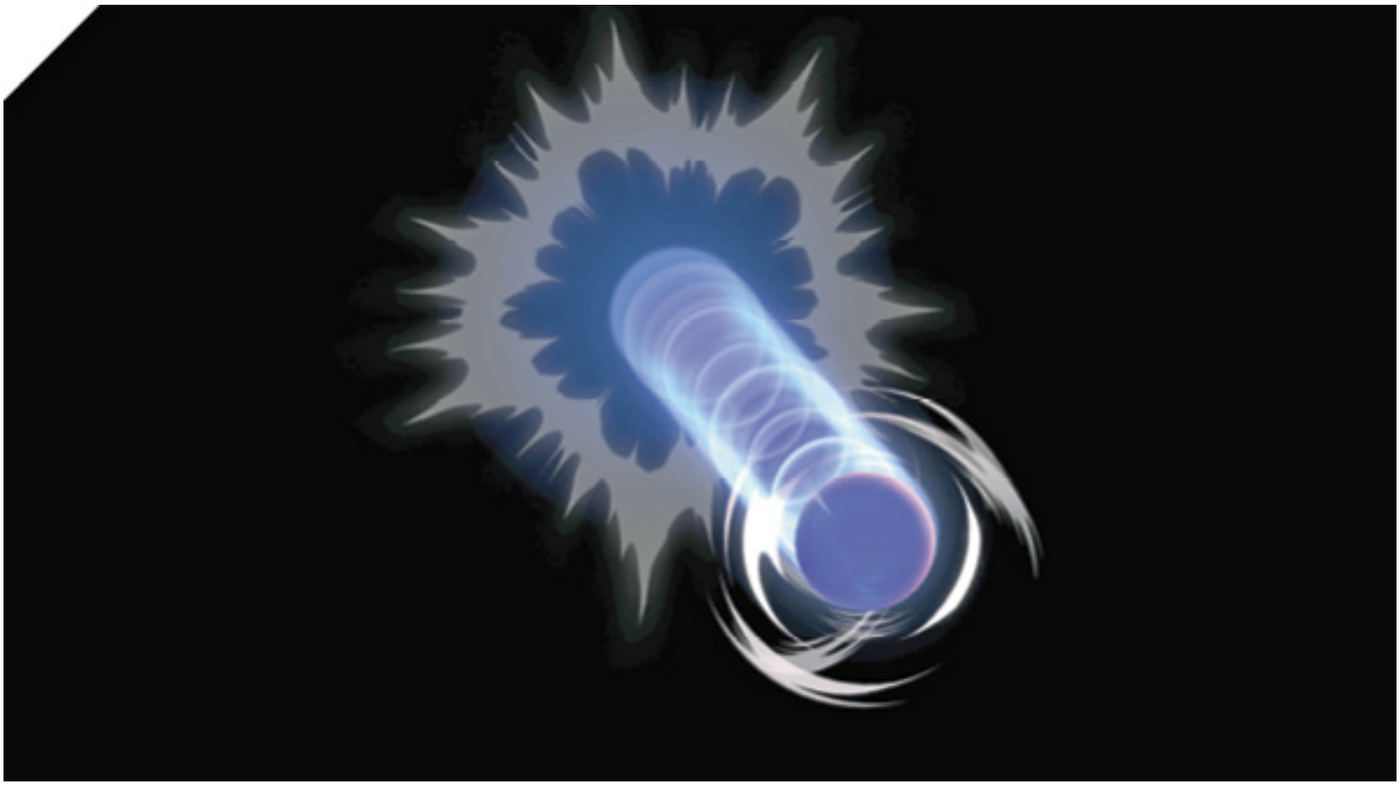
Down air attack can be used to spike enemies off the stage near a ledge, but can be a bit risky, though you can recover with a double jump into Spring Jump after your down air lag ends off-screen. Generally, down air should rarely be used unless you can make a hard read on your opponent's air recovery.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	7 to 20	Launches up and away. Charging increases damage.
Side special	5 (hop), 7 to 11 (roll), 3 (jump-cancel)	Brief intangibility. Cancelable into air attacks.
Up special	4 (airborne spring)	Brief intangibility. Spring persists for up to two additional jumps.
Down special	1, 2, 6 (special hop), 3 (attack hop)	Hold down direction and mash Special to charge. Damage varies. Attack to hop in place, Special to hop forward. Can drift left/right before hop.

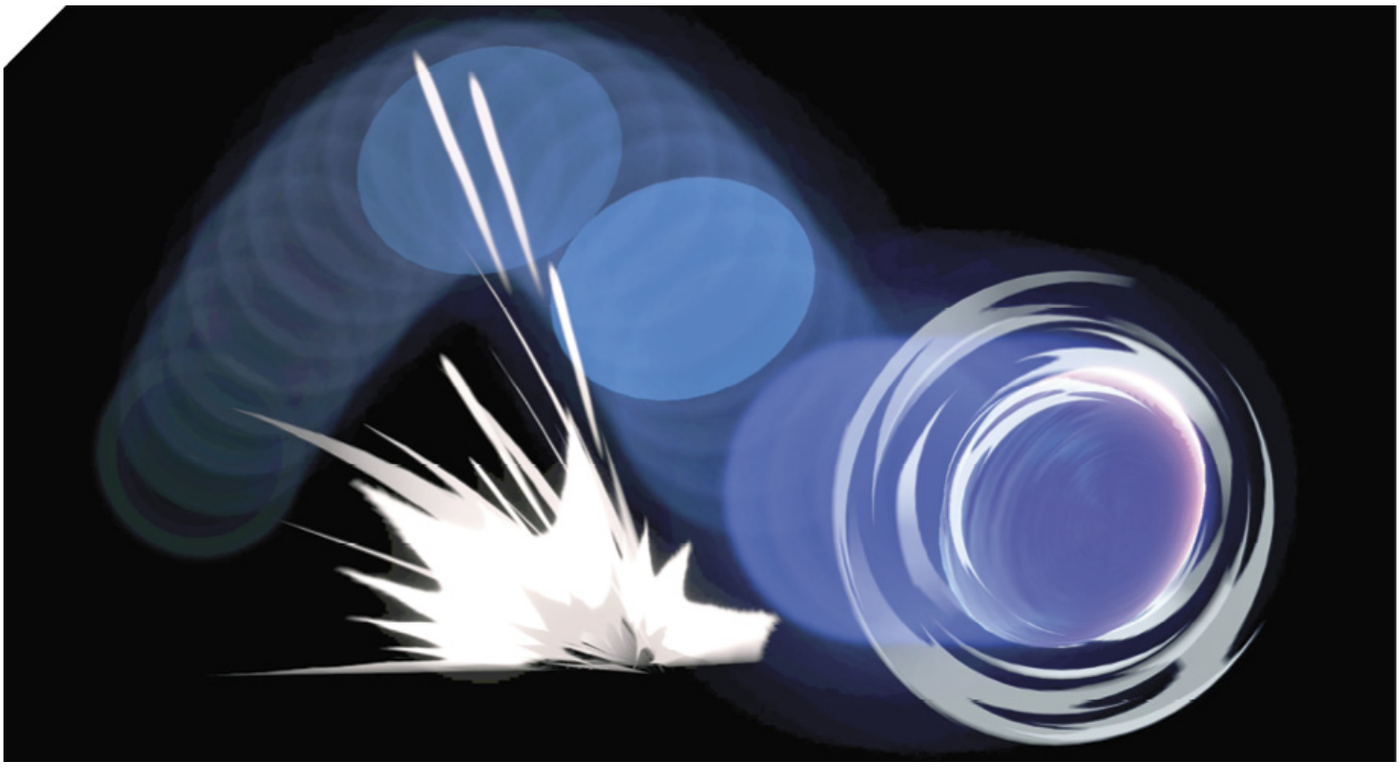
NEUTRAL SPECIAL: HOMING ATTACK



Sonic transitions into ball form, leaps into the air and musters speed and power, then unleashes a homing spin attack at the closest enemy fighter. Press Special once to activate and charge Homing Attack, then press Special again to release it. Charging increases damage and knockback.

Homing Attack has a lock-on and homing effect, but it can risky to throw out haphazardly. You should use it only if you've confused your opponent enough with Spin Dash and Spin Charge. If Homing Attack is shielded, you bounce off in a vulnerable state for a while. Homing Attack can completely whiff in certain situations. For instance, if an enemy is intangible during the attack's lock-on period (right after charge release), Homing Attack launches you down-forward. This can lead to a self-destruct if you're facing away from the stage!

SIDE SPECIAL: SPIN DASH



Sonic revs up in ball form and quickly hops forward with a spin attack, landing with a high-velocity spin that he uses to smash into the enemy.

The longer Special is held down, the faster Sonic's velocity and damage as he spins forward (his max charge speed is indicated by a bright yellow glow). During charge, you can jump to evade certain attacks, such as incoming projectiles.

Once Spin Dash is charged enough to where Sonic is engulfed in a yellow glow, he no longer performs the initial hop. Instead, he rolls forward speedily, smashing into grounded foes unless you manually input an attack to cancel into Spin Dash Roll Attack (a special up-forward angled attack/jump).

While Sonic spins on the ground during Spin Dash, you can turn around up to two times. This can be used to punish shielding enemies. For instance, after you pass through your shielding foe with Spin Dash, they may be eager to drop their shield to punish you. If you turn around mid-roll, you can punish them instead since they've dropped their shield. It's important to note that while Sonic is turning, he doesn't extend a hitbox for a brief period.

Another way to use Spin Dash safely is by spinning into the shielding opponents, then canceling into Spin Dash Roll Attack and immediately dropping an aerial Spring Jump on them. If timed correctly, you keep the enemy pre-occupied (or even hit them) with your Spring Jump projectile.

From Spin Dash Roll Attack, you can perform any aerial move, including air dodge, special moves, double jump, etc.

Spin Dash has a brief intangibility window during the upward arc of the initial hop. This makes it exceptional against aggressive foes or those who challenge you from the air with an attack.

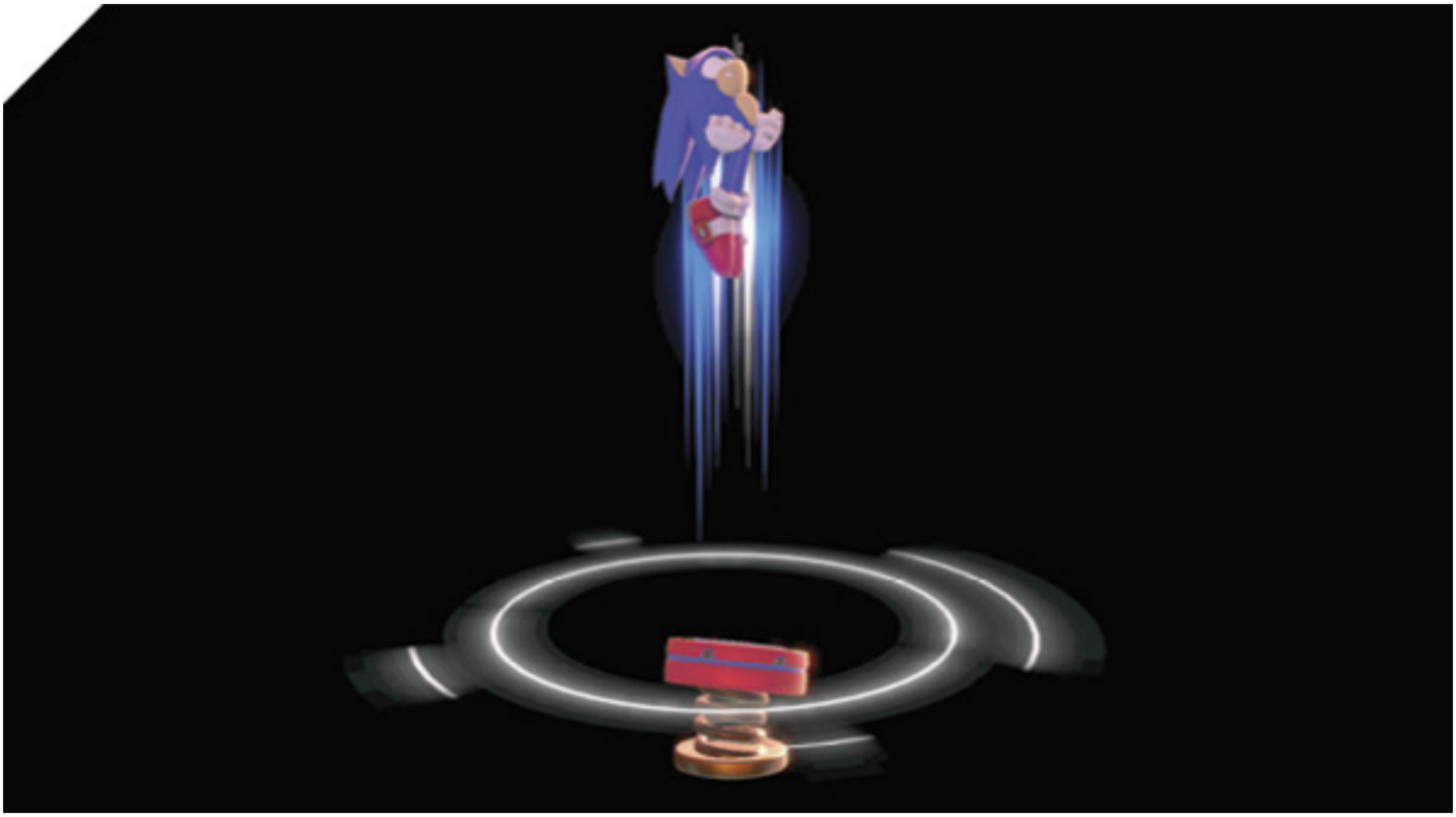
There are a couple of ways to combo from Spin Dash's mini hop. After you hit with the mini hop, you can immediately cancel into a double jump, which then can be immediately canceled into neutral or up air (basically, mash on Attack as soon as your mini hop hits). Or you can wait until you land from the mini hop before canceling into Spin Dash Roll Attack.

You can also combo from the grounded spin attack (after the mini hop). After you roll past the enemy, cancel Spin Dash into Spin Dash Roll Attack, and immediately cancel into back air or neutral air attack (depending on enemy positioning).

Since there are so many options and attack sequences you can deploy from Spin Dash, it's one of the more difficult special moves in the game to master. But that also makes it one of the best.

When used midair, Spin Dash boosts Sonic up a bit with the initial spinning mini hop, and it doesn't leave you in a helpless falling state, so you can full-hop, Spin Dash, then double-jump-cancel out of your Spin Dash, then Spring Jump from there. If you double-jump, then Spin Dash, you don't have a double jump to use to cancel out of your Spin Dash, so even though you're in a Spin Dash animation, you're essentially helpless if you're offstage.

UP SPECIAL: SPRING JUMP



Sonic deploys a reusable red spring beneath him that propels him high into the air. If Sonic deploys the spring while he's airborne, it drops beneath him, dealing damage to enemies it lands on.

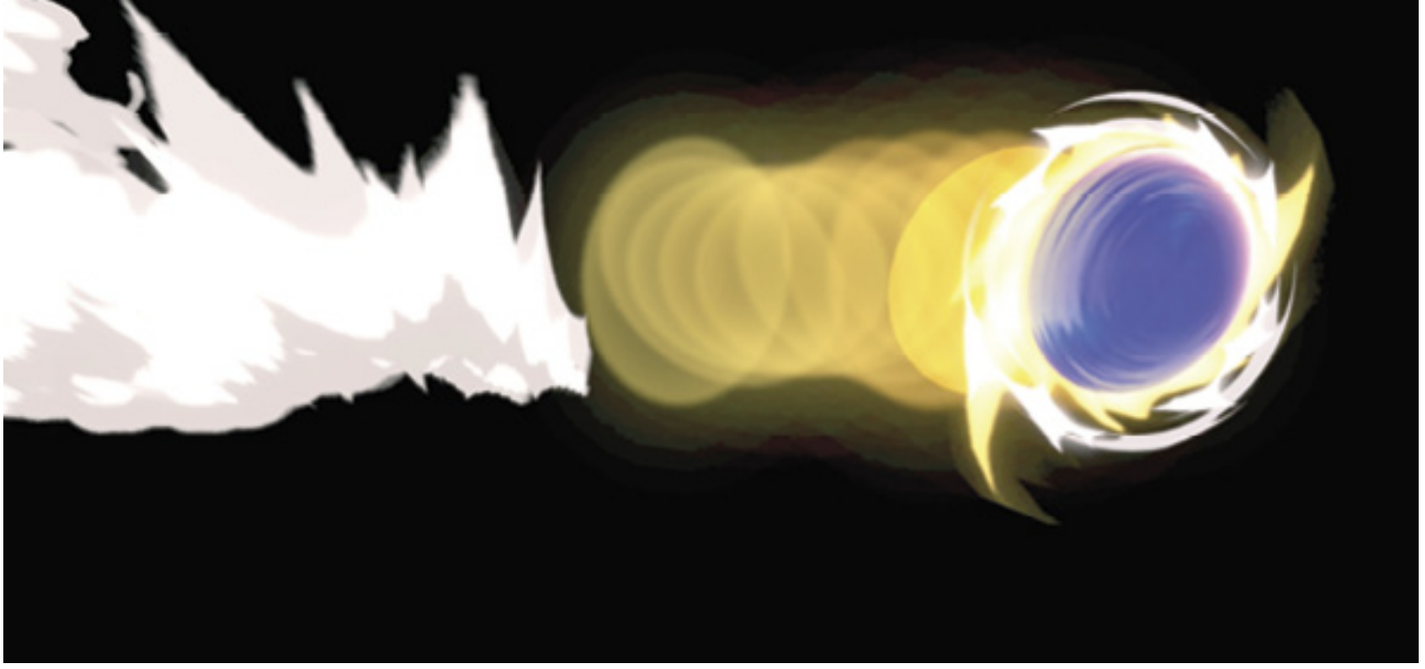
Grounded Spring Jump and air Spring Jump have distinct differences. If you use Spring Jump while grounded, you leave a jump spring that you can continue bouncing off. But like Mega Man's Rush dog, anyone can use it, including your foes. If you land on a deployed spring, your double jump is restored.

If you deploy the spring while airborne, it becomes a falling projectile instead. Aerial Spring Jump is incredibly useful for throwing out an obstacle for ledge-recovering foes to deal with. While edge-guarding (or during your own recovery), you can drop springs on unsuspecting foes to hinder their recoveries.

You can place a Spring Jump spring beneath a descending foe to launch them into the air, forcing them into a potentially awkward position. For instance, on Battlefield after KO'ing an opponent and they're returning to the stage, you can plant a spring on the center platform, and as the returning player falls in their normally invulnerable state, they can unintentionally bounce off the spring and into the air.

Sonic is intangible near the beginning of Spring Jump, making it a relatively safe recovery tool.

DOWN SPECIAL: SPIN CHARGE



Sonic performs his iconic Spin Charge. After gathering enough power, he bursts forward, plowing through foes. Spin Charge behaves differently from most charge attacks in *Super Smash Bros. Ultimate*. Sonic's iconic Spin Charge is executed similarly to how it's done in the *Sonic the Hedgehog* games. You have to keep the down direction pressed while mashing the Special button to charge it—the faster your inputs, the faster you charge it up (when Sonic glows yellow, he's at max). It's important to note that you can "lose" charge if you slow down your inputs (Sonic's yellow glow can change back to blue). To optimize your charge time, mash as fast as you can, then release the down direction.

During and after charge release, you control Spin Charge in a variety of ways. You can cancel the charge by pressing the Attack or Jump button, causing Sonic to hop straight up with a low-damage aerial attack/jump (it behaves like a normal hop, cancelable into any of his air moves).

If you release the down direction during charge, Sonic rolls forward until he hits an enemy. You can change roll direction by using left or right on the control stick. You can cancel the rolling attack with a jumping roll by pressing Attack, Jump, or Special. From this jumping rolling attack, you can perform any air move as if you hopped normally (including double jump and aerial specials).

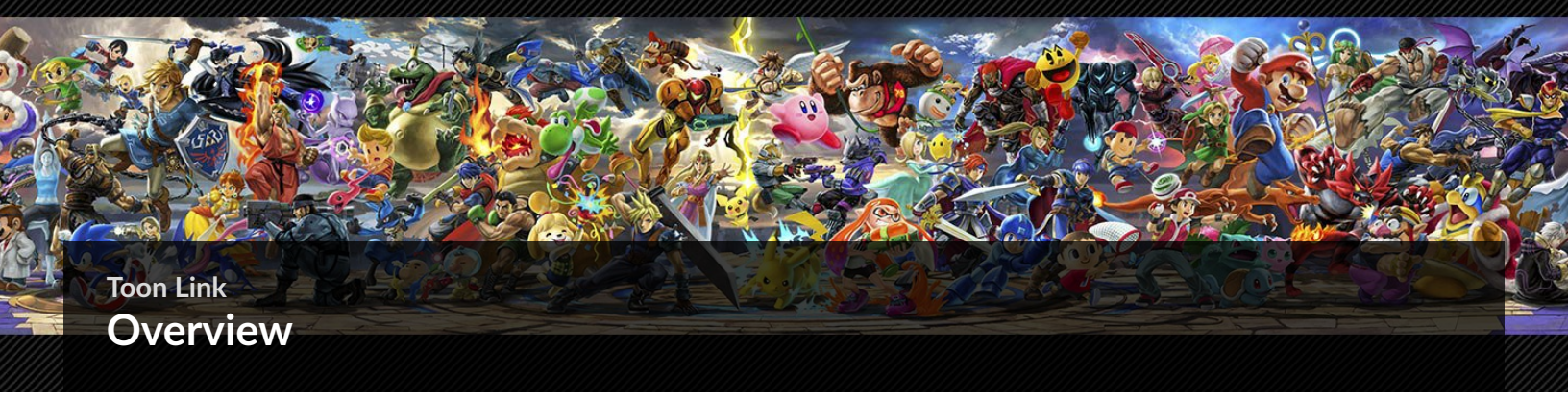
Spin Charge can be difficult for your enemies to deal with, thanks to its unpredictability and the amount of iterations you can follow up with. You can use it to condition and scare enemies into reacting a certain way by spinning up and "canceling" (start Spin Charge, but don't mash). Or you can charge it up, spin at the opponent, then reverse your direction, then reverse your direction again to attack them during their confusion.

While Spin Dash is an effective neutral-game tool, Spin Charge is more for mounting an offense due to its high amount of hits and damage. It also reaches max speed much earlier than Spin Dash, thanks to its mash-charging mechanic. Note that Sonic stops his Spin Charge if all of its hits connect (shielded or otherwise), while Spin Dash continues to pass through foes. You can manipulate this property by turning mid-hit as your Spin Charge grinds into the enemy. For instance, after the very first Spin Charge hit is shielded, turn the opposite direction—this causes Sonic to stop hitting, since he's turning, and acts as a sort of mix-up as you make your way back around to hit the opponent a few more times.

When used in the air, Spin Charge doesn't leave you in a helpless state, so you can act almost immediately with another aerial move if you haven't used it yet (e.g., you can jump, Spin Charge release, then double-jump).

FINAL SMASH: SUPER SONIC

Sonic uses the Chaos Emeralds to turn into Super Sonic, then dashes left and right, crossing through the stage at supersonic speed. You can adjust the angle at which Sonic moves through the air slightly up or down.



Toon Link

Overview

Toon Link is relatively speedy and mobile for a fighter who specializes in projectile zone control, allowing him to pester foes while evading their attacks. Like Young Link and adult Link, his strengths lie in setting up traps with his myriad projectile options, alongside controlling the ground with his Boomerang and high-speed dashing.

Toon Link's game plan revolves around safely unleashing Bombs, arrows, and Boomerangs from a distance. Smart projectile use is crucial; they can act as cover for his follow-up dash-in attacks, harass recovering enemies, and force foes to reposition or attack. His on-the-spot dodges and side rolls are some of the fastest in the game, allowing him to punish aggressive foes in situations that others may not.

Many of Toon Link's melee attacks suffer from higher lag and slower start speeds when compared to adult Link's, and his throw combos are slightly weaker than with many other fighters. His close-range tools are best used to deter enemy aggression with their intangible hitboxes. Additionally, he's "floaty" compared to the other Links, making him slightly more vulnerable to juggle mix-ups coming from below.

While Toon Link shares near-identical special moves with the other Links, he can utilize them more efficiently thanks to his speed and mobility.

Toon Link's Hero's Shield can block projectiles as long as he's standing still, crouching, or slowly walking forward. Additionally, Hero's Shield is deactivated briefly whenever Toon Link turns around or transitions from standing to crouching and vice versa.

TOON LINK VITALS

MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	Yes
Wall jump:	Yes
Wall cling:	No

MOVEMENT RANKS	
Ground speed:	C (24)
Air speed:	C (40-43)
Falling speed:	D (55-56)
Weight:	C- (48-49)

ADULT LINK VS. TOON LINK: KEY DIFFERENCES

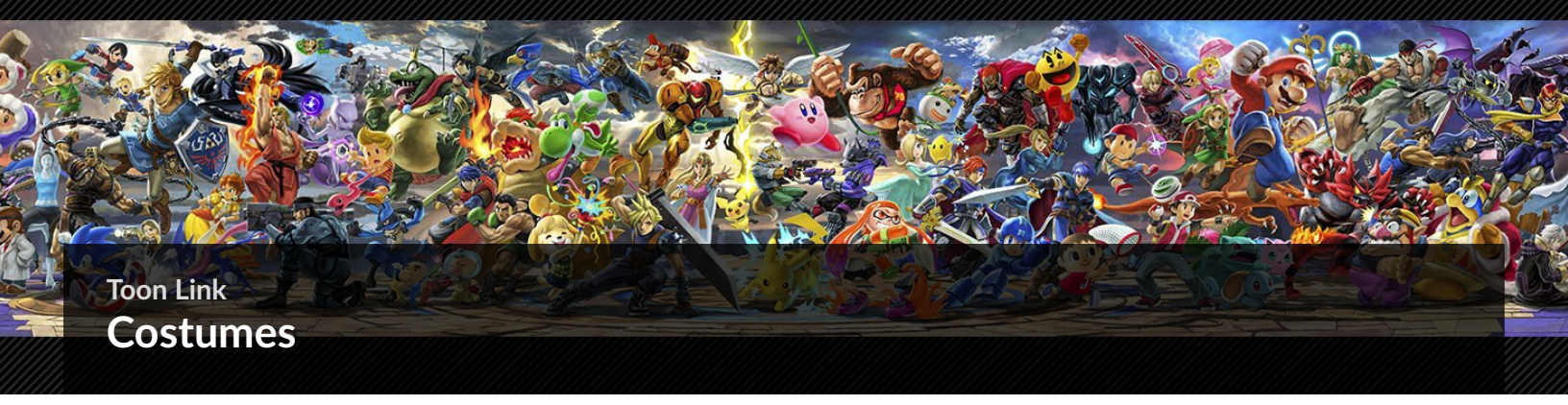
Toon Link's Bomb behaves similarly to Young Link's and self-detonates, while adult Link's Bomb requires a remote detonation.

Toon Link has a ranged grab, which can ledge-tether, while adult Link's grab is a conventional close-range one.

Toon Link is much lighter than adult Link, so he's less susceptible to certain juggle combos, while being more susceptible to knockouts.

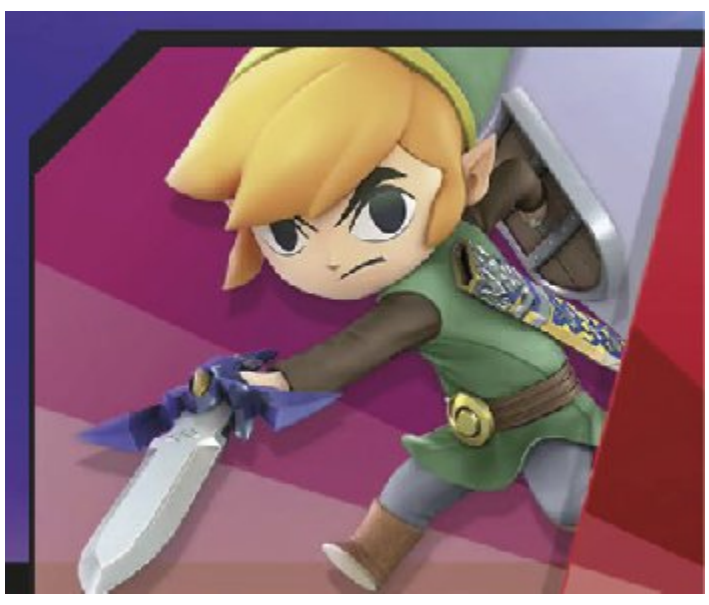
Toon Link cannot pick up his dropped arrows.

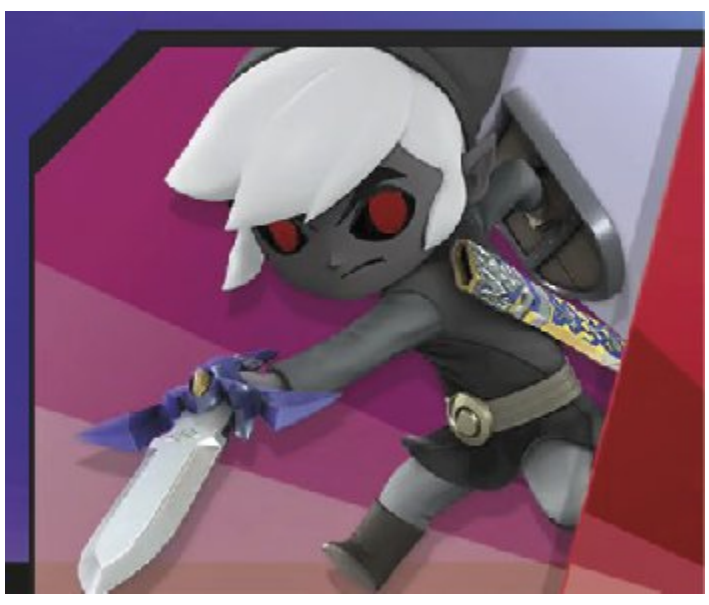
Toon Link is a much smaller target than adult Link.

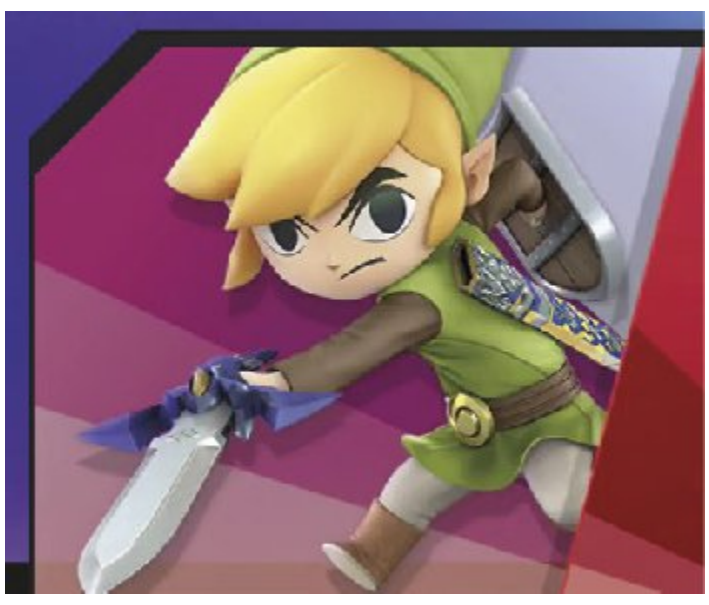


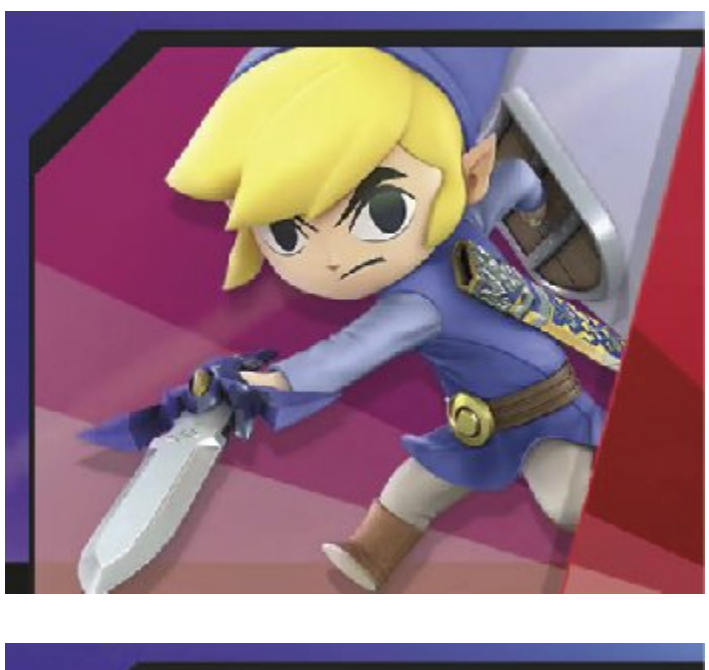
Toon Link

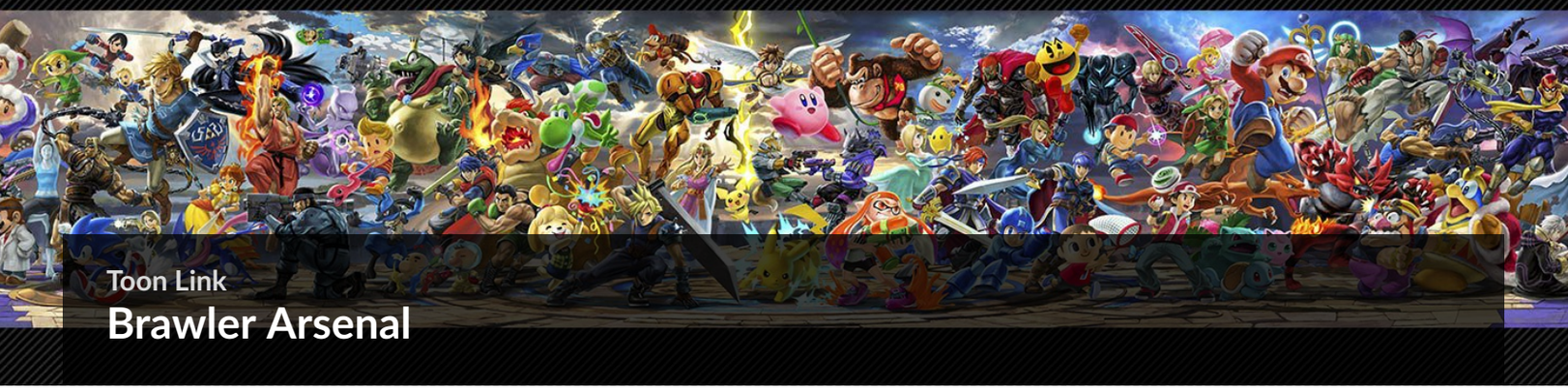
Costumes











Toon Link
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

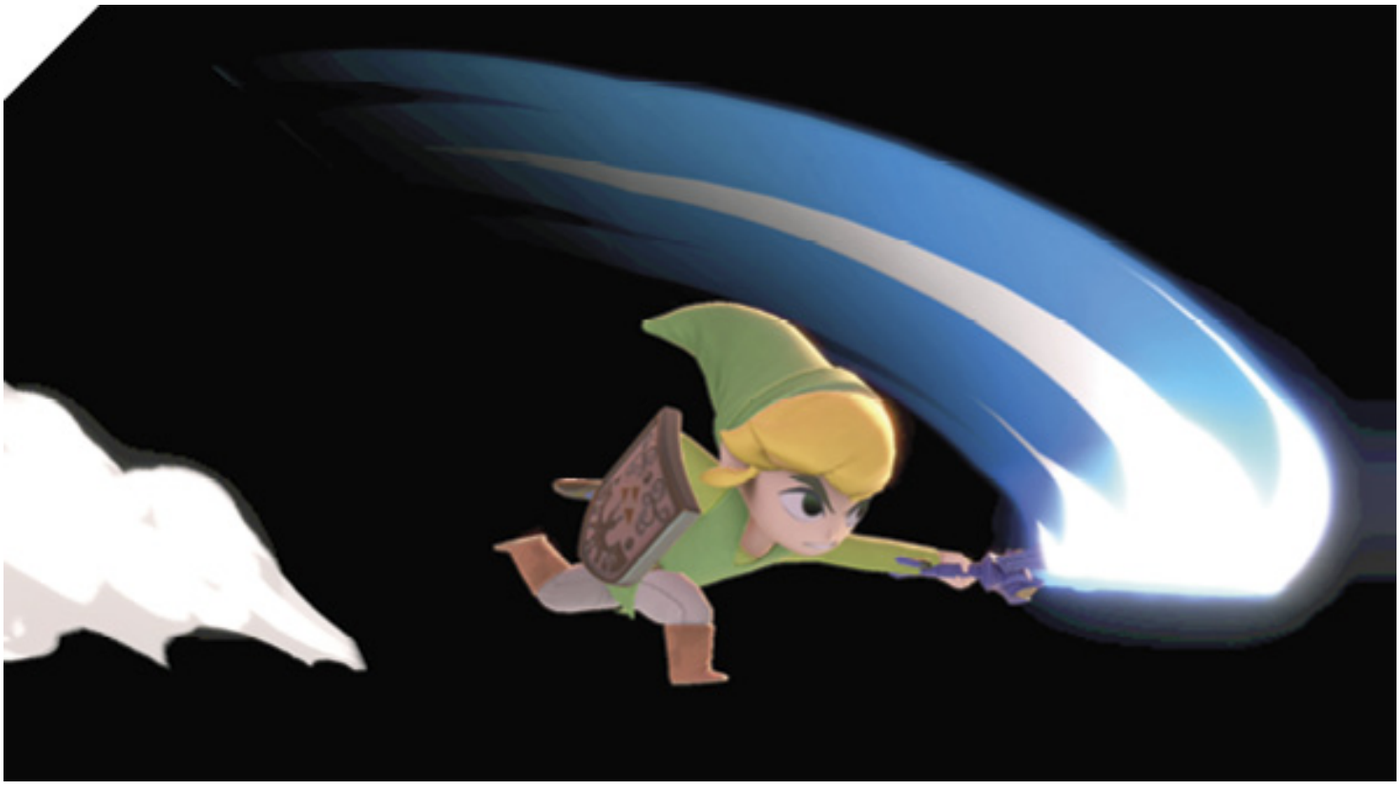
MOVE	DAMAGE	NOTE
Neutral attack 1	2	Hold to auto-combo.
Neutral attack 2	2	—
Neutral attack 3	4	Launches away.

Toon Link delivers a swift three-hit sword-slash combo, beginning with a simple one-two swipe sequence and ending with a forceful thrust that knocks victims back. Neutral attack is one of your primary close-range defensive options. It's used as an out-of-shield attack and to stuff enemy aggression. The third jab is relatively unsafe if shielded, while the first attack is safe, particularly when used at its max hit range.

At certain percentages, you can use the first two hits of the jab combo as a setup for a grab mix-up. For instance, after hitting with the second neutral attack, hold the control stick down and then immediately, as you're free to act, press the Grab button to throw out your Hookshot grab. If the enemy is shielding, you earn throw damage.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	8	Launches up and away. Deals more damage with middle and tip of sword.



Toon Link pursues his foe with a running overhead slash that sends them diagonally up into the air.

On hit, Toon Link's dash attack doesn't lead into a guaranteed combo, but does set you up for a potential dash-in juggle or more Bomb and Boomerang pressure. Dash attack is mainly used to pursue and punish descending enemies.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack (faceup)	7	Intangible.
Wake-up attack (facedown)	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	9	Launches away.
Up tilt	5	Launches directly above.
Down tilt	7	Causes standing hitstun against grounded foes until higher percentages.

SIDE TILT

Toon Link smashes his sword down into the floor. Its wide-angle arc covers the area above his head and his entire front side, knocking back enemies in the vicinity. Side tilt is mainly used to deter and stuff your opponent's approach. If an opponent is chasing you, stop with a turnaround side tilt to punish them with relative safety.

UP TILT

Toon Link performs an upward sword-swipe attack above him. The attack arc begins in front and ends behind him. Foes struck by it are popped into the air for potential follow-ups. Up tilt is a relatively safe and quick attack. On hit, you can generally score multiple follow-up up tilts, potentially into an up air attack juggle. You can use it to punish enemy attacks on the ground or as an anti-air, covering your foe's descent options.

Up tilt should be used to complement your projectile traps. If you can condition the enemy into certain moves, such as dodging and rolling through your projectiles, you can punish with up tilt, leading into higher damage. It's also one of the best ways to set up a knockout at higher percentages.

DOWN TILT

From a kneeling position, Toon Link sweeps at the floor in front of him with his sword, potentially tripping his foes. Like most down tilt sweep attacks, Toon Link's down tilt is safe on shield if spaced correctly and is good for dealing shield damage while minimizing your risk. You can use it to bait out retaliatory attacks from foes after. For example, if you poke with a max-range down tilt and your opponent commits to an out-of-shield option, you can bait out their attack and punish with your own side or down tilt.

Down tilt doesn't pop enemies up for a combo or anything guaranteed, but it does knock back at higher percentages and can potentially trip, allowing you to follow up with a tech punish.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	14	Launches away.
Up smash	13	Launches directly above.
Down smash	12 front, 13 back	Launches away. Double-sided attack. Rear swipe deals more damage.

SIDE SMASH

Toon Link leans back and puts his all into a mighty uppercut slash, devastating foes in front of him and launching them away. Side smash is a slow uppercut attack with an impressive hitbox, but is unsafe if shielded. It should only be used to punish ultra-laggy attacks, or if you can predict your opponent's movement or attack.

UP SMASH

Letting out a battle cry, Toon Link performs a powerful slash into the air that blasts enemies it hits high into the sky. Up smash can hit enemies behind you, but it's largely unsafe to use without heavy advantage. In most cases where you'd use up smash, up tilt is more effective and less risky.

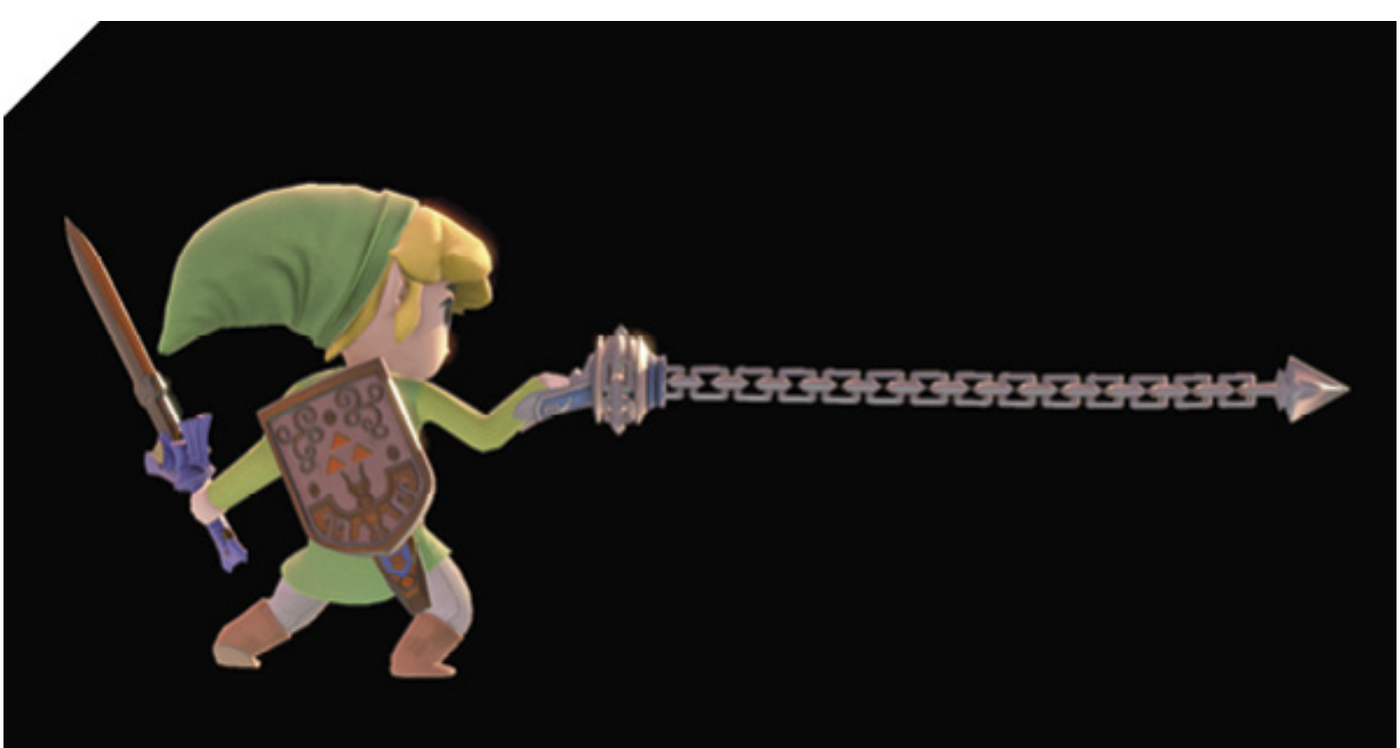
DOWN SMASH

Toon Link crouches down and clears out the area around him with a sweeping slash. Down smash's rear hitbox makes it decent for punishing ledge rolls and other enemy moves that leave them behind you. It has a reasonably quick start-up, but is easily punishable on shield and on whiff.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1	—
Front throw	7	Forward throw, high knock-away.
Back throw	7	Backward throw, high knock-away.
Up throw	7	Launches foe for potential follow-up juggle combo.
Down throw	7	Launches foe behind, up and away.

GRABS



While grounded, Toon Link fires his ranged Hookshot, ensnaring his opponent. In midair, Toon Link's Hookshot knocks back and damages foes. While airborne and near a ledge, Toon Link's Hookshot acts as a grappling hook, allowing him to grab on to the ledge.

Up throw can lead into trap and juggle mix-up situations where you can bait and punish air dodges and double jumps with up air attack. Forward and back throws are used to knock out high-percentage enemies near ledges, or to set up your Bomb throw and Boomerang pressure.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	10	Double-sided attack, low knockback.
Forward air attack	8.5	Launches away. Deals more damage with front slash.
Back air attack	8	Low knockback.
Up air attack	11	Launches directly above. Persistent hitbox.
Down air attack	16	Stall-then-fall attack. Persistent hitbox until landing. First half of active window causes meteor smash.

NEUTRAL AIR ATTACK

In midair, Toon Link delivers an aerial clear-out attack, swiftly swiping in front, followed by a rear slash. Neutral air attack has very low landing lag and a quick start-up speed. However, it can be unsafe if used at certain altitudes, as it leaves you more vulnerable as you perform the attack high in the air. It's best used defensively to cover both of your sides, or as an out-of-shield hop attack.

FORWARD AIR ATTACK

While airborne, Toon Link performs a heavy upward sword swing that knocks away foes in front of him. Although not particularly quick on start-up, forward air attack is your safest air-to-air option since it has little air lag. You can use it to poke at enemy shields as long as you space and time it well (for example, as a short hop into pull-back attack). Its low lag allows you to short-hop forward air and immediately double-jump before you land. However, it has more landing lag than neutral air, so input neutral air attack before landing to avoid this.

BACK AIR ATTACK

Toon Link spins around in midair and slashes at the area behind him, knocking enemies higher. Back air attack has considerably less landing lag than his other aerial attacks, making it an excellent low-altitude air-to-ground poke against grounded foes. It's also a superb air-to-air attack with knockout potential and should be used for offstage combos against recovering enemies.

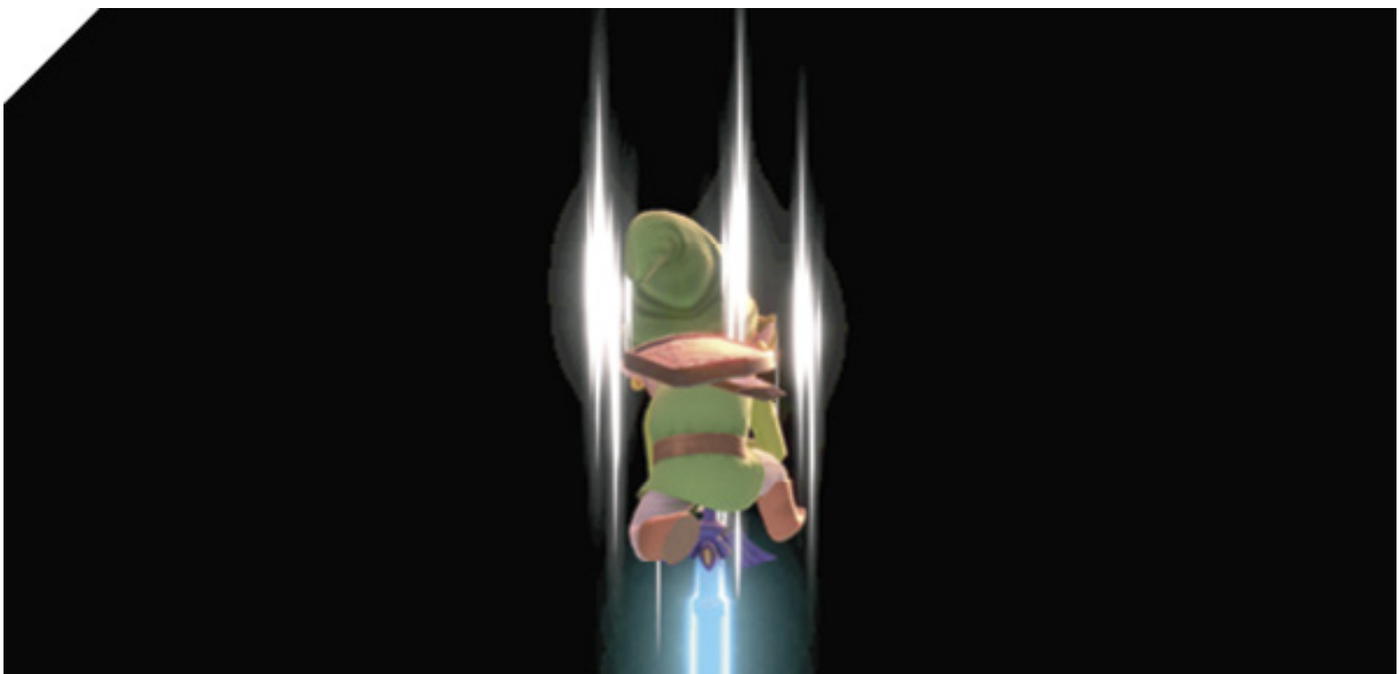
You can combo from deep back air attacks at certain percentages (deep back air into buffered short hop forward air attack, for instance).

UP AIR ATTACK

Toon Link performs his unique up thrust attack that launches foes into the air. Since Toon Link has a high jump and double jump, up air is superb for punishing enemy double jumps—it beats out most attacks and stays out long enough to beat air dodges. If you can bait your foe into a double jump during their descent, you can chase them up into the air and catch them with your upward thrust.

Short hop up air attacks can bait out double jumps, forcing your enemy into a disadvantaged landing as their aerial mobility becomes limited, allowing you to punish them with up tilt and other anti-air attacks.

DOWN AIR ATTACK



While airborne, Toon Link boosts even higher before plummeting with a sword plunge that meteor smashes enemies below him. Upon landing, Toon Link's down air attack has a slight "windbox" (a non-damaging hitbox with a pushback effect). However, it's still a largely unsafe attack to whiff and to have shielded, so reserve its use for specific situations, such as for spiking enemies to their deaths as they're coming in from offstage.

Unlike the other Links, Toon Link doesn't bounce off enemies when connecting with down air, but after it hits, you can begin adjusting your trajectory instead of plummeting directly downward.

SPECIAL MOVES

SPECIAL MOVES

MOVE	DAMAGE	NOTE
Neutral special	4-12 at max charge	Charging increases damage and range.
Side special	8 normal, 9.6 smash-style	Can be angled up or down with control input. Smash-style input to increase damage and range.
Up special	Ground 1x9, 3/Airborne: 4, 2x3, 4	Air Spin Attack launches Link vertically, with different properties.
Down special	4.2+(1.5-2.5)	Generates item. Detonates after four seconds or upon contacting an enemy.

NEUTRAL SPECIAL: HERO'S BOW

Toon Link draws and fires his bow, with the arrow traveling farther and dealing increased damage the longer the bow is drawn. Uncharged Hero's Bow is useful for poking at enemies from midrange, potentially racking up incremental damage or forcing them to shield, from which you can take advantage with a follow-up melee engagement. With good aim, you can use your arrows to harass offstage foes who are trying to recover.

Toon Link can fire multiple air arrows in a single jump by immediately firing a quick, uncharged one on the way up, then firing another on the way down.

When knocking down an opponent who's missed their tech get-up input, you can usually get a free arrow shot in on them.

Special-reversing is an important technique to master and makes your Hero's Bow much more useful, allowing you to reverse your direction at a moment's notice. For example, while dashing away from an opponent, you can short-hop away, then input neutral special and immediately flick the stick in the opposite direction, firing the arrow backward.

SIDE SPECIAL: BOOMERANG

Toon Link chucks a Boomerang that knocks back foes and can potentially hit enemies during its return flight. You can increase the damage and range on your Boomerang throw by performing it with a smash-style flick+Special input. While this has its advantages, it also has a subtle disadvantage in that it takes longer for you to receive and throw another Boomerang. It can also be thrown upward or downward by holding the control stick in the direction you want it to go before Link releases it. You can use this effect to deter and defend against the enemy's short hops and aerial approaches. Boomerang deals extra damage if it connects immediately after it's released. However, at this range, it can be punished if shielded.

The Boomerang is one of Toon Link's most important attacks, and its use should be prioritized when you're given the space to throw it out. Boomerangs cover large portions of space and remain active for a long time, affording you powerful zone control. For instance, throw out a Boomerang at long range and follow it up, paying attention to your opponent's reaction. If they dodge, you can go for a punish; or if they jump, you can go for an air-to-air attack. If they shield, you can back up to create more distance for another Boomerang or Bomb attack.

If your opponent avoids the Boomerang's initial forward flight path, you can use its return flight to set up pressure, such as linking your neutral attacks after the enemy is struck by the Boomerang. This functionality can potentially break an enemy's combos after they've hit you, as the Boomerang is still able to knock the opponent away after you've been struck.

Like Hero's Bow, you can special-reverse it to modify your jump trajectory, although it may be more difficult to execute than a Hero's Bow reversal.

UP SPECIAL: SPIN ATTACK

While grounded, Toon Link performs a multi-hit spinning-attack combo sequence that pops his victim into the air for a potential follow-up. While airborne, Toon Link propels himself higher into the air while delivering a spinning-sword combo.

Spin Attack can be used defensively, covering both sides. Its relatively fast start-up speed makes it a decent out-of-shield option, but is unsafe if shielded. Thanks to its hitbox coverage, you can use it to punish ledge rolls and air dodges, but this requires some prediction.

Air Spin Attack is used as a recovery tool that can punish enemies trying to force you offstage. While falling, you can try to bait out their air-to-air and then deliver an attack while recovering back onto a ledge at the same time

DOWN SPECIAL: BOMB

Toon Link pulls out a throwable Bomb that detonates after its five-second fuse timer ends, or if he successfully hits an enemy with it. Bombs also detonate after taking damage, or if they're ignited by fire-based attacks. They can nullify powerful projectiles as they're detonated on collision.

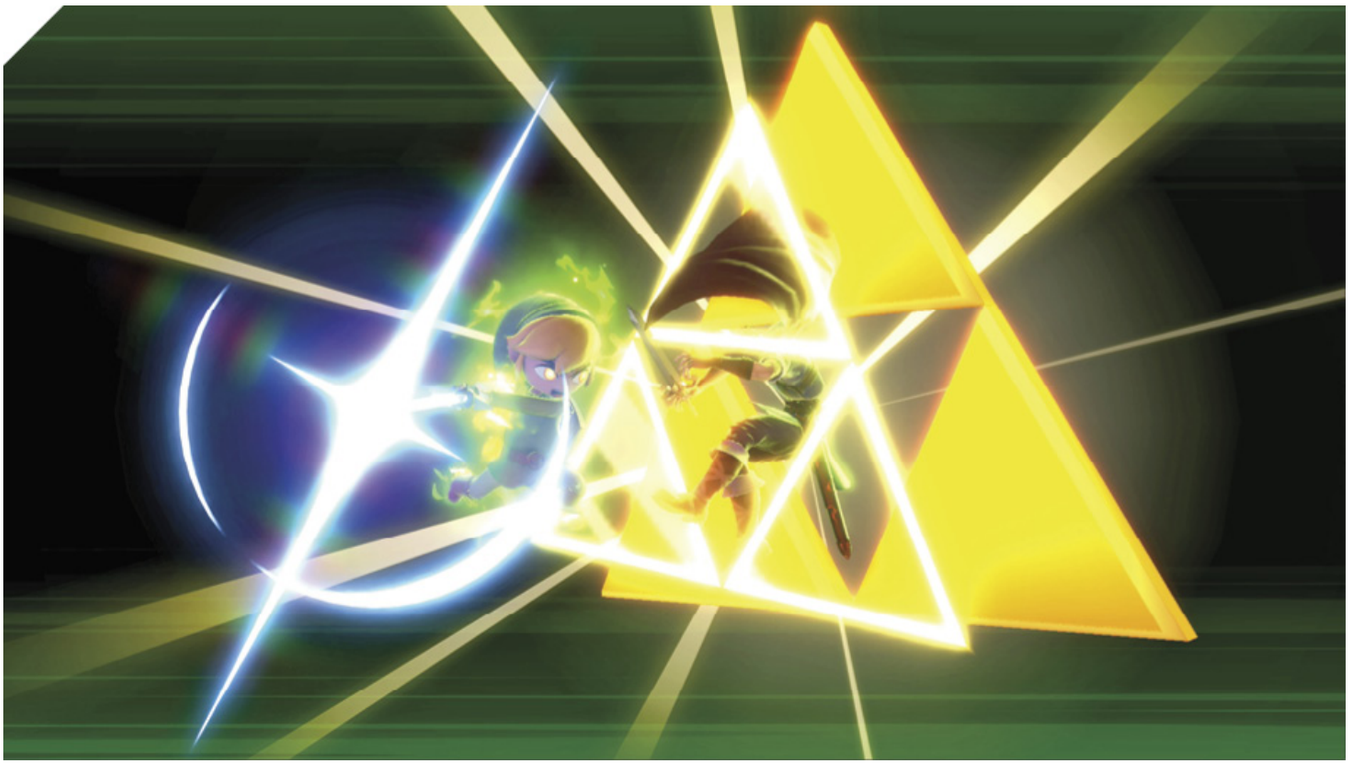
Bombs bounce off enemy shields, so if you advance with a dashing Bomb throw, you can potentially retrieve it with an aerial Grab input and immediately throw the Bomb again. This opens up advanced situational attack sequences as long as you're sharp and can execute the moves fast enough.

Because of its knock-up duration on hit, along with your frame advantage (since the Bomb throw animation is so short), Bombs are the best way to start combos. There's a plethora of ways to start Bomb combos. A simple one is to pull out a Bomb, jump above an enemy, and throw it downward. As the Bomb knocks the foe up, you can combo with up tilt into up air (depending on enemy damage percentage).

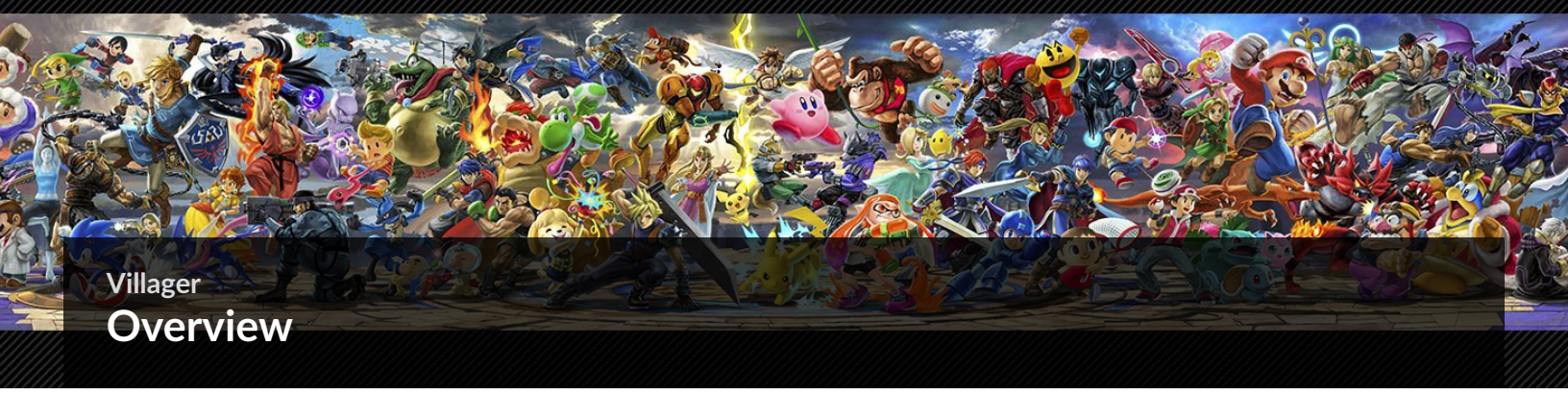
As Bombs are core to Toon Link's gameplay, learning how to use them in almost every situation is crucial. They can be applied in almost every combat scenario, such as dropping them onto ledge-hanging enemies, throwing them at offstage recovering foes, and even as anti-air against airborne opponents. Simply holding on to a Bomb can have an impact, as it can cause your foes to behave differently since they have to respect and fear your Bomb-throw potential.

There are several advanced techniques you can perform to optimize your Bomb-throwing game, potentially making it the most difficult aspect to master as Toon Link because of the muscle memory and mechanical skill required. For instance, you can pull a Bomb, throw it upward with up+Attack, buffer into a short hop into another immediate Bomb pull, throw that Bomb forward with neutral attack, then catch your descending Bomb to either save or throw for a double Bomb sequence.

FINAL SMASH: TRIFORCE SLASH



Toon Link charges forward and traps his foes in the Triforce for his Final Smash. Then Toon Link strikes at foes repeatedly and launches them with force. Time the initial attack well—missing that first slash leaves Toon Link hanging.



Villager

Overview

Villager is a quirky and adorable fighter who packs much more punch than you might expect. He or she (it's up to you, there are many different looks for Villager, like with Inklings or Pokémon Trainer) might look unassuming, but Villager hides a unique array of long-range tools that are difficult to deal with. Pocket combines with Timber and Lloid Rockets to give Villager zoning and stalling dominance. Most far-reaching attacks opponents muster can be stored and reused by Villager, and Timber trees provide easy temporary cover.

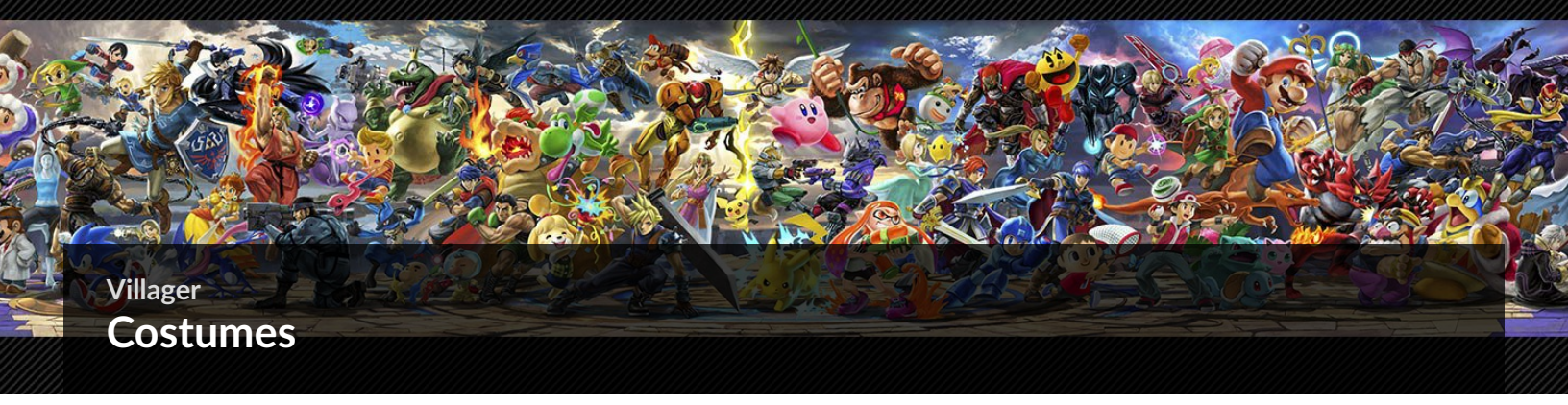
The multistage Timber special can be used many different ways: as a shield and campground, as a backstop to knock foes against, as an elite edge-guarding tool, and to provide access to Villager's best physical attack.

Meanwhile, Villager can wall-jump, adding to maneuverability options offstage, and the festive Balloon Trip move gives Villager incredible recovery potential…as long as no one snipes those extremely fragile balloons.

VILLAGER VITALS

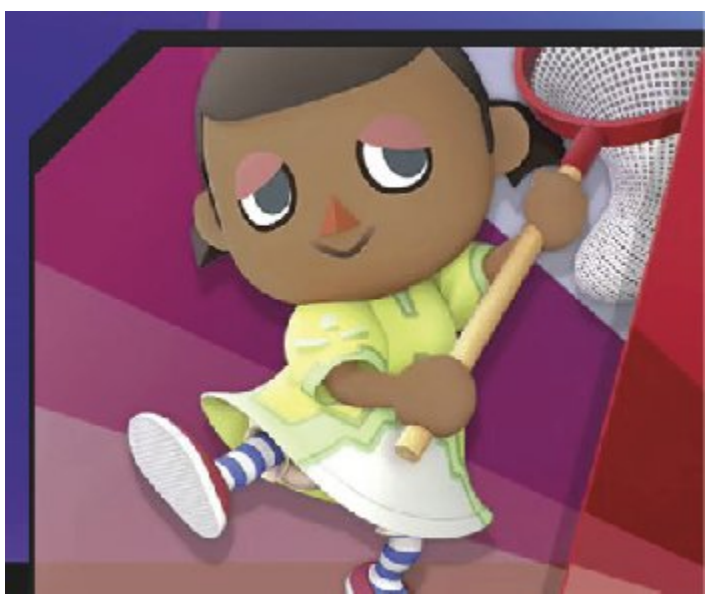
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	Yes
Wall cling:	No

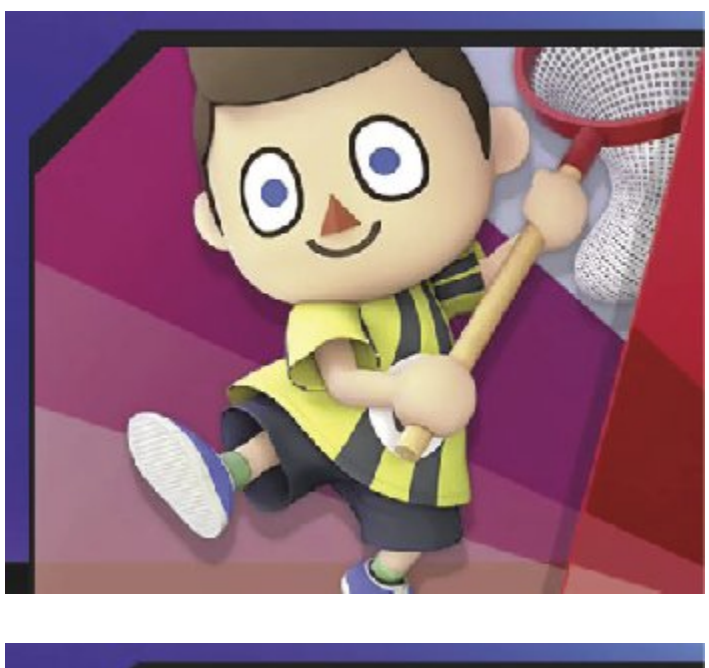
MOVEMENT RANKS	
Ground speed:	F (71)
Air speed:	C- (56-57)
Falling speed:	D (64-65)
Weight:	C (44-47)

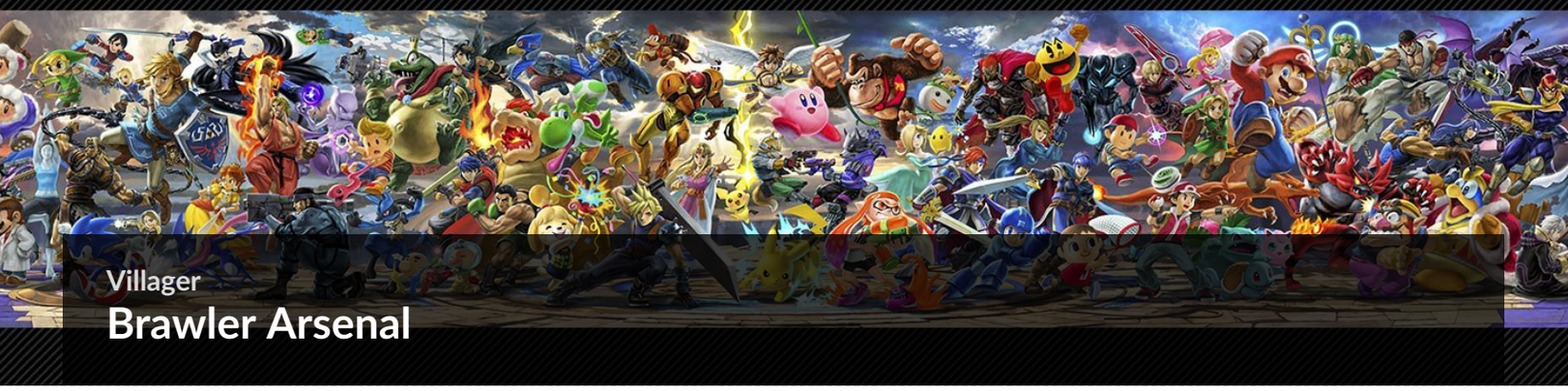


Villager

Costumes







Villager
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	1	—
Neutral attack 2	1	—
Neutral attack 3	1, 2	Hold for continuous attacks.

Villager's neutral attack is a quick jab, not as fast as the fastest neutral attacks (like Zero Suit Samus's, as the very cream of the crop, or Mario's and Luigi's, still lightning-fast but not the very best), but it's not drifting into sluggish territory either. If you hold down the Attack button, Villager performs a flurry of punches one after another; upon button release he performs one final, extra-stout punch, dealing twice the damage of the others.

If you use single taps to execute jabs, three taps make Villager perform three quick jabs into a fourth finishing hit. But if you simply hold the button down, he wails with left-right punches endlessly until release. Holding this for too long eventually pushes the enemy away with minor jabs, but by timing it, you can score a much longer basic combo than the standard four hits for 5% damage. Ten hits for 11% is consistently feasible, after dashing in close to a foe. Just make sure to release the button for the final punch before they're pushed away.

If you've planted a tree using the Timber special-move sequence, much more might be possible. An enemy backed against the tree won't be pushed away by attacks, so it's possible to score a combo of neutral attacks for 25 hits or more!

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	10	—

While running, Villager takes a prat fall and drops a fragile potted plant in the process. The plant tumbles forward as a short-range projectile, which launches enemies on contact.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	9	—
Up tilt	5, 6	Launches foe into potential juggle position.
Down tilt	12	Launches foe into potential juggle position.

SIDE TILT

You never know when it'll be a rainy day, so Villager is always packing an umbrella. For side tilt, he or she swings it in front, hitting with good range and making a kind of shield in front of Villager with the hitbox. Apart from poking at the edge of side tilt's reach, this swinging move can also be used to bat some projectiles back at their pitchers, like swatting King Dedede's Gordo Throws back at him.

UP TILT

Villager playfully waves a stick around in the air above. Villager starts the swipes aimed diagonally up-back, bringing the stick to up-forward twice. The two hits automatically combo, lofting victims into a low-altitude tumble. The forward reach against grounded foes isn't exceptional, but it consistently picks them up if Villager is standing up close.

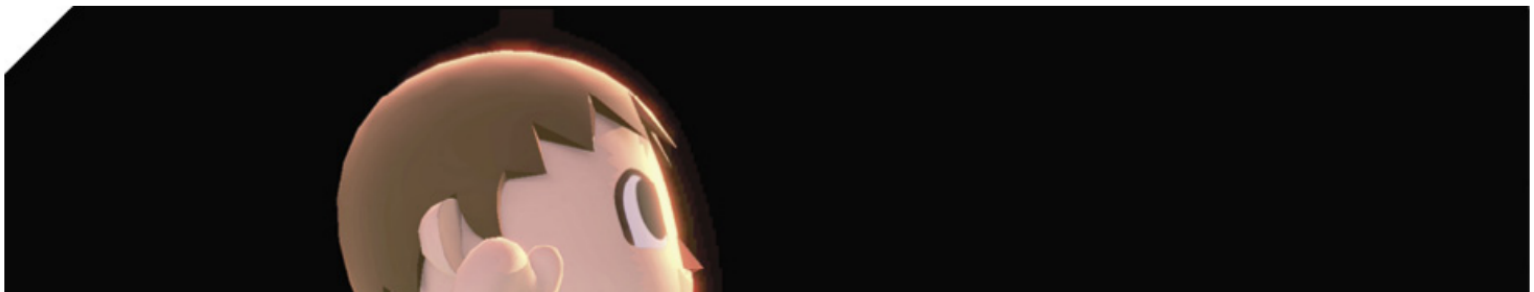
DOWN TILT

Ever the amateur botanist, Villager takes a moment during down tilt to pluck an unsightly weed from the dirt. This does the most damage up close, where the weed emerges, but has a hitbox that reaches surprisingly far forward. This is just a hair slower to hit than side tilt, but has marginally more forward reach along the ground.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	17-20.4	Damage increases after ball falls past Villager's feet.
Up smash	3, 1x4, 4-4.2, 1.4x4, 5.6	Launches foe into potential juggle position.
Down smash	6-8.4	—

SIDE SMASH



Villager is prepared for any occasion, whether it's a rain day, weedy terrain, trees to chop down, or a few frames of bowling fun. Villager reveals a bowling ball stashed somewhere, dropping it straight down in front.

Midstage, side smash doesn't have a lot of use. It's extremely slow for a smash attack, and lacks exceptional range or hitboxes. At stage edges, the situation changes. Standing at a ledge, waiting for an opponent to try to recover, side smash becomes very powerful. Villager drops the ball like normal, but with no ground to stop it, it picks up speed (and damage potential) as it plummets. Often, when the fight drags offstage over sheer drops, fighters attempt to recover at the last moment by double/triple-jumping and using up specials from just below grabbable ledges. Dropping a bowling ball right on top of them during their last-gasp lunge puts a stop to all that. Villager picks up the spare!

UP SMASH

Villager sets up a little fireworks show, then braces, covering up ears to protect from the sound. There's a small hitbox at ground level when the fireworks stand detonates, shooting a few fun rockets up to short hop altitude. Four small fireworks are followed by a larger finishing blast, signaling the end of the festivities. If someone is struck by the initial fireworks launch, they're caught in the sparkling explosions too for a small combo, leaving them floating in the air and potentially comboable.

If using this against enemies already in the air, you must account for the slower start-up, aiming with only the exploding fireworks portion.

DOWN SMASH

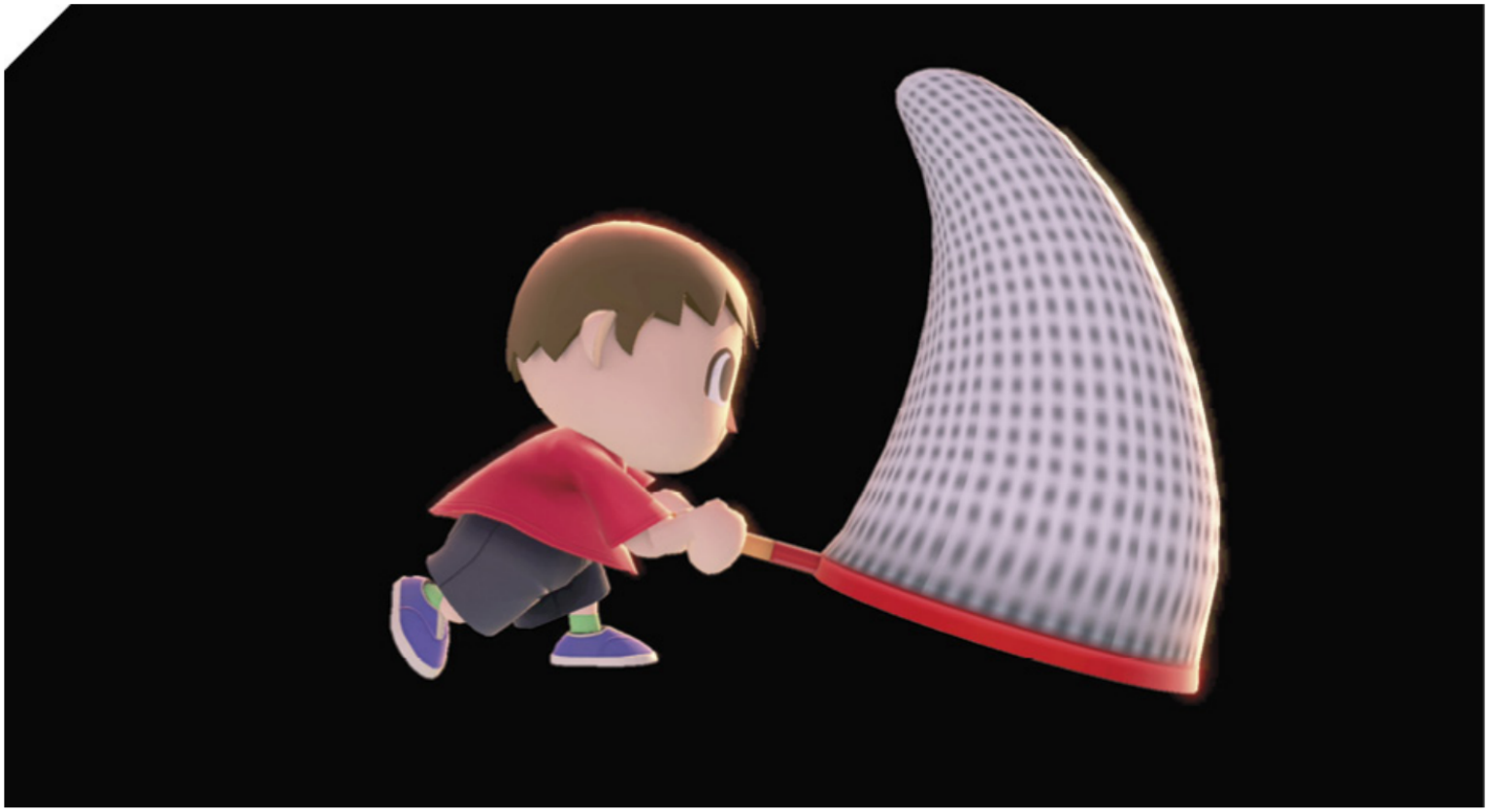
Whether clearing out rocky terrain, digging wells, or dealing with stubborn weeds, there's always a need to have a shovel handy. When Villager gets to digging, he or she spaded the dirt first in front, then behind, like with many clear-out-capable down smash moves. The shovel swing in front is fairly quick, not as fast as staple tilt pokes, but not as slow as most smash moves either. The follow-up shovel swing aimed toward Villager's back comes out fairly slowly, though, so there won't be a reason to use it on purpose (like running toward a target, then pivoting and using a smash attack with a good backward hitbox). If the backward shovel hits, it's likely to be incidental.

Luckily, this isn't just a standard melee swing that hits both sides. Anyone on the ground who gets smacked by the shovel will find themselves temporarily stuck in the mud, partially buried by Villager's digging madness! Tack on more hits for free while the victim struggles to dig themselves out.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	9	Forward throw.
Back throw	11	Backward throw.
Up throw	10	Hurls foe into potential juggle position.
Down throw	6	Bounces foe into potential juggle position.

GRABS



Villager has terrific reach grabbing with a butterfly net, but the grabbing speed is extremely slow, about the same as many uncharged smash attacks.

Once the target's ensnared, front and back throw are good for pushing them toward or over an edge. Up throw puts them in the air above, in position for you to go for a midair combo. Down throw bounces them low, in place for you to try for a dash attack.

AERIAL ATTACKS

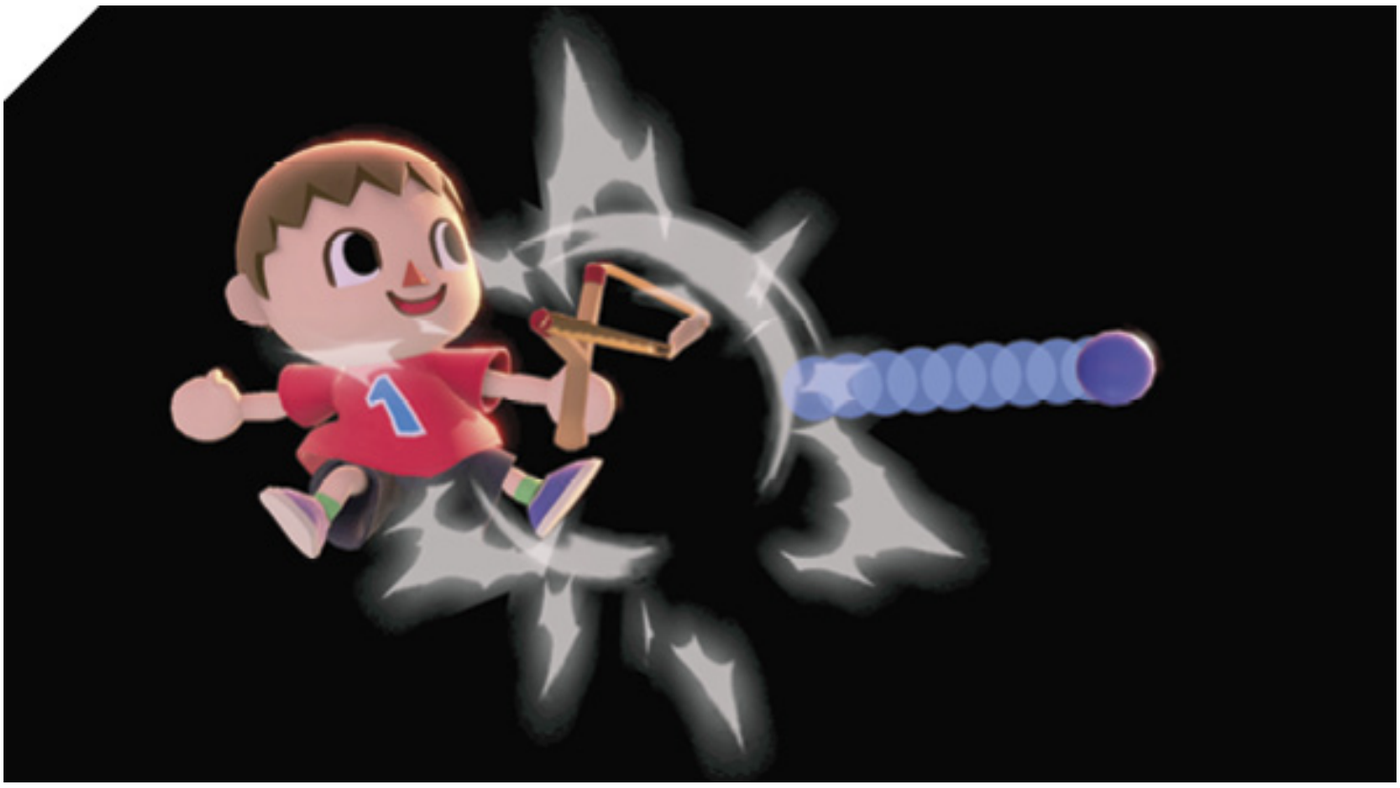
AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	9	—
Forward air attack	7	—
Back air attack	9	—
Up air attack	13/10/8	Damage and knockback depend on number of turnips.
Down air attack	13/10/8	Damage and knockback depend on number of turnips.

NEUTRAL AIR ATTACK

Villager spins upside down in midair with his limbs splayed, each of them a tiny hitbox pointing in every direction. Damage is highest right when the move starts, but it stays out a decent amount of time, so it has lots of usefulness when airborne (especially since Villager's front and back air attacks are unconventional). It works when jousting air-to-air with other jumpers (though in that case it's better to lean on the strengths of front/back air, if you have the space), and it's great for jumping in at ground foes whether landing in front of or behind them, and whether fast-falling or dropping normally.

FORWARD AIR ATTACK



For front and back air attacks, Villager wields a trusty, quick, low-power slingshot. These projectiles are tiny and fast, taking almost no commitment to fire all over the place. Up close, shots deal respectable damage, like other featherweight air attacks. The damage deteriorates quickly with distance, but the damage isn't really what these are for. Slingshot slugs may seem piddly, but the space control is undeniable. They're good midstage for owning short hop airspace, and great past stage edges for harassing foes trying to recover. And all that damage adds up; at higher percentages, they begin to deliver meaningful knockback on hit.

Forward air is slightly faster to fire than back air. The projectile is slightly weaker too.

BACK AIR ATTACK

Backward-facing slingshot rounds are functionally the same as forward air attacks. Back air attack just takes a tiny bit longer to fire. The slug hits slightly harder. If you're stalling, holding off foes with Lloid Rockets backed up by max-range slingshot rounds, you can maximize potential damage by keeping your back to the enemy while firing the slingshot in between Lloid deployments.

UP AIR ATTACK

Villager swings upward quickly with a small harvest of turnips. This attack's damage is dependent upon how many turnips he's got. It'll be one, two, or three, and the result is random. More is much better: a three-turnip up air attack adds a lot to the attack's launch potential.

DOWN AIR ATTACK

Villager attacks straight down with turnips. Again, more turnips is better (isn't this always true?). A three-turnip down air attack is a meteor smash, great for bounce combos midstage, and scoring KO's after tossing someone low offstage and chasing them. With Villager's great recovery ability, it's not that risky to fall off stages and engage with returning fighters. It's only a bit of a bummer if you score a direct down air attack hit on someone below but it ends up being a single-turnip smack.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	Varies	Pockets projectiles.
Side special	15.4/7	More damage if Villager rides Lloid.
Up special	0	Movement special. More balloons give more loft. Balloons can be popped.
Down special	Varies	14 hatchet, 18/13 tree sprouting, 25 tree falling, 8 wood chip.

NEUTRAL SPECIAL: POCKET

Villager reaches out and collects whatever projectile or item is incoming. That's it, it's gone. Well, not quite. It's stored (probably wherever the bowling balls are kept). An icon by Villager's portrait indicates when an item or projectile is Pocketed. Input neutral special again to retrieve the item. In some cases, this puts the item in Villager's hand, ready to be wielded or tossed as normal. For projectiles—things that can't be held, exactly—Villager fires them off in normal form.

This can lead to all sorts of wacky outcomes, once you Pocket certain projectiles and still have access to your slingshot and Lloid Rockets. You can start up your own Lloid projectile, use Pocket to fire theirs back at them, then follow them both in while sending in short-hopping slingshot rounds, for example. Putting multiple weird projectiles on-screen is also a prime time to rush in and try for a grab while foes are preoccupied with shots.

Pocket also lets you deprive brawlers of important items or objects they can't reuse until they're returned. For example, when King K. Rool throws his Crownerang, you can use Pocket to catch and store it, then just leave it there—he can't use it again unless Villager uses it or gets KO'd!

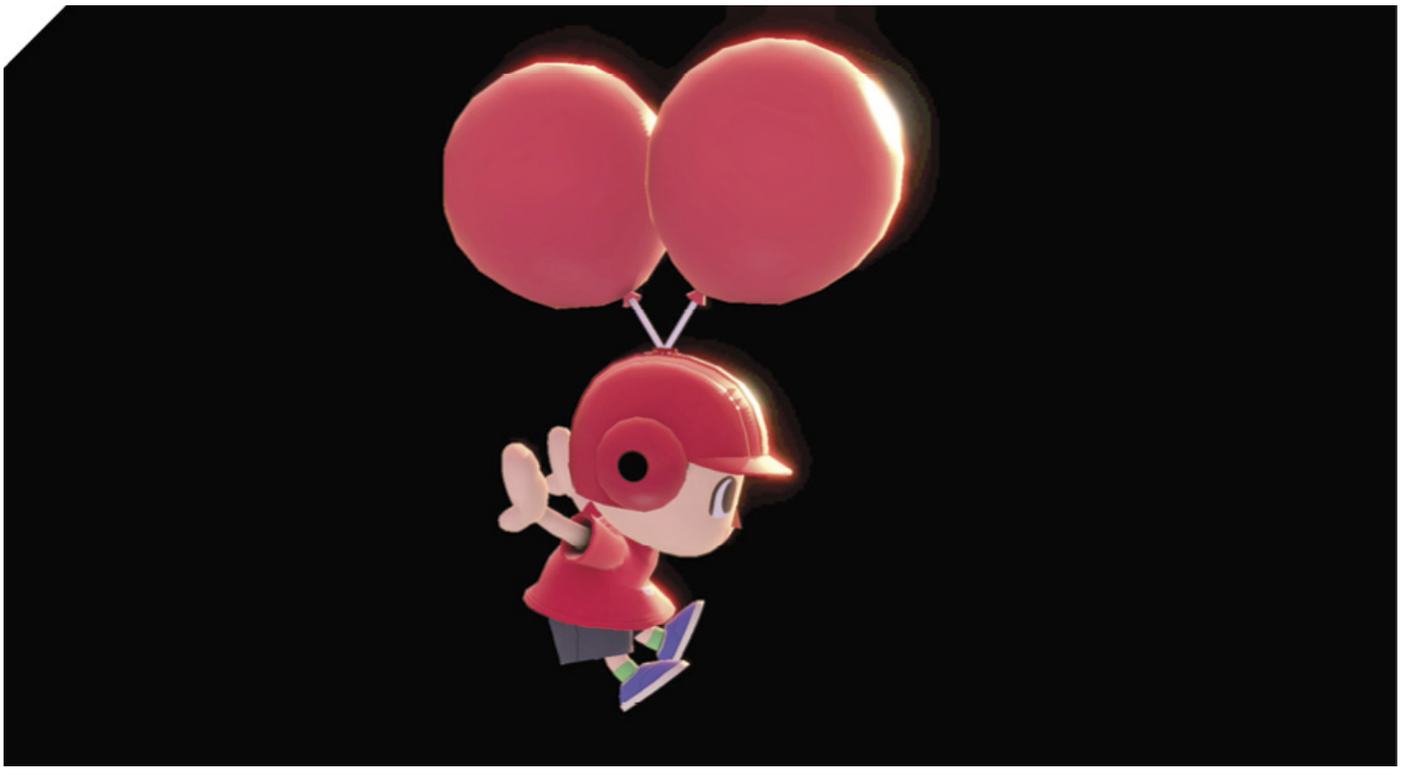
SIDE SPECIAL: LLOID ROCKET

Tap the side special input to deploy Lloid Rocket and watch it jet across the screen, or hold Special down to stay aboard and take a fast track across the stage. If opting to ride Lloid Rocket along, you can hop off at any time with Attack, Jump, or Special inputs, though you'll drift helplessly until landing after hopping off.

You won't typically want to ride Lloid, unless using the rocket's generous horizontal travel for offstage recovery. Usually you'll want to use Lloid Rockets as ranged attacks. Deploying Lloid Rockets and then following up on them is one of Villager's core strengths. Back up rockets with forward-hopping slingshot fire, use the opening to plant and water a tree, or run all the way in under the cover of the rocket to attack directly.

Lloid Rocket is also notable because it totally halts momentum when used in midair, even if you opt not to ride the rocket. Anytime you get hurled offstage, getting a Lloid Rocket out on the way back should be on your mind. It doesn't cost you any lost height to fire, the act of firing it gives you a split second extra to think about what to do next, *and* the rocket itself then provides cover for your recovery play. If someone's standing at a ledge, guarding the edge against your return, you can line up a Lloid Rocket right at them before you inevitably double-jump and air-dodge/Balloon Trip forward. Lloid Rocket even helps when recovering out from under stages, or for going under a stage bottom on purpose. Between rocket coverage and fall-halting, and Balloon Trip's amazing hangtime, Villager can go all the way under stages with relative ease compared to most brawlers.

UP SPECIAL: BALLOON TRIP



Villager lofts upward, raised by colorful red balloons. Hold Special to flap arms rapidly for max altitude, or tap Special as desired to fine-tune height. This special move is almost unmatched for maneuverability, but has no attack portion. It's also variable. At first, you have two balloons for max airtime. But using and reusing this move lowers your stock of balloons. Give Balloon Trip time to cool off, and balloons will fully replenish. Otherwise, used over and over, you'll be stuck with a single half-capacity balloon. Opponents can also pop balloons, which sends Villager plunging if none are left.

With full balloons, Villager has no problem recovering from all but the worst offstage launches, and can curl down and under stages to recover to opposite ledges.

With depleted balloons, it depends. From high up, you can always try riding a Lloid Rocket for horizontal travel. From below, even if a single balloon isn't enough to make it all the way back, someone might try to hit you (or might aim at the balloon and also hit Villager). This can actually do you a favor if it's not a devastating launcher shot, because you get another chance to redeploy Balloon Trip after getting hit.

DOWN SPECIAL: TIMBER

This multistage special has myriad uses for an industrious Villager. With no saplings or trees on-screen, down special makes Villager attempt to plant a seed. You've got to be on solid ground for this; trying it in midair results in a confused Villager.

With the seed rooted, down special becomes a short-range watering move. You *can* try to use this for other things, like a scale-model version of Squirtle's Water Gun or Mario's F.L.U.D.D. But you probably shouldn't. Water a planted seed enough (it doesn't take long), and it sprouts into a tree. An unwatered sapling persists for about 15 seconds before disappearing naturally.

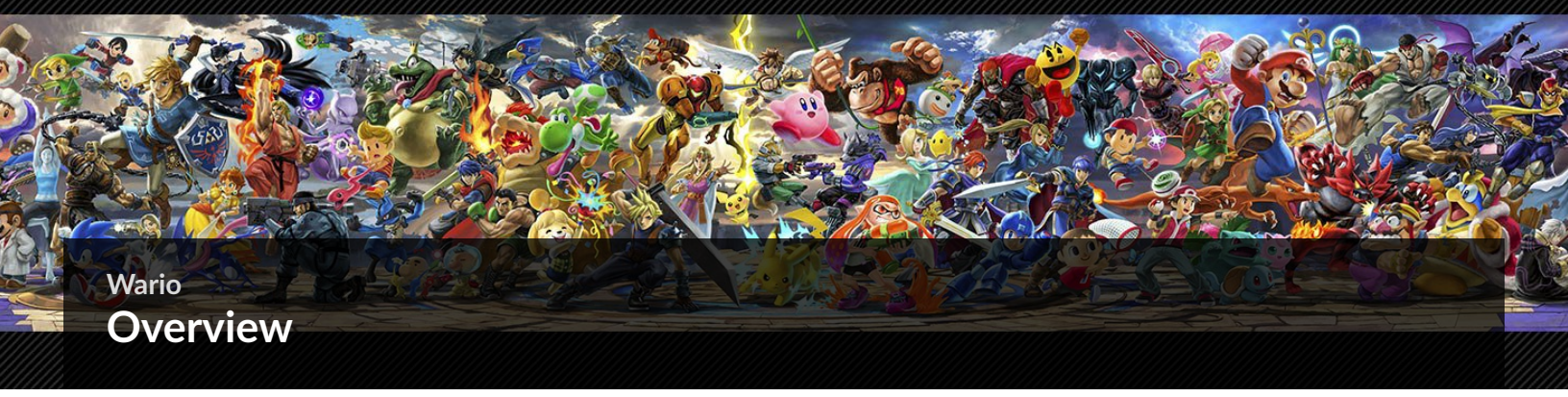
With a sapling watered and grown, you have a happy little tree. Having a tree onstage does several things. For one, the tree becomes makeshift cover, blocking projectiles and thrown items. It's also a mild physical impediment, particularly powerful when planted on a stage edge against recovering opponents. Villager can move back and forth through a tree without any hiccups, but other fighters trying to walk or run past a tree are briefly slowed. A tree is also, potentially, a powerful weapon: chop a tree down with a couple hatchet swings and it falls away from Villager, slamming against anyone on the other side for 25% base damage. Chopping down a tree may also chip off a wood block for another 8% damage, which can then be Pocketed by Villager and used as an item.

About that hatchet: with a tree onstage, down special becomes a quick, powerful hatchet swing. Clearly, the hatchet is for making use of the tree, but you don't have to use it that way. Used as a direct attack, it's one of Villager's best moves, period. The hatchet swing is Villager's second-fastest attack after neutral attack jabs, faster than any tilt and far faster than any smash, and it has great knockback power, especially at high percentages.

It's usually better to plant trees for access to the cover and hatchet, rather than planting trees to chop them down. If the opponent ends up sandwiched between Villager and a tree, wail on them with the neutral attack combo and keep holding the button for continuous jabs. The tree prevents them from being pushed away, allowing way more punches to add up than normal before they can get out.

FINAL SMASH: DREAM HOME

Tom Nook comes out of the woodwork to build Villager's Dream Home during this industrious Final Smash. Activate the attack close to your prime target to get the building underway, and anyone else caught in the construction takes damage too.



Wario

Overview

Wario's a heavyweight, but he's distinguished among bruisers by his motorcycle and by some of the best air speed. He can steer laterally while airborne quickly, and his neutral air attack and forward air attacks are both fast-hitting and long-lasting. Adding to that, Wario can pull out his Wario Bike special off the ground, getting a bit more loft on the initial rev, plus the chance to jump again by ditching the bike, basically a triple jump (plus the chance to drop a tossable item onstage).

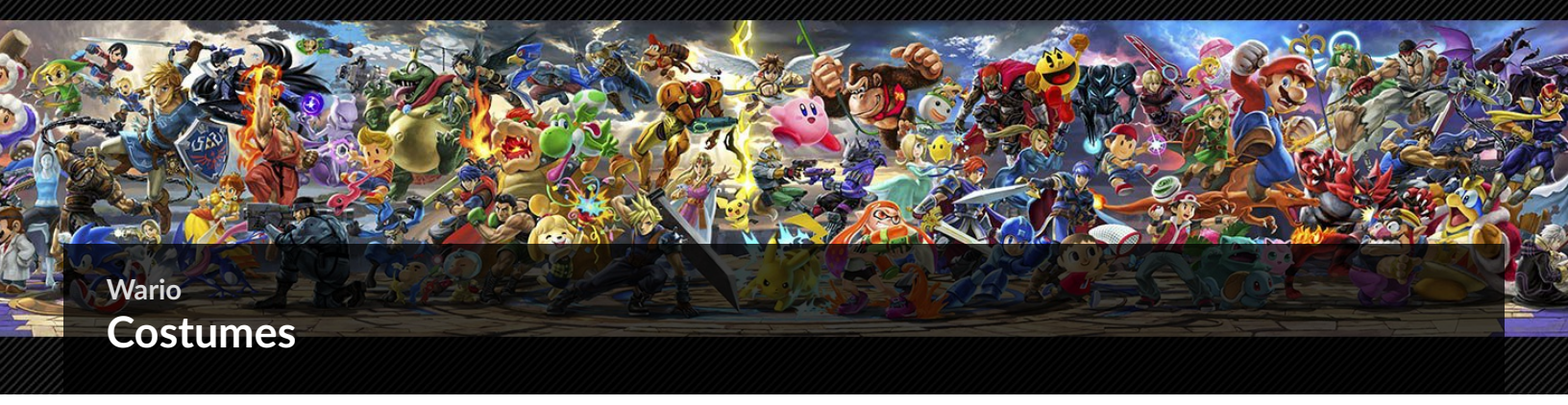
All that air speed is good for Wario's goal, which is getting in close for Chomp! Chomp is Wario's centerpiece, a healing throw with a long grabbing period that's perfect for springing on opponents just as they emerge from dodge rolls and ledge-climbing options. On top of letting Wario gnash on foes for self-healing and them-hurting, Chomp works on items. You can clear the board of pickups, both to deprive your opposition of them, and to refill Wario's health. Just watch out for explosives!

Speaking of explosives, something's rumbling in Wario's belly as the match progresses. The ever-present threat of the noxious Wario Waft grows the longer you hold it in. Keep the gas bottled up for two minutes or longer, and Wario Waft becomes one of the strongest moves in the game! Fully, uh, charged Wario Waft (combined with deft aerial Wario Bike ditching) helps make up for Corkscrew's predictable and rigid recovery path.

WARIO VITALS

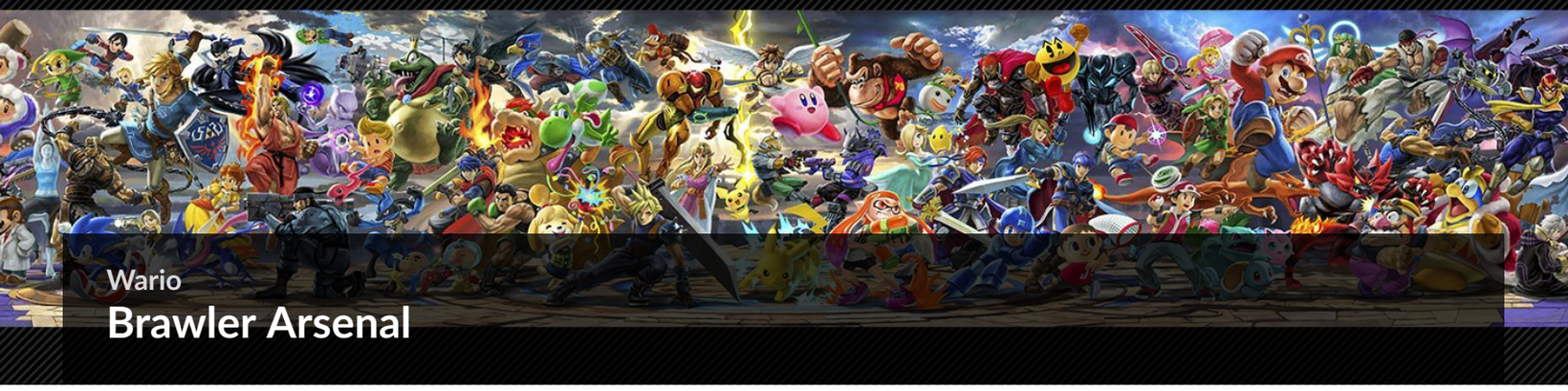
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	Yes
Tether:	No
Wall jump:	No
Wall cling:	No

MOVEMENT RANKS	
Ground speed:	D (44-45)
Air speed:	A (8)
Falling speed:	C (35)
Weight:	B+ (11-15)



Wario

Costumes



Wario
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	4	—
Neutral attack 2	5	Knocks foe into potential juggle position.

Wario swings with a sluggish jab into a much bigger follow-up punch. With Wario's girth and the initial jab's stubby range and slow speed, this isn't the best sparring weapon. On the ground, down tilt and Corkscrew (up special) are both faster, and short-hopping neutral air attacks and forward air attacks are about as fast and play more into Wario's strengths. Still, there's always use for a jab to "check" foes on the ground and perhaps set them up for a grab or Chomp attempt, and the easy two-hit neutral attack combo is a decent reprisal when dropping shield to counterattack. On contact, the second punch launches the foe into the air, where you can pursue them for a potential juggle.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	11	Max damage early in attack.

On the run, Wario throws his weight into a burly body check. Hitting as the dashing tackle begins does the most damage and tosses victims the farthest. Hitting with later active frames does less damage, but flips them into the air over Wario. Watch out for this kind of contact for the pressure and combo opportunities it creates.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	10	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	13	Max damage at palm. Can be aimed slightly up or down.
Up tilt	6	Knocks foes into potential juggle position.
Down tilt	4	Trips foes briefly.

SIDE TILT

For Wario's slowest tilt move, he swats with a giant slap, with better reach than neutrals and other tilts. This can be aimed slightly up or down. Damage and knockback are worse closer in, so aim with the palm. The downward-aimed side tilt in particular is important for swinging at foes right when they try to grab a ledge for safety. The hitbox is perfect for knocking them off a would-be safe perch just as they arrive, before their ledge-hanging intangibility kicks in.

UP TILT

Wario slaps upward with both hands, launching victims on hit. This is quick for Wario, the same speed as a neutral attack jab. It's great for slapping at airborne opponents, but it doesn't offer the side coverage of many up tilts. It might hit point-blank enemies on either side, depending on their posture and everyone's momentum and so on, but it also might not. For reliable double-sided protection, use down smash.

DOWN TILT

Crouching down, Wario jabs at toes with a big flat hand. This is Wario's fastest move, he shifts down a little while doing it, and the reach is decent. It's a good "what now?" option for poking on the ground at nearby foes, before returning to Wario's primary diet of short hops and Chomp attempts. It can trip low-percentage enemies for a moment, and combo into itself if used repeatedly at middle to high percentages.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	20-28	—
Up smash	17-23.8	Knocks foes into potential juggle position.
Down smash	13-18.2	Max damage at start.

SIDE SMASH

Wario leans back briefly before stepping forward and swinging a comically oversized first, striking backhanded. They'll feel it when this hits, with great damage and knockback. The huge fist is mostly just a hitbox, intangible to any clashing enemy moves.

It's strong, but the problem is that it's relatively slow to hit, and leaves Wario wide open if you miss, or if targets spot-dodge or dodge-roll through it. Still, there are times to swing for the fences, and side smash has great KO potential as damage adds up (not to mention shield-breaking power if your opponent blocks). Against aggressive enemies, try running away, then side smashing back at them out of the dash.

UP SMASH

His head swelling to proportions that match his ego, Wario swings rapidly above with a headbutt. His huge head is intangible just before and during the first active frames, giving this great priority against descending moves. It's about as fast as side tilt, not one of Wario's very fastest, but not getting painfully slow either. It launches victims straight up in a vulnerable position if they don't shield or dodge.

It also covers three angles, though you don't have margin for error on up smash aim because it's active so briefly. You've got one frame of backward-leaning coverage, one frame aimed up, and one frame covering directly in front of Wario. Most up tilts/smashes have much more generous hitting periods, so swing carefully.

DOWN SMASH

Wario falls down and spins like a top on his back, wobbling quickly between front-leaning and back-leaning hits. As he spins three times, his damage (and the size of the hitbox around his body) starts out big and diminishes bit by bit each spin.

This requires a lot less timing precision for something that hits both sides than up smash, and hits faster too. Contact with foes on either side blasts them away far and low, buying Wario breathing room.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.6	—
Front throw	4, 8	Forward throw.
Back throw	7	Backward throw.
Up throw	4x2	Pops foe into potential juggle position.
Down throw	4, 7	Bounces foe behind Wario.

GRABS

Wario's grab is standard-issue for a heavyweight, and matches the speed of his neutral attack. This isn't too bad, considering how agile he is in the air. Not to mention that his neutral special, Chomp, complements his hopping rushdown and grab games, adding literal teeth. It's the same speed as a regular grab with a tiny bit more reach, it has an active throw hitbox for over twice as long, and it can be used in midair. On the other hand, it's much riskier to whiff Chomp than a normal grab.

When going for normal grabs, front throw can also hit other enemies in close, if they're in the way. Back throw spins the enemy for momentum before the throw, which clears out any number of fighters on both sides! Up throw knocks them upward with a double-fisted punch, leading to combo opportunities right away above. And back throw bounces them behind Wario, not in position for a juggle hit but ripe for you to pursue with a dash attack or hopping move as they try to tech.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	6	Falls with launching belly after spin.
Forward air attack	7	—
Back air attack	12	—
Up air attack	13	Launches foes upward.
Down air attack	1.3x6, 4	Last hit knocks away.

NEUTRAL AIR ATTACK

Neutral air attack is essentially two attacks. It begins as a fast two-sided clear-out, with Wario's arms outstretched. This is good for going up against other airborne foes, or for jumping in on enemies on the ground.

Once Wario stops spinning and hitting with his arms, he falls with a belly flop. The belly-flop portion lasts a third of a second, a huge length of time for an air attack to be active. You can double-jump and neutral air attack, then fast-fall to the ground with an active hitbox all the way down. If the belly flop hits, it launches victims up into the air.

FORWARD AIR ATTACK

Wario juts a big foot out right in front for an agile dropkick. This hits fast, with decent damage and a generous active period. Though not quite like neutral air, it's enough for sticking out above foes before dragging it down on them with fast fall. This is one of Wario's most important pokes, whether short-hopping or pursuing helpless or recovering targets.

Knockback on this attack is low, which means you can go right into quick ground moves after using forward air last-moment on a standing target. Like neutral air, this has very little landing lag, making it great for moving from air to ground-based offense.

BACK AIR ATTACK

This backward-leaning surprise headbutt hits with the crown of Wario's huge head. The damage and knockback are high, and it covers a small arc from up-back to down-back. The lag on landing is bad, since Wario thuds on his side. It's okay for smacking grounded enemies if your back's to them in midair for whatever reason, but try to land at max range from them and don't expect follow-ups. Back air attack is mainly for aiming at jumpers behind midair Wario.

UP AIR ATTACK

Wario attacks upward with an oversized clap, just where the hands meet. It might look like it, but it doesn't cover along Wario's palms until they meet. Like up smash on the ground, up air attack doesn't have a long active period, so you need to aim it well to keep foes bouncing off Wario's hands.

Up air attack has lots of air lag after use, so you'll likely drift all the way back to the ground afterward, unable to double-jump for combos and second tries. The hitbox on the clap, being high above Wario, also doesn't make this suited to jump-in use on standing enemies.

DOWN AIR ATTACK

Spinning upside down like a drill, Wario lands a multi-hitting downward combo in one attack. This packs a lot of hits into a short period of time, active for as long as forward air. This means it's relatively easy to get most or all of the hits, compared to similar blender multi-hits. Wario can be steered a bit while he spins. The final hit is harder than the rest and sends victims soaring up into the air.

If used low to the ground, down air attack has bad landing lag on touchdown, with Wario momentarily planted headfirst in the floor. It's good aiming below air-to-air, and can pick up juggle combos depending on how tumbling enemies are reacting. It's even easy to aim and score multi-hit combos when used during short hops. It's just vulnerable to being shielded or dodged and leaves Wario wide open.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	2.6x3+, 5	Mash for more bites. 0.6% damage replenished per foe bite. 1% replenished for eating most items. Food boosted with Chomp.
Side special	Varies	See table.
Up special	5, 1x4, 4	Hold left or right immediately after input for diagonal travel.
Down special	Varies	See table.

Wario Bike Damage	
Bike State	Base Damage
Driving (faster for more damage)	0.6-11.2
Gliding (air hit)	3.9-7.5
Turning skid (tap backward)	7, longer pivot skid at higher speed
Rising wheelie (tap up)	8.3, launches
Popped wheelie	5
Wheelie drop (hold down to drop faster)	13
Driverless bike slowing (ditched bike)	3.5
Lateral bike toss	~10, ~13 with smash-style input
Vertical bike toss	~14, ~18 with smash-style input

WARIO WAFT DAMAGE

CHARGE TIME	DAMAGE
0-14s	0
15s	12
30s	13
45s	14
1m	21
1m15s	24
1m30s	26

1m45s	28
2m	27 early, 20 late

NEUTRAL SPECIAL: CHOMP

Wario opens his maw wide, looking to feed his gluttonous appetite. If enemies are trapped by Wario's bite, maximize the chewing by mashing on the Attack or Special buttons (the max possible number of bites is eight, dealing 25.8% damage to the chewee while refilling 4.8% of Wario's damage!). Chomp, like normal grabs, cannot be shielded. After a few bites, foes escape naturally, taking heavy damage while Wario regains some health. Chomp can also be used to eat items and motorcycle parts, removing them from the field while granting some health to Wario. Chomping down food items instead of picking them up normally also enhances their heal amounts!

Chomp starts being active with the same speed as his regular grab attempts, heavyweight-grade, but it stays active for over *twice* as long. This is a huge active period for a grab special, which allows Chomp to be used as a predictive move or "meaty" attack, starting it so foes are sucked in with later frames of the move. This applies in situations like using Chomp to snag people right after their sidestep or dodge-roll evasion moves have ended, or as they climb up from a handhold. It also enables Chomp to be used almost like some long-lasting air attacks: jump above an enemy, fast-fall at the apex, then immediately perform Chomp while descending. (You can't fast-fall *during* special moves, so you have to fast-fall first and then perform instant Chomp. Take care to let the control stick return to neutral after fast-falling so you don't inadvertently produce a fast-falling Wario Waft, wasting Waft's fragrant charge.)

Special-reversing is important when aiming Chomp. If there's a chance to gobble up someone behind you (usually when falling toward someone lower while backturned), input neutral special, then instantly tap toward Wario's back. Properly done, Wario flips before Chomping toward them.

SIDE SPECIAL: WARIO BIKE

During side special, Wario mounts his gnarly chopper and bears down on anyone in front of him. Wario doesn't mount the bike quickly; getting going on the bike is like using a sluggish smash attack. Once it's going, you have tons of options with one of the game's most variable specials. Whenever the bike eventually is destroyed onstage or ditched off of it, it takes five seconds before Wario can reuse this special, summoning another rumbling hog.

On the ground, holding forward accelerates to max ramming speed. Leave the control stick neutral, and Wario lumbers forward on his bike at idling speed, hitting for much less damage. The bike's actual hitting area is around the engine and headlight (not the front tire).

If starting Wario Bike in midair, he whips out the chopper and mounts it, then glides to the ground. Hold back to tilt the front wheel up, or forward to angle the front wheel down toward the ground. A bike gliding toward the ground also has a hitbox toward the front around the engine.

Tapping backward sends Wario into a skidding turn, creating a brief hitbox behind the bike as it skids backward before Wario speeds off in the other direction. The faster the bike is going before a skidding turn, the longer the turn skids backward, and the longer the skidding hitbox behind the bike persists. With good timing, it's possible to create a short combo with Wario Bike by plowing into someone and immediately turning. The forward-driving hit can combo into the skidding turnaround hit! This is also possible after a last-second falling aerial Wario Bike hit before landing, skidding immediately on the ground for a second hit.

While driving forward, tap up to pop a Wario wheelie. The front tire issues a launching hit on the way up. Wario pumps his fist twice with the front wheel fully popped, then brings the front tire crashing back down for another launching hit. Then he keeps speeding forward as normal. After popping a wheelie, hold down if you want to end it early. Wario slams the front wheel down after one fist pump instead of two. Otherwise, you're committed to the wheelie (whether for one Wario fist pump or two), and can't bail off the bike until it's over.

Aside from when Wario's showing off with a wheelie, the bike can be ditched anytime with any Attack/Special/Jump button input. Wario leaps off the bike as it begins to slow. This is a normal jump, allowing air moves, a double jump, and air dodges. While the bike slows to a stop, it can still hit enemies for slightly reduced damage. The faster you're going when you bail, the longer the bike persists as a projectile on the ground. Once it runs out of momentum, it falls over.

A ditched bike that drives off a cliff plunges offstage, starting the five-second bike-restocking timer. If it slows on firm ground, it totters to its side, becoming a heavy throwable, destructible item. Like with other throwable items, using a smash-style flick input results in a faster, farther-traveling, higher-damage bike toss. The bike can also be destroyed if it takes enough damage, starting the restock timer. (The quickest ways to destroy it on purpose are with a single uncharged side smash, or two short-hopping back air attacks.) A bike explosion isn't an attack, so it doesn't hurt enemies. Wario can gobble up the flying parts for health with Chomp, though!

Offensively, Wario Bike makes a powerful ground-control tool and pseudo-projectile. Mount up, accelerate toward your prey, then dismount at full speed, sending the bike careening forward. At lower percentages, ditch as the bike approaches stage edges, so it slides into the abyss afterward, "recharging" itself for Wario's use automatically. As damage builds up, both on Wario and opponents, ditching the bike a little early leaves it on the stage, where it becomes a potential throwing weapon for Wario (and his opponents…), not to mention a tasty, health-regenerating snack if you scarf down the bike (whole or shattered into parts—Wario isn't picky). In the unlikely event that no one destroys a ditched bike or tosses it offstage, it'll vanish after 30 seconds.

Wario Bike is useful as a creative recovery option, gliding back to safe ground with a bike that can be ditched early in midair for what's functionally a triple jump, or ditched late after landing to send a projectile sliding across the stage. It can help for edge-guarding, by speeding at the edge and turning just before it, so the sliding pivot hit connects with anyone grabbing the ledge or hopping over it. For alternative edge-guarding, ditch the bike early, onstage, then pick it up and either throw it sideways off the stage at someone drifting back, or throw it straight up while standing at a ledge so it serves as a powerful projectile on the way down, right at the stage edge.

UP SPECIAL: CORKSCREW

Wario blasts himself upward with a launching hit directly in front at the beginning, then multiple blender hits on the way up. After the attack ends, Wario drifts down, helpless until landing. Tap left or right *immediately* after inputting up special to make Wario take a diagonal trajectory instead of flying straight up, great when using Corkscrew for offstage recovery back to a safe ledge. Corkscrew's travel distance isn't amazing, and it's predictable for enemies, so put double jumps and airborne Wario Bike to good use as well to make recovery plays less obvious.

Wario lacks quick attacks in general, with his fastest normal moves being down tilt, neutral air attack, and forward air attack. Corkscrew belongs on that list of his fastest moves, faster than his neutral attack or grabs, giving him a good out-of-shield reversal option after blocking a foe's laggy move, or a short-notice option to deal meaningful damage to someone who's left themselves open up close (like helplessly drifting after their own up special, or dizzy after being shield-broken, and so on).

DOWN SPECIAL: WARIO WAFT

All that Chomping and gloating adds up to some fiendish indigestion and gas. Over time, as Wario fights, he builds up nauseating pressure in his gut. Wario Waft charges, um, automatically, just by Wario's dietary habits and gut bacteria doing their thing. You don't have to do anything but avoid using down special. The longer you go between Wario Waft releases, the more pressure piles up. The more you charge Wario Waft, the higher the damage when it's finally used. Longer charge times also result in faster fart releases.

Wario Waft doesn't stop charging for anything, not until the match ends; even losing a Wario stock doesn't reset his gut's progress. This guarantees that you'll get a chance to use more powerful Wario Wafts no matter what, given enough time.

Between zero and 15 seconds of charge, Wario Waft is fairly slow to release, about like an average side smash, and deals no damage. It temporarily stuns anyone close enough to Wario to get a whiff.

Between 15 and 59 seconds of charge, Wario Waft's activation is faster, just a hair slower than his neutral attack jab.

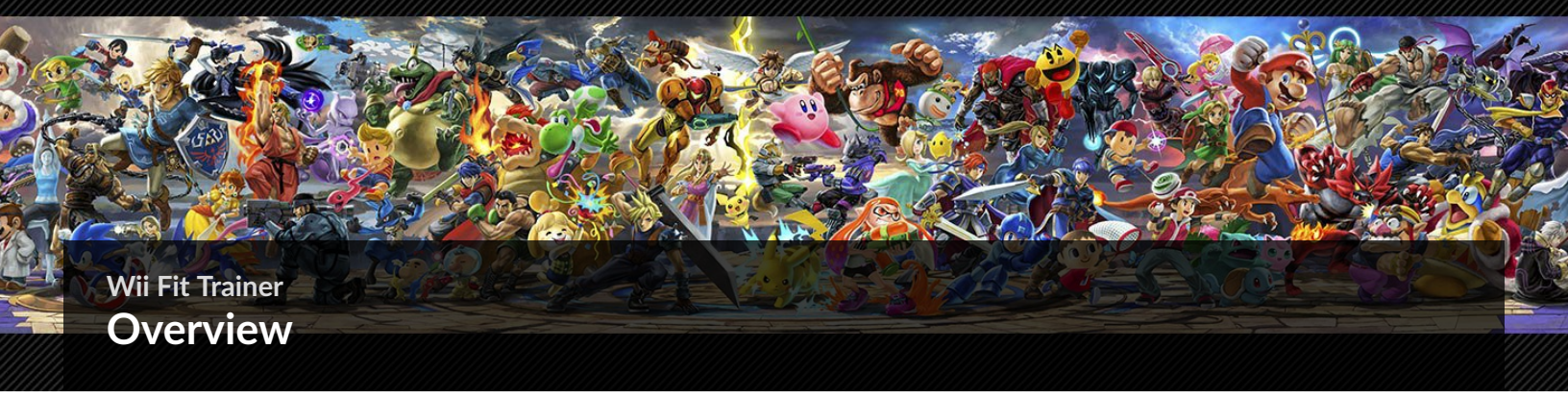
Between 60 and 119 seconds of charge, Wario Waft's activation speed is very fast. Only Wario's down tilt hits marginally quicker. Power and knockback between one to two minutes of charge are very high, making Wario Waft a potent instant KO move on opponents with high damage (80%+) built up.

With over two minutes of held gas, Wario flashes and begins glowing to indicate a full charge. Fully pressurized Wario Waft becomes a different attack entirely. The release speed slows a bit—not as fast as farting with a charge between one and two minutes, but not as slow as a charge between 15 seconds and one minute, either. The initial tooting hitbox is much bigger around Wario, launching him upward rapidly—fully-charged Wario Waft catapults him upward higher than double-jumping! He doesn't lag after he stops rising, so you can perform other actions. It's possible to Wario Waft way up, then double-jump, pull out aerial Wario Bike, and ditch it for a pseudo-triple jump, gaining unmatchable hangtime for a heavyweight, while still having the option to use air moves or Corkscrew if needed. Wario Waft at two-plus minutes is basically a super version of a typical up special recovery move.

In general, you should save Wario Wafts for at least one minute at a time, gaining access to a potential KO move for anyone who slips up near Wario. Try to get a sense for the timing and pace of matches, so you know when a killfart is ready for deployment. If you happen to sit on Wario Waft until Wario glows, adjust your plans to account for the one-time-use super-move you've stocked.

FINAL SMASH: WARIO-MAN

Prepare yourself for the most aromatic Final Smash in *Super Smash Bros. Ultimate*. Wario starts by rushing horizontally, so line up desired targets even with him for cutting loose. If he hits anyone on his initial dash, he transitions into a superhero montage of heroic Warios smacking the victim from every direction, before the lead Wario finishes them off with the mother of all farts.



Wii Fit Trainer

Overview

As you might expect from world-renowned workout instructors, Wii Fit Trainers (both female and male variants) are quick and powerful fighters with lots of athletic tricks hidden up their sleeves. (Well, there are no sleeves. It's a figure of speech.)

For one, these lithe fighters have a version of crouch-walking by holding down-back or down-forward on the control stick. Lying prone, Wii Fit Trainer hops forward or backward with little push-ups! Wii Fit Trainers can also capably wall-jump, increasing recovery ability.

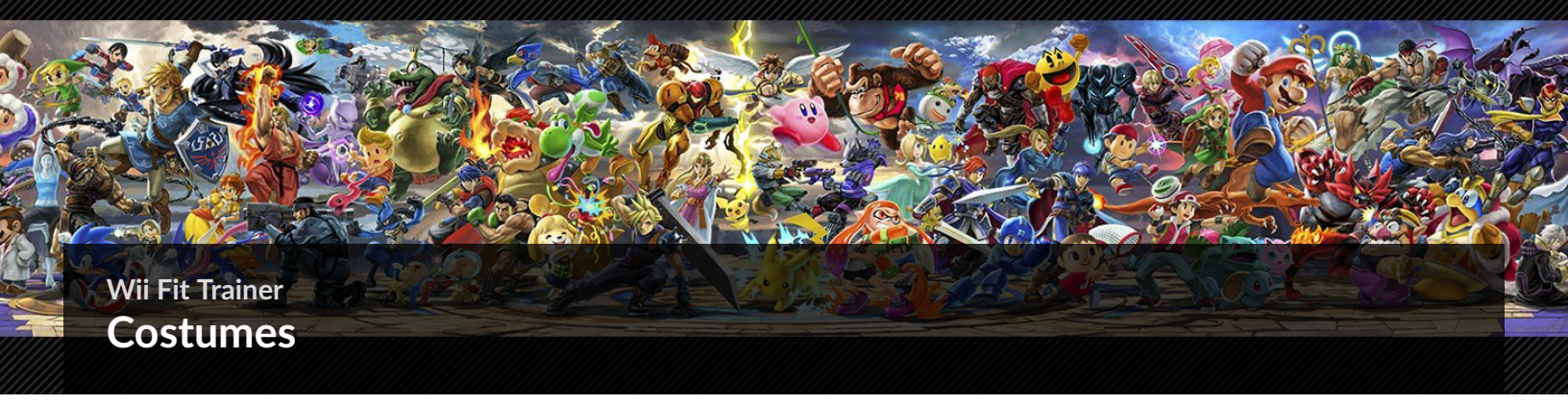
Unusual among combatants, most of Wii Fit Trainer's poking attacks cover both sides, including the standard neutral attack jab. Neutral attack, side and up tilt, all smash attacks, and the Super Hoop up special all hit both to the front and back.

Trainers have multiple projectile threats to mix in with their quick, wide strikes. Header provides both a projectile threat along any vector you can think of, depending on where you bounce the soccer ball, and another melee option should you decide to get up close and personal with the headbutt portion. And Sun Salutation grants a Samus-like super projectile to store and save for a rainy day, firing it straight across a stage when a prime opportunity presents itself.

WII FIT TRAINER VITALS

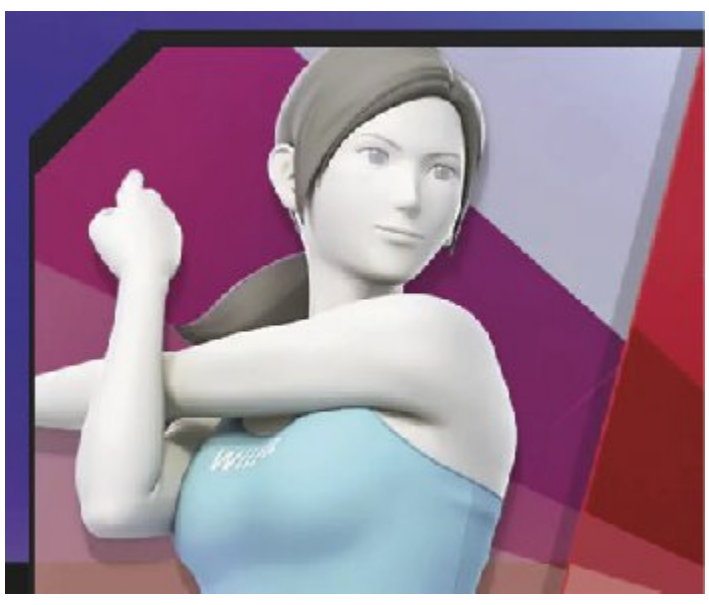
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	Yes
Tether:	No
Wall jump:	Yes
Wall cling:	No

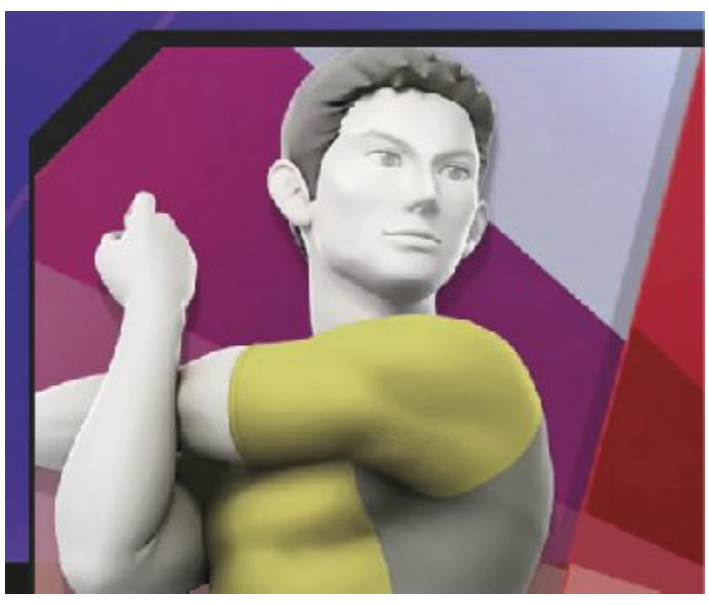
MOVEMENT RANKS	
Ground speed:	C (26)
Air speed:	C (49-51)
Falling speed:	D (67-69)
Weight:	C+ (32-35)

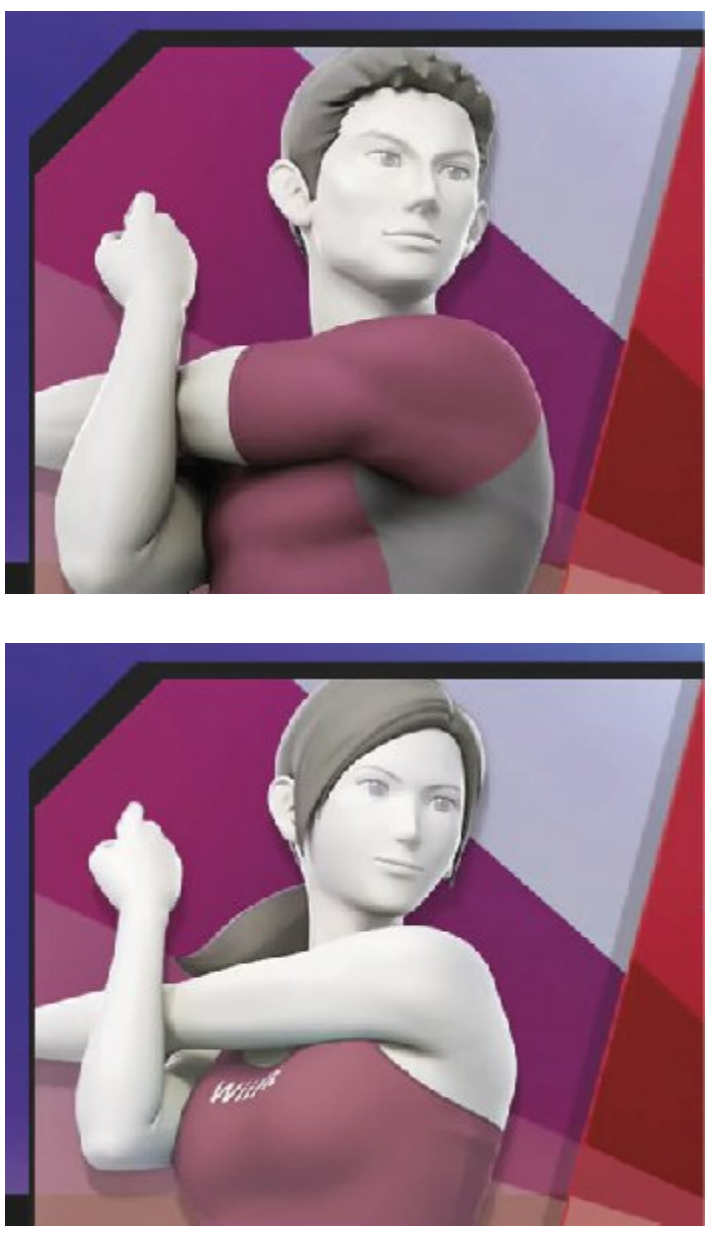


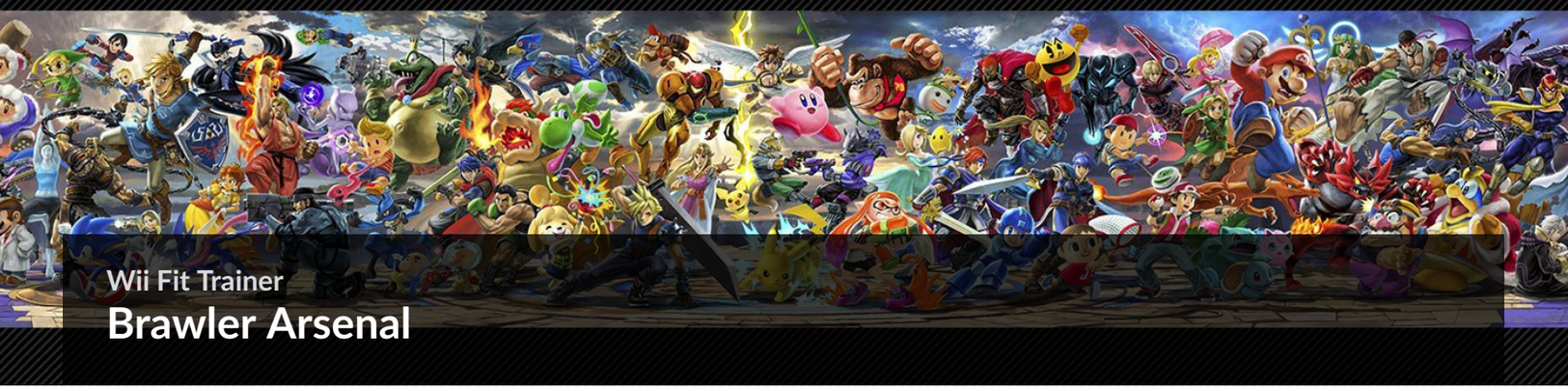
Wii Fit Trainer

Costumes









Wii Fit Trainer
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2	Kicking hitbox in back.
Neutral attack 2	2	—
Neutral attack 3	3	—

Wii Fit Trainer's routine begins with a simple arm stretch, leg extended backward for balance. Both the extended arm and foot have hitboxes (along the area under her arm, accounting for crouchers), so Wii Fit Trainer covers front and back with a quick neutral attack! Hold down a neutral attack input, and Wii Fit Trainer whiffs this attack until you let go. On hit (or whiff if tapping instead of holding neutral attack), Trainer goes from extending an arm to a raised deep-knee stretch, which falls into a forward lunge. Wii Fit Trainer moves forward a little during this three-hit combo. The hitting area for the second and third stretches surrounds the forward knee. Enemies struck by the third hit—the knee lunge—will find themselves planted in the dirt briefly, until they shake out of it.

While the rear-facing kick on the first neutral attack is weak in terms of damage, it has shocking knockback power once foes have damage built up to medium percentages or higher. Like with the back-hitting portions of side tilt, you can use this on purpose after jumping just past an enemy with a double-sided neutral air attack or forward air, landing up close with Wii Fit Trainer's back to them.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	10	Less damage late in slide.

From a dash, Wii Fit Trainer slides to a stop while executing a side and spine-bending stretch. The torso is tilted sideways with both arms extending forward, making a big launching hitbox in front. The launching angle is slightly different depending on whether you hit early or late with the dash attack's hitbox.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack (faceup)	7	Intangible.
Wake-up attack (facedown)	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	11	Launching hitbox in back.
Up tilt	10	Arm intangible. Hitbox on back hip.
Down tilt	13.5	—

SIDE TILT

Wii Fit Trainer's side tilt attack is a buffer version of the first neutral attack poke. Wii Fit Trainer extends one arm forward and slightly down, while raising one leg high in back. This not only opens up Wii Fit Trainer's back and shoulders, but also strikes enemies on either side. In front, the arm jab works as a quick poke. More surprisingly, the raised leg in back works as a weak launcher! This doesn't have much range (it's hard to target a standing foe with the launching-backward portion, you'd have to stand flush against them, then side tilt in the other direction without moving away at all), but can provide incidental coverage to Wii Fit Trainer's back in party battle modes, not to mention allowing you to use a "wrong direction" side tilt as an anti-air against someone falling in behind. If you do pop someone up right behind Trainer with the back coverage of side tilt, you can usually combo them. At low percentages, immediately pop them up higher with up tilt (also facing the wrong direction), then short-hop up for another hit with up air or back air attack. At higher damage, you have to jump straight up to nail them with back air attack at the jump's apex.

UP TILT

For this twist and stretch, Wii Fit Trainer reaches high with one arm while reaching toward the ground with the other. The result is a poke that points straight up, the arm intangible to help Wii Fit Trainer beat out incoming air attacks. Hits with the upstretched arm pop victims straight up, but Trainer's toned backside during this stretch also has a small hitbox, which can pop foes up at a slight diagonal angle behind Trainer.

DOWN TILT

Lying on the ground, Wii Fit Trainer starts the beginning of a tabletop stretch, arching knees upward in front while his or her shoulders are still on the ground. Like with the third hit of the neutral attack combo, down tilt slides Trainer forward during execution, though he or she flips back to the original position during the lag after the hitting portion ends.

Down tilt may beat out ground attacks with Wii Fit Trainer's low profile, and hitboxes that surround the chest and legs; only the head has no attack portion.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	15.5-21.7	Hits both sides.
Up smash	18.0-25	Intangible briefly just before and during beginning of attack.
Down smash	12.0-16.8	Hits both sides.

SIDE SMASH

Wii Fit Trainer steps forward and extends both arms out to either side. The hitboxes on both arms extend a generous bit past and around his or her hands, giving this great priority even if the arms aren't technically intangible. The only catches are that attacks coming from straight above or below will hit Wii Fit Trainer in the vulnerable head/legs, dodging the arms entirely.

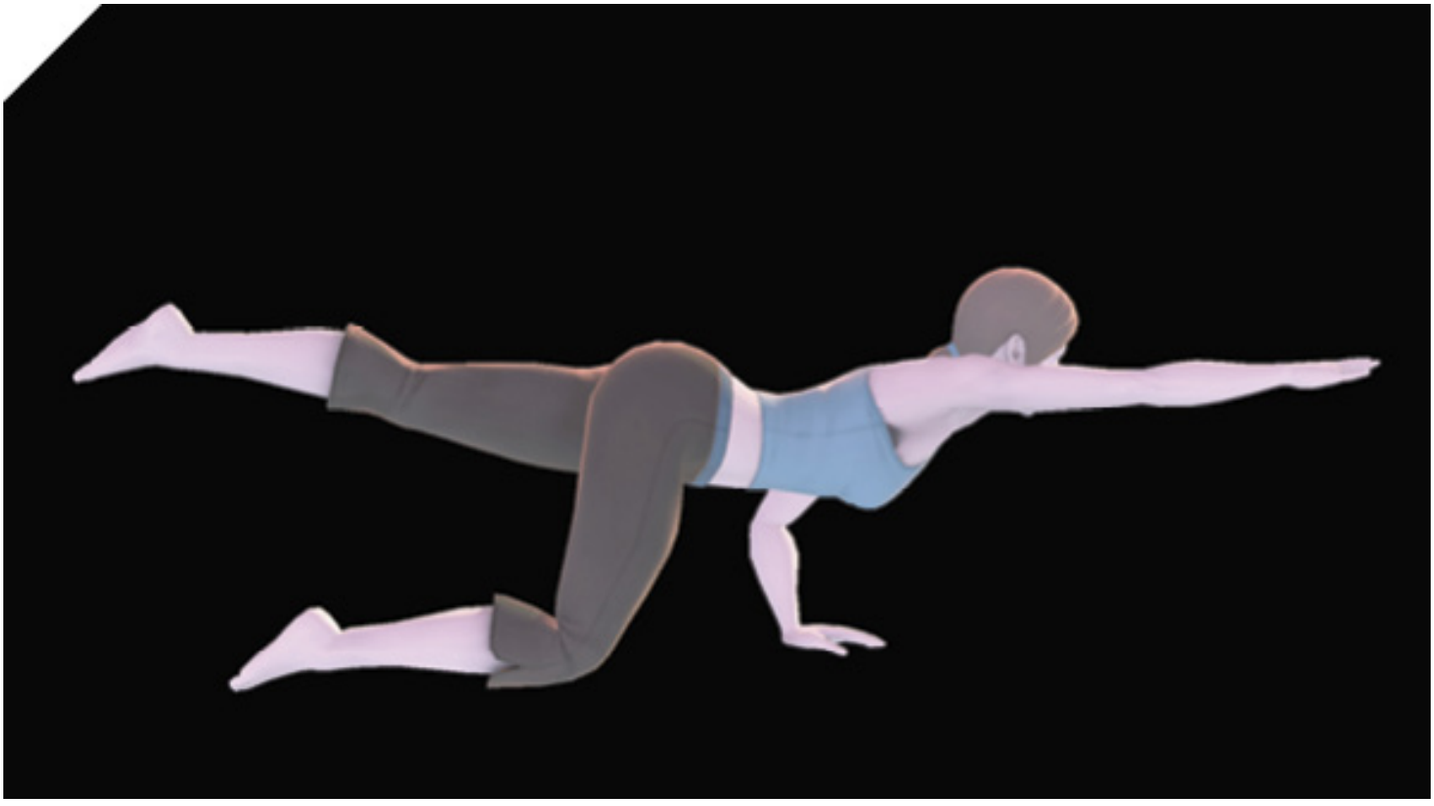
While this has a hitbox behind Trainer, like many other exercises, the forward-stepping portion means it's a happy accident when the back hitbox strikes, not something you're likely to aim on purpose.

UP SMASH

Trainer crouches a bit, placing palms together, before jabbing them straight upward. Fully extended, the arms stretch well above the head, covering low airspace, as well as providing a supplemental hitbox around Wii Fit Trainer's torso. As Wii Fit Trainer juts both hands sharply up, he or she is fully intangible just before the attack portion, and briefly during it.

Up smash is one of Wii Fit Trainer's most useful attacks, since it's fully intangible as the strike starts, it covers either side up close while also shooting down jumps and short hops, and adds a high-damage juggle-combo tool. The only remotely bad thing to say about this attack is that, since it's an up smash, it's not particularly fast to hit, even uncharged. Make sure you have enough time to activate it without being interrupted before intangibility starts (being fair, as a clear-out option, this attack is still faster to hit than side smash or down smash, though the range laterally is much less).

DOWN SMASH



From all fours, Wii Fit Trainer extends one arm straight forward and the opposite leg straight back. This works the core; stretches the lower back, hips, and shoulders; and hits anyone in front or behind. The low profile and generous hitboxes on leg and arm enable this to knock away anyone encroaching on Wii Fit Trainer on the ground, but beware that this attack has slightly below-average speed for a smash attack intended as a panic tool used to get multiple people off you. If you have enough time and space to get this attack out, it's great, but if there's any chance enemies will be closer in, up tilt is better in every way.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	3, 7	Forward throw.
Back throw	3, 6	Back throw.
Up throw	8	Launches foe into potential juggle.
Down throw	7	Bounces foe just behind Trainer.

GRABS

Wii Fit Trainer's speed, two-sided poke attacks, and quick grab work together to give him or her a powerful throw game. The forward throw spikes the victim forward like they're a volleyball, while the back throw plants both feet squarely on them before kicking them away. The up throw variant is a typical juggle starter, enabling Wii Fit Trainer to immediately attack upward for a combo. Finally, the back throw bounces the victim slightly behind Wii Fit Trainer, also enabling combos (if in a more awkward position), or better stage presence if the ledge is behind you.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	9	Max damage late in attack.
Forward air attack	12	Hits on back foot.
Back air attack	13.5	—
Up air attack	10	—
Down air attack	13	Meteor smash on downward hit.

NEUTRAL AIR ATTACK

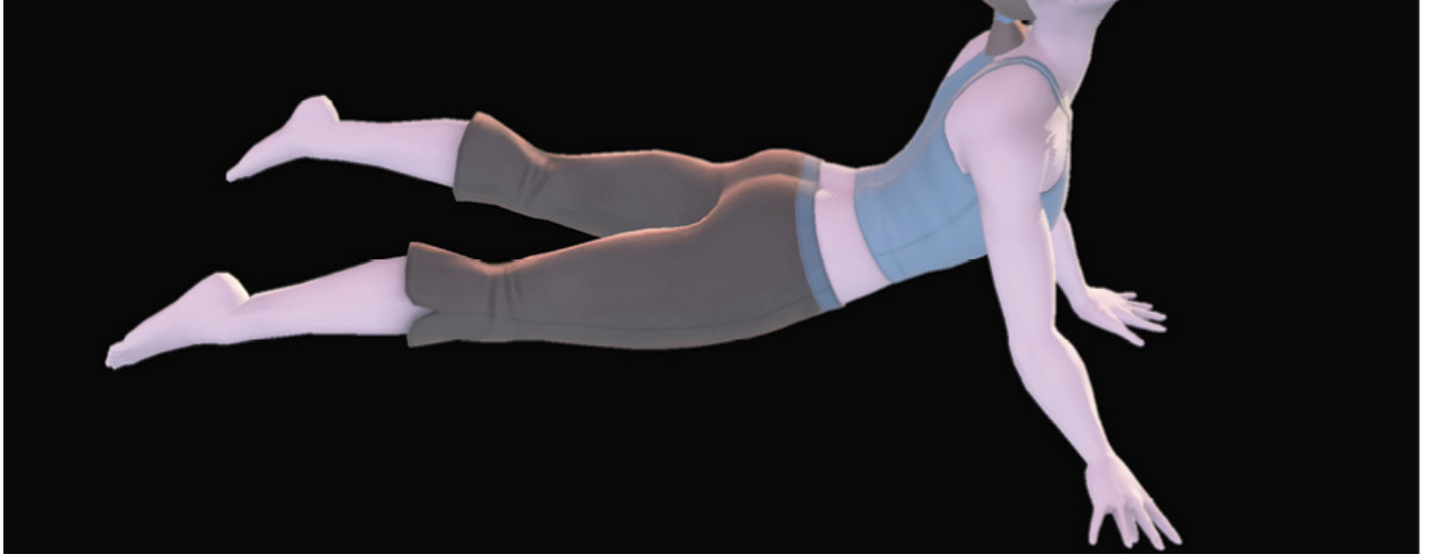
This move shows off Wii Fit Trainer's gymnast-like aerial flexibility. Wii Fit Trainer begins sprawled, arms and legs out with hitboxes around hands and feet. Hitting with these early portions launches the victim up over Wii Fit Trainer, kind of like how Luigi's up smash works. Hit in front, and they're popped up and over to Wii Fit Trainer's back; hit in back, and they're popped over to the front. After these initial hitting frames, limbs out, Wii Fit Trainer scissors arms and legs upward. The move's damage is at its peak when arms and legs meet, and the hitbox is like a big circle centered on Wii Fit Trainer's knee.

Used to hit early, right when the button is pressed, neutral air attack is a good all-purpose jumping attack that covers both sides. Use it whenever you're unsure which side you'll encounter an enemy air-to-air, or when falling on standing opponents. It's possible for the extended hits to drag the enemy into position for the scrunching hit to catch them too, making neutral air a multi-hit move if well-positioned.

FORWARD AIR ATTACK

Forward air attack is like grounded neutral attack, hitting up-forward with a stretched arm and down-back with a leg jutting for balance. When aiming with the front side of the attack, you want to come up at higher-altitude targets, launching them diagonally up and away. If targets are behind and below Wii Fit Trainer in the air, the hitbox on the back leg can spike them quickly downward! This rear-hitting kick can also work as a kind of "cross-up," falling right past someone on the ground.

BACK AIR ATTACK

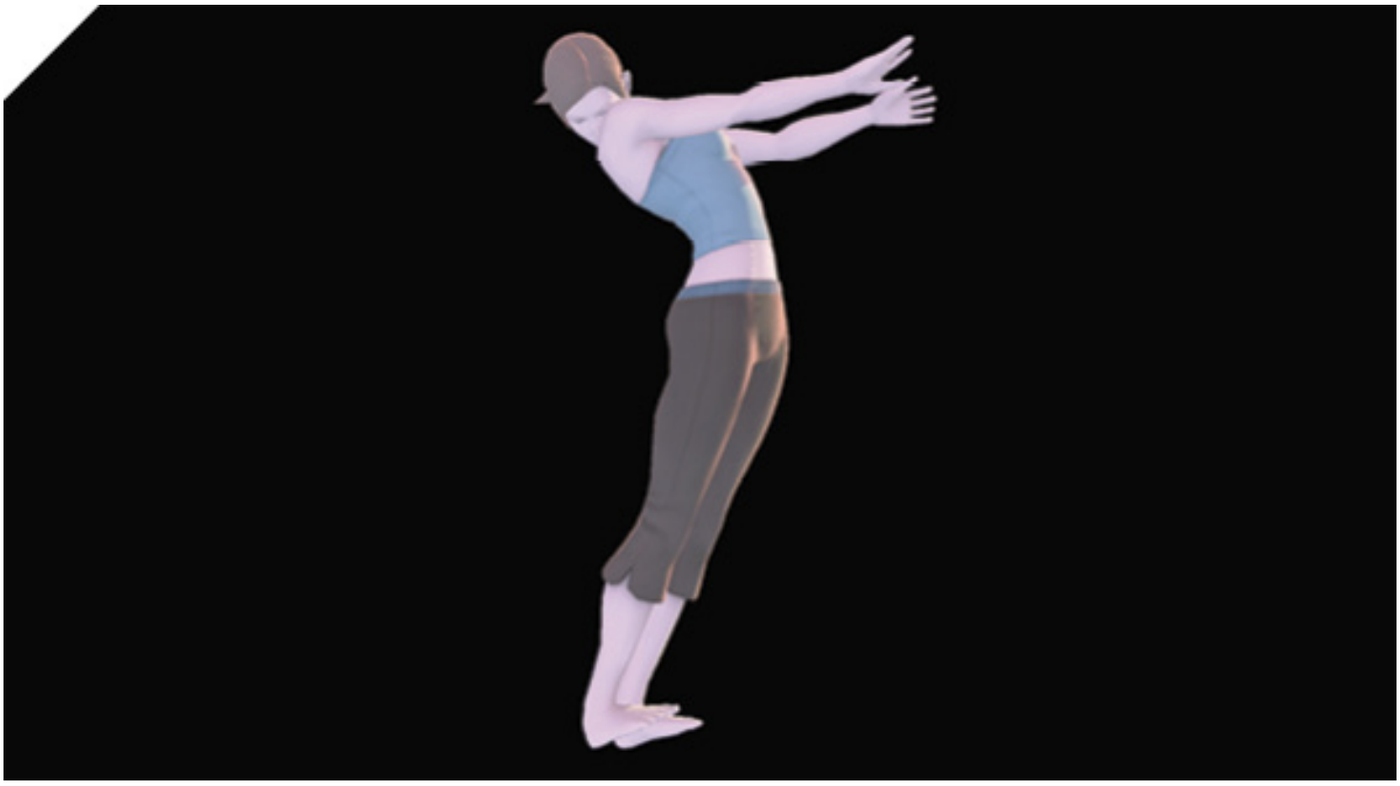


Wii Fit Trainer enacts a little cat-pose stretch while floating through the air, sticking both legs out behind. This is Wii Fit Trainer's fastest-hitting air attack, striking slightly faster than up air or even neutral air attack. Only on the initial leg extension does this do full damage, so aim to hit with the beginning of the attack. This is the most direct air tool for kicking back at anyone who approaches from behind, and can also be used aggressively thanks to turnaround tricks (like running, tapping the opposite direction to pivot and slide, then backflipping toward the target with back air attack).

UP AIR ATTACK

In midair, Wii Fit Trainer makes an arm steeple and rotates the upper body in an arc going from front up to back. This is great for opening up the obliques and traps, as well as covering all upward angles while in midair. There's no intangibility on Wii Fit Trainer's limbs here, but the hitbox extends well above his or her hands, so the priority is still terrific. It's also just a tiny bit slower than back air attack, when speed is of the essence. In lots of situations, you should be able to juggle someone with a short-hopping or jumping up air attack before they can get away, like after tossing someone upward with up throw, or launching them with up tilt or up smash.

DOWN AIR ATTACK



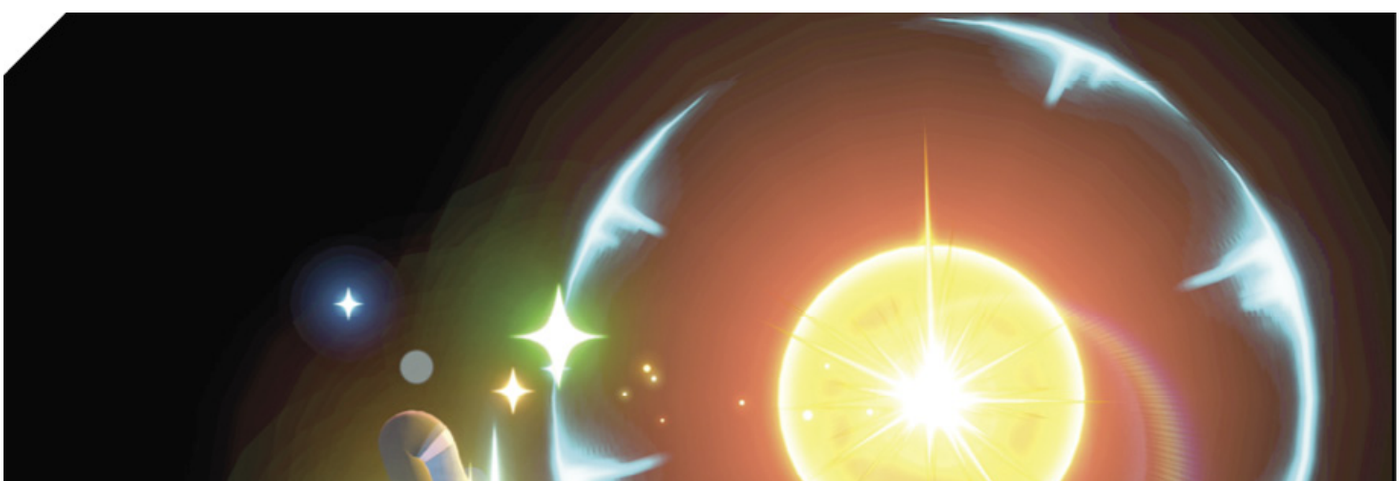
This aerial downward-leg extension is slow for an air attack, hitting in about the same time as most uncharged smash attacks, but has great use on direct hits against someone immediately below. At medium-damage percentages and higher, centered down air attack hits bounce victims off stages for juggle combos, or simply kick them straight down into pits before they can react. Though the timing is exacting, this leads to niche uses like aiming the down air attack stomp at a foe's fingers as they grasp hold of a ledge; with perfect timing, you can spike them off the ledge right as they grab it, before the usual ledge-intangibility period begins.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	5-21	Projectile must be charged. Charge can be canceled. Heals small amount of damage.
Side special	15 head, ~6-9 ball	10 on late head hit. Ball damage varies with travel distance. Ball can be rebounced. Header can be canceled with Shield input.
Up special	5x3	Mash Special input for more height. Lag until landing.
Down special	0	Buffs attack and knockback 20-25% for ~10 seconds. Repeat uses require longer breaths.

NEUTRAL SPECIAL: SUN SALUTATION

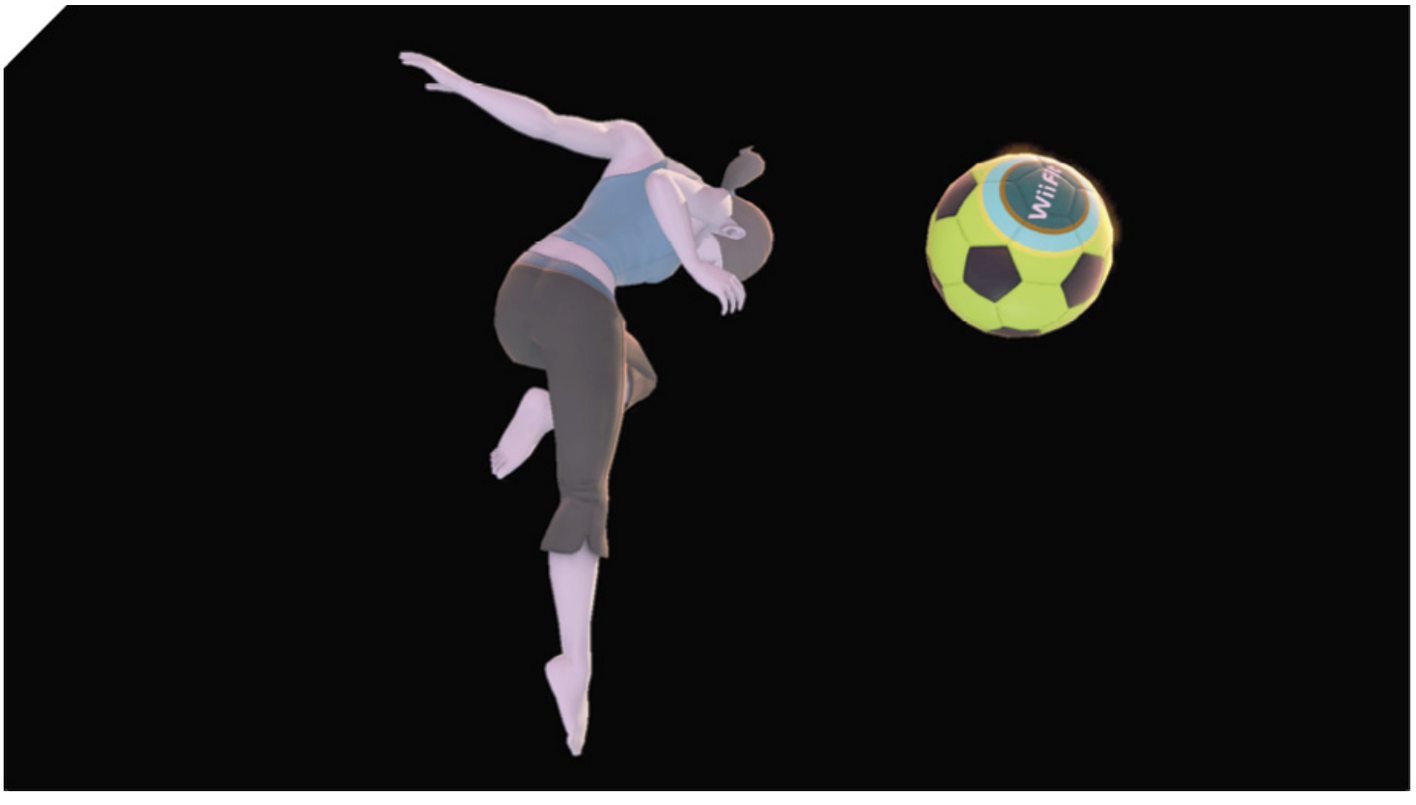


The classic “good morning” stretch is the basis for Wii Fit Trainer’s neutral special. Upon first input, he or she begins charging, imbued with the feel-good vibes of the pose. Like other chargeable specials for fighters like Samus and Donkey Kong, Wii Fit Trainer can interrupt the charging pose if desired, like if aggressors are incoming. In midair, you can cancel Sun Salutation’s charging by double-jumping or air dodge; on the ground, it can be canceled by rolling to either side, an on-the-spot dodge, or jumping. Otherwise, when the follow-up shot is fully charged, Wii Fit Trainer stops charging automatically. Like with other fighters with similar charging mechanics, you can build up a full charge in bits and piece, picking up a little more charge whenever it’s safe to do so.

Or, while charge is in progress, tap the input again to release the little growing sun, shooting it straight forward for anyone else in the way to enjoy. Meanwhile, Wii Fit Trainer heals a tiny bit of damage! (Just a little bit, around 1%, but every bit adds up, and the vast majority of fighters have no such option.) Sun Salutation’s power can vary from fairly weak for an instant shot (starting charge, then immediately firing for a small shot), to very strong for a fully charged projectile.

Oddly, the gathering solar energy pushes back antagonists in front of Wii Fit Trainer, but doesn’t hurt them.

SIDE SPECIAL: HEADER



Wii Fit Trainer tosses a soccer ball a short distance straight up, leaping afterward to spike it with a sick header. This is a projectile setup, a projectile shot, and a physical attack rolled into one move.

Tap the initial input, and Wii Fit Trainer automatically heads the ball down-forward at about a negative 30-degree angle. It travels in a gently diminishing slope until it bounces off a surface or fighter.

Tap the initial input, then press it again right away to make Trainer headbutt early, on the way up instead of at the top.

This launches the ball more outward than down-forward, so its descent is more of a gentle curve than a direct line. Once gravity catches up with the ball, it falls at more of a negative 45-degree angle.

Basically, a regular release is for aiming down-forward, and an early spike is for aiming out and away. Both have uses depending on the distance of enemies and the layout of a stage.

Either way, a spiked ball bounces for several seconds before disappearing; striking it again while it's traveling redirects it, so one projectile can essentially be reused! This can keep up until the ball naturally disappears. Beware that a soccer ball in play might get used against Wii Fit Trainer; enemies can hit the ball to bat it right back at Trainer, or to knock it out of his or her control before the Header connects!

While a soccer ball is active and bouncing around, inputting side special again causes Wii Fit Trainer to perform the rising Header, but without throwing

another ball. As before, a regular side special input makes him or her headbutt at the top of the little jump, while double-tapping Special results in a headbutt just after leaping. Follow-up Header hits can be used to bounce a ball-in-progress back at a foe it's just bounced off of, but Headers (sans ball) can also be used on purpose as direct-damage attacks, almost like another short hop option. A Header that hits someone with the downward thrust can act as a quasi-meteor smash too.

That's not all, though. The initial rising setup pre-spike reverses falling momentum when used in midair, so it adds an extra, unpredictable aerial/offstage recovery option for Wii Fit Trainer. When drifting down toward attacks or back toward the stage, Header can be used to send a projectile toward foes while altering Trainer's jump arc, with a double jump and Super Hoop special still in your back pocket.

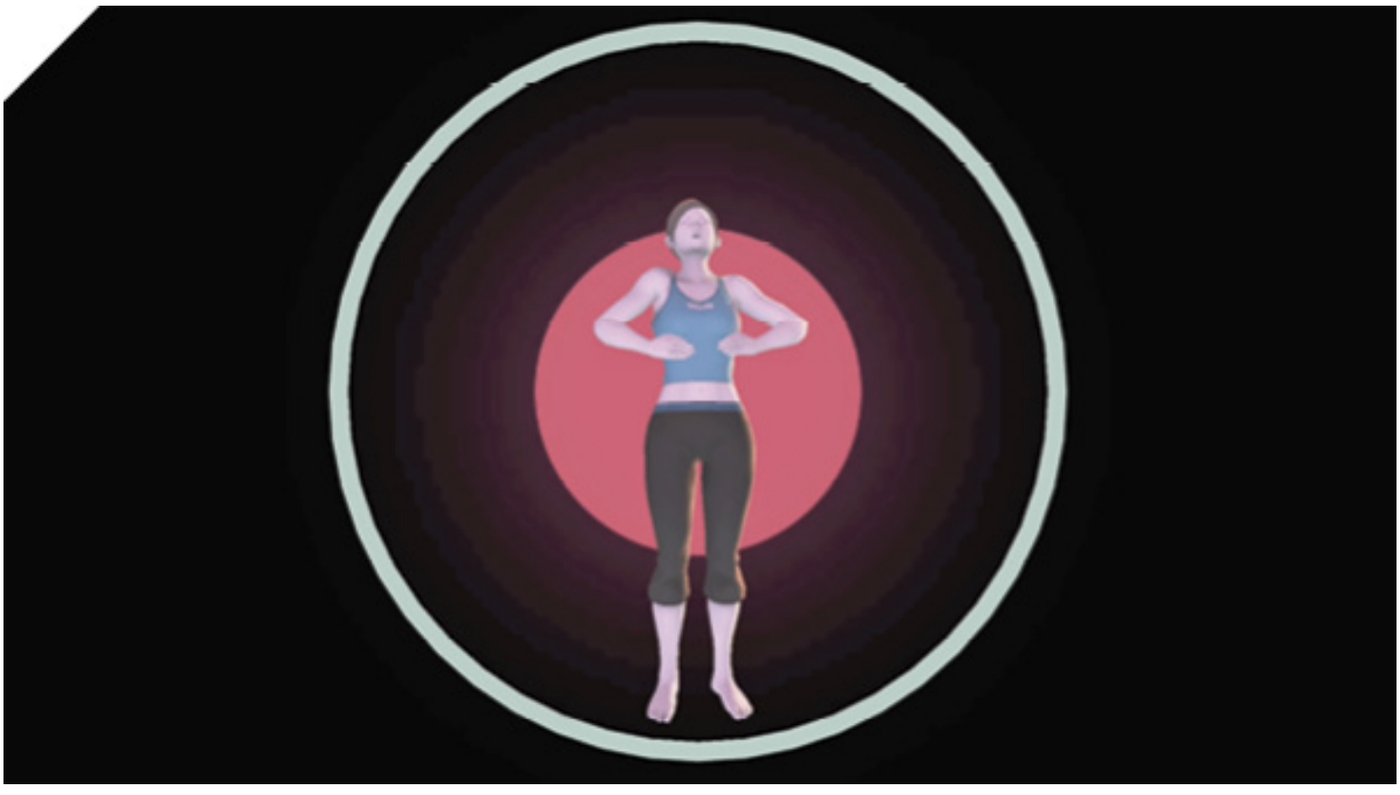
Finally, Header can be canceled before it hits by tapping the Shield button. Trainer forgoes headbutting the ball and instead drifts back to earth, spinning gently like during Super Hoop lag. The ball persists until it disappears normally, just without being spiked. After the lag from the faked Header ends, you can still hit the ball to redirect it as though it had been spiked normally. This allows you to be a bit less predictable on occasion with soccer ball trajectories. There are a lot of different ways to use this: Fake a Header facing enemies, then land and neutral attack to send the ball bouncing at them at ground level, lower than they expected. Fake a Header facing away from enemies, then short-hop through the ball and kick it toward them at a quick rising angle with back air attack. Or just fake a Header, then forget about the ball and rush straight for the opposition, using Headers as melee attacks until the ball disappears.

UP SPECIAL: SUPER HOOP

Wii Fit Trainer crouches low, tensing up legs, before jumping upward, gracefully swiveling to spin three Hula-Hoops at once. The crouching windup is the only preamble, as the attack is active as soon as Trainer is surging up from the squat. Each Hula-Hoop can hit each opponent one time, making this a potential three-hit combo by itself. Unusually, the Super Hoop up special can be directed left or right during the ascent (for most specials of this kind, the direction can only be altered while floating down afterward). At the end of Super Hoop's upward travel, Wii Fit Trainer drifts down, unable to act again until landing (besides steering the drift).

The primary purpose of this move is recovery from offstage. Rapidly tap the Special button during travel to float even higher, up to 50% more than without mashing the input. Super Hoop can be used to attack foes jumping above, or to combo tumbling targets, but the hitboxes surround the Hula-Hoops rotating around Wii Fit Trainer's body, meaning they mostly cover lateral space around Wii Fit Trainer. The hands and feet sticking out the top and bottom aren't protected by the Hula-Hoop hitboxes, and aren't intangible, so Trainer might get cleanly knocked out of this attack by higher-priority moves aimed straight up at the feet or straight down at the hands.

DOWN SPECIAL: DEEP BREATHING



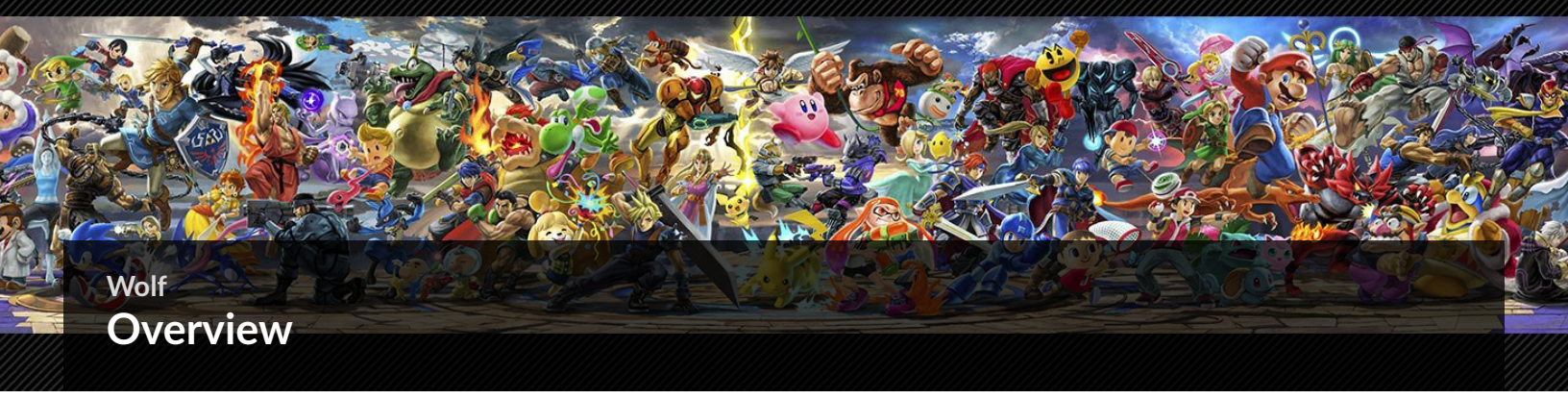
The key to any solid exercise or stretching routine is mindful breathing. Brawling with the likes of Mario, Bayonetta, and PAC-MAN is no different. Trainer's down special begins a deep inhalation, indicated by a shrinking circle closing in on Wii Fit Trainer. Once the shrinking white circle overlaps the solid red circle over Wii Fit Trainer, press the Special or Attack button to complete the breath. Properly done, this slightly reduces Wii Fit Trainer's accumulated damage, and temporarily increases his or her damage and knockback dealt! The buff to damage potential lasts for just under 10 seconds.

The first use of Deep Breathing finishes pretty quickly, so it's easy to work into your game plan. If used too often, Deep Breathing takes longer each time you repeat it, while diminishing slightly in the percentage of the increase. However, it resets over time. The first use grants a 25% damage and knockback buff, while the second use gives 20%. Deep Breathing applications after the first can take quite some time, so cancel out of the animation by tapping left or right to roll if attackers are on the way. (You can't cancel the charge by sidestepping or jumping, though.)

Since the buff lasts 10 seconds, which isn't really very long, it's important to judge when it's a good time to apply Deep Breathing for maximum effectiveness. One obvious place is right after hitting or throwing someone a long way off the stage; before they drift back within sight of a ledge, you should have time to take a short deep breath, making sure any moves you take to keep them from returning have a little extra pep.

FINAL SMASH: WII FIT

With the energy from a crushed Smash Ball (or filled FS Gauge) coursing through your favorite personal Trainer's veins, he or she is ready to lead the most brutal workout in Super Smash Bros. Ultimate. Upon activation, Wii Fit Trainer strikes a pose and sends forth an army of aerobic athlete silhouettes, finishing with a gigantic final shadow emulating the look of Wii Fit Trainer's backturned side tilt. Of all the Final Smashes in the game, this is one of the farthest-reaching, laterally, so just line up as many adversaries as possible on one side, then invite them all to join the sweat session.



Wolf

Overview

Wolf is the heaviest out of all the *StarFox* fighters, and while he shares a similar special-moves kit with Fox and Falco, he plays much differently, with his fighting style centered more around baiting and punishing with heavy damage. His claw-based attacks deal more damage, have a range advantage over Fox's normal attacks, and are only slightly slower (but still decently quick, particularly his neutral attack and grab).

Wolf's main drawback is his ground speed, with both his walk and dash speeds being subpar. His aerial attacks aren't as versatile as Fox's, but each of them serves its intended purpose well, with neutral air attack and forward air standing out as staple attacks. He can also wall-jump, giving him an additional tool in his offstage recovery phase.

Wolf's up and down tilt attacks aren't nearly as versatile as his forward air and neutral air, but his side tilt is a remarkable ground-based punish attack with some flexibility when angled as an anti-air. Wolf's neutral attack and grab game are solid, boasting decent range and allowing you to retaliate with good out-of-shield options that deal reliable damage.

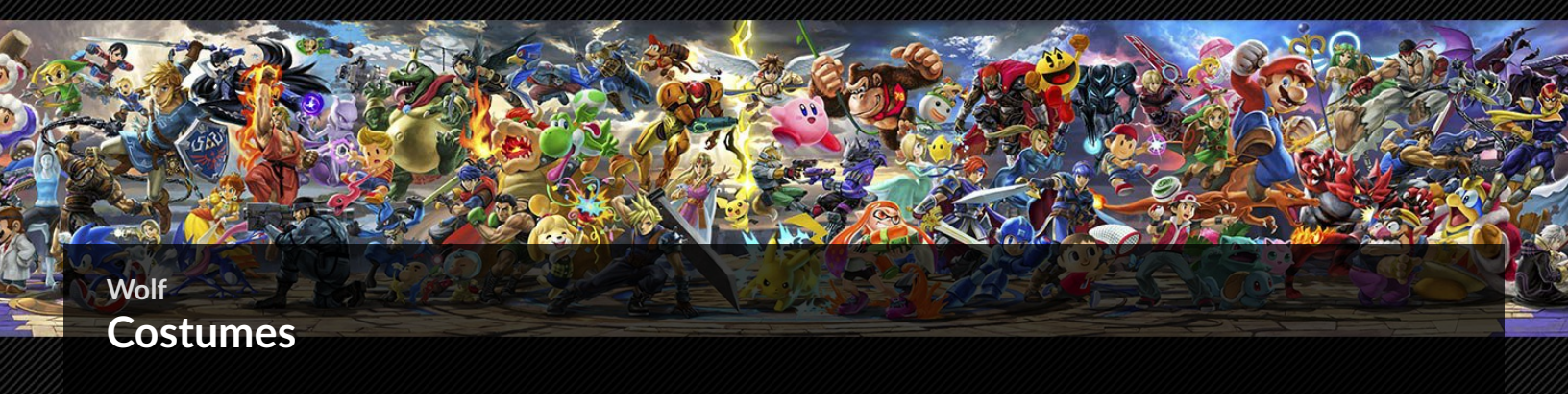
Your general game plan with Wolf is to pressure enemies with the threat of your powerful attacks, luring out mistakes and punishing them for misplacing and mistiming their attacks. Although Wolf's Blaster projectile is noticeably laggy, its range, damage, and travel speed are good enough to damage enemy shields, forcing foes into repositioning.

While Wolf's ground speed is lackluster, his air mobility is superb for a heavyweight fighter. All of his special moves have positive implications for his recovery game, affording him several options and opportunities for making it back onstage while at the same time attacking his edge-guarding foe.

WOLF VITALS

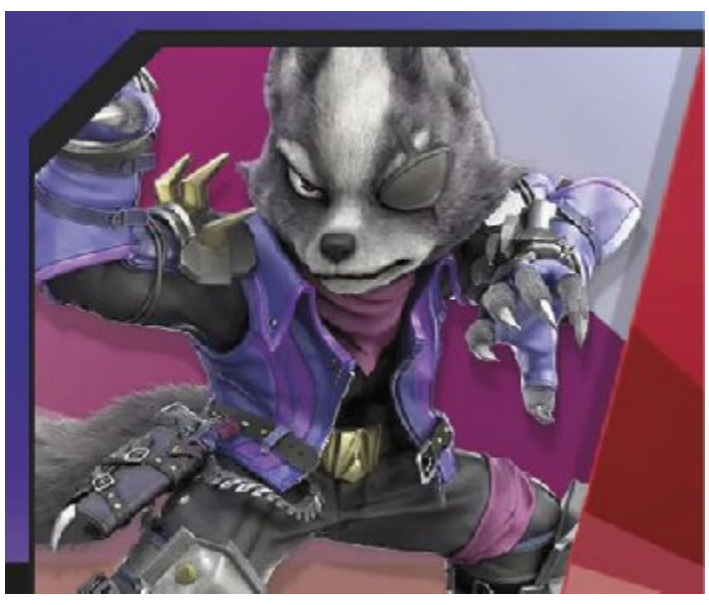
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	Yes
Wall cling:	No

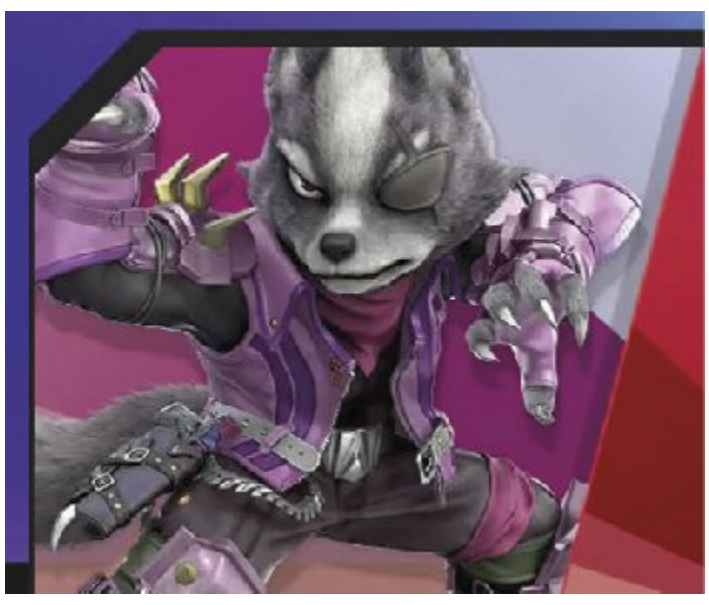
MOVEMENT RANKS	
Ground speed:	D- (59)
Air speed:	A (6-7)
Falling speed:	B+ (10-15)
Weight:	C (44-47)

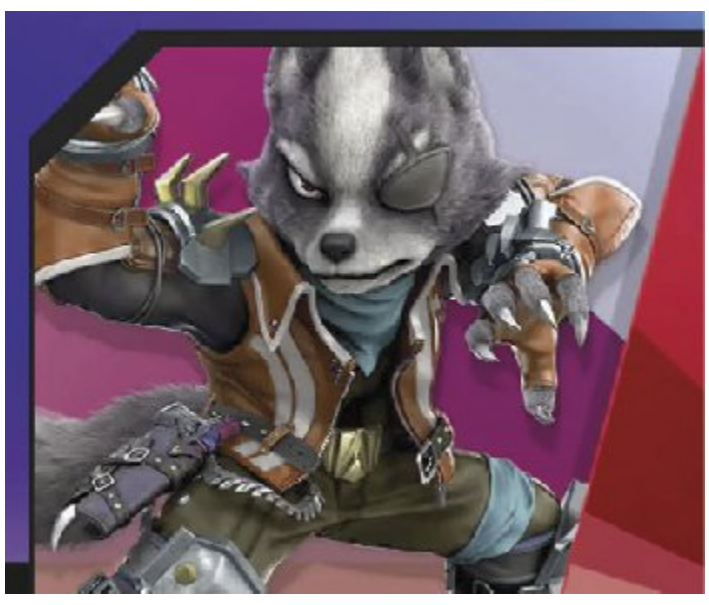


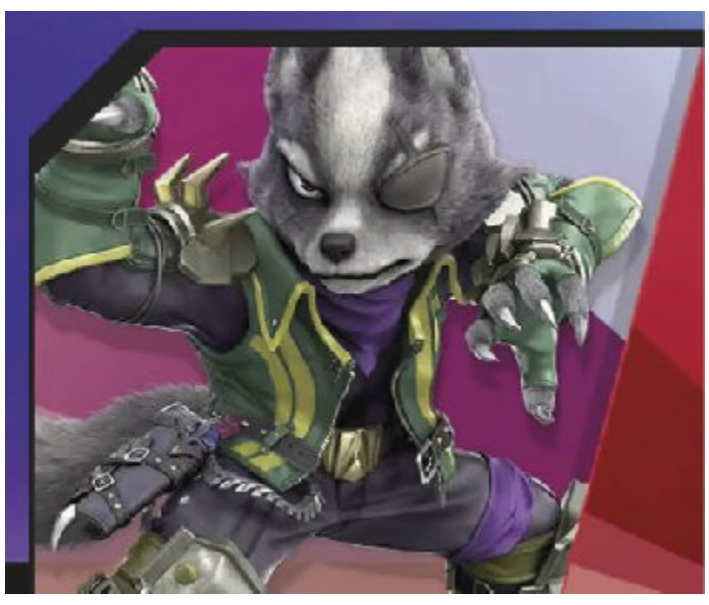
Wolf

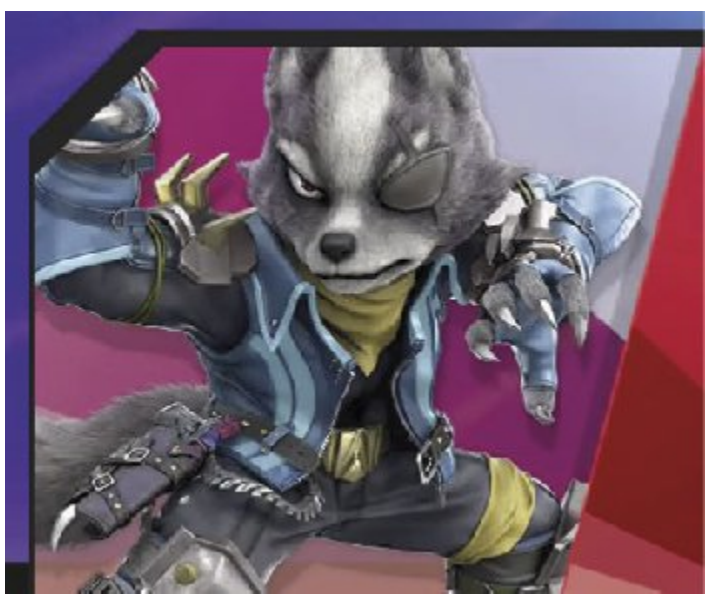
Costumes

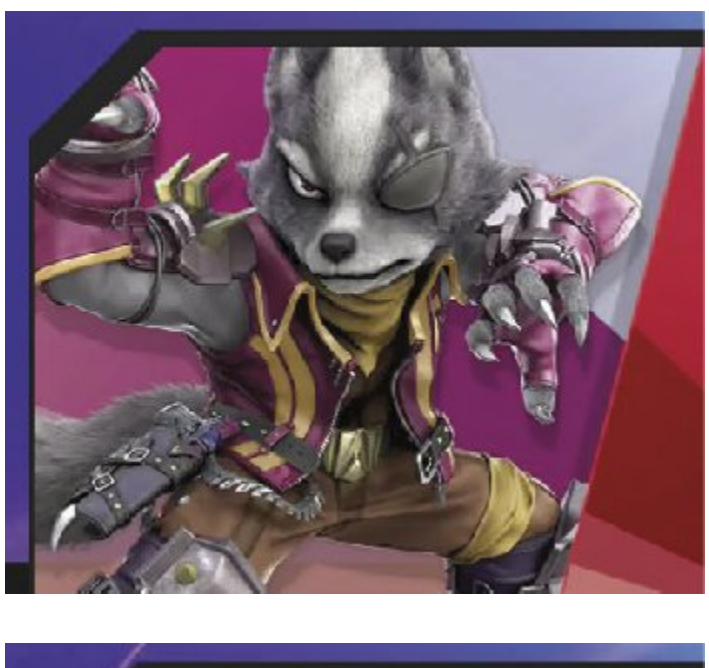


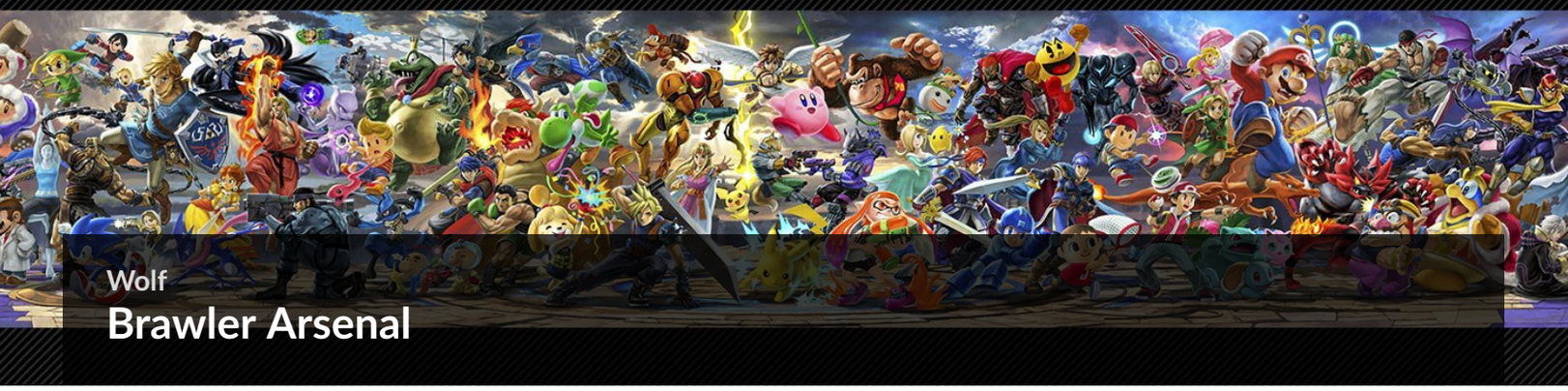












Wolf
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2	Hold attack to repeat rapidly.
Neutral attack 2	2	—
Neutral attack 3	4	Launches upward and away.

Wolf slashes a nearby foe with a three-hit claw combo, starting with a swift one-two strike and finishing with a heavy reverse right-handed slash that sends enemies away into the air. Wolf's jab is faster than average with decent reach. The first neutral attack is safe when shielded, while the second and third hits aren't.

It's a solid finisher against high-percentage foes near the screen's edge, especially as a whiff punisher or post-blocking counterattack.

Against grounded foes at 30% or so, you can combo a jump neutral air attack fast fall into jab, dealing around 20%.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	11	Early hit launches directly above, otherwise knocks away.

While running, Wolf drives his boot into the enemy's midsection, popping them directly above him. Connecting with the initial active window of this attack pops the enemy up (and deals more damage) for a potential combo follow-up, while hitting with the latter portion simply knocks them back.

Against low-percentage foes (around 30%) and off of a clean hit, with your opponent popped up behind you as you cross up, you can follow up with a reverse up tilt to knock them up for a potential up air juggle trap and air-dodge-bait setup. Alternatively, you can combo the clean dash attack with an up-angled side tilt, dealing high damage and knocking the opponent away.

Dash attack is one of your main whiff-punishing attacks from midrange and can be used to chase down retreating airborne enemies.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	5, 6	Launches away. Can be angled up or down. Can hit twice if at close range.
Up tilt	10	Launches upward at a slight angle. Deals more damage above head.
Down tilt	6	Low knockback.

SIDE TILT

Wolf leans forward and, with both claws, performs a vicious heavy slash in front of him. Wolf's side tilt can be angled upward or downward with the control stick. Upward side tilt is especially useful as an anti-air and for following up pop-up attacks.

Side tilt deals considerable damage when the enemy is just under max distance away. While it's not safe when shielded at point-blank range, it's incredibly difficult to punish if spaced.

Its overall speed is excellent, making it a solid attack for checking enemy aggression, thanks to its range and relatively quick start-up.

UP TILT

Wolf delivers a high front kick with an arc that covers his entire front side and the area directly above his head. While it doesn't have a generous horizontal hitbox like Fox's up tilt, Wolf's up tilt can hit small crouching foes in front of him.

On hit, it launches the enemy into the air. Off of a grounded hit at lower percentages, you can usually combo into up-angled side tilt, inflicting a hefty amount of damage. Otherwise, at higher percentages, you're rewarded with a mix-up opportunity.

Wolf's up tilt isn't as versatile as Fox's wide-angle up tilt, since it doesn't cover his rear at all, so you have to reverse up tilt (up-back tilt and attack) to hit foes behind you. It's also punishable when shielded.

DOWN TILT

Wolf crouches down and delivers a swift leg poke aimed at his foe's feet. Down tilt is fast, but is limited in its range and end lag. Since it lacks range, it's generally punishable by most jab attacks when shielded. If it hits, it doesn't lead into a combo unless your opponent misses their tech get-up.

Side tilt and neutral attack are better in most situations where you'd use down tilt.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	15	Launches away.
Up smash	6, 12	Launches directly above.
Down smash	16	Launches away, high knockback. Deals more damage during front swipe tip.

SIDE SMASH

Wolf forcefully drives his left palm forward, blasting away foes. Side smash is a much less practical version of side tilt. It has less range, a smaller hitbox, and a slower start-up speed. However, these drawbacks are balanced by its shield-stun and end lag, making it quite safe as long as it connects with a foe, hit or shielded. It's decent for safely dealing shield damage against defense-oriented foes, but it may be difficult to find spots to use it.

UP SMASH

Wolf performs a sweeping windmill kick attack, popping up foes directly above him, then launches them into the sky with a springboard kick. The first part of up smash is a low sweep that can covers both sides, while the second half is an anti-air launcher.

Although it leaves you vulnerable on whiff, it's a solid option that can punish laggy attacks and ledge rolls thanks to the clear-out effect of the initial active hit. It's particularly effective for KO'ing foes at relatively high percentages.

DOWN SMASH

Wolf crouches down and delivers a powerful sweep attack in front of and behind him with his right claw, blasting away anyone nearby.

While it's punishable by most jabs when shielded, Wolf's down smash has a lot of shield pushback so that only far-reaching counterattack jabs hit. The rear sweep is even safer on shield.

Use down smash to punish air dodges and ledge rolls or to clear out foes around you in free-for-all brawls. It can leave you exposed to reprisal if you whiff it fishing for hits on foes.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	9	Forward throw.
Back throw	11	Backward throw, higher knockback.
Up throw	7	Launches foe into potential juggle position.
Down throw	8.5	Bounces foe away.

GRABS

Wolf swiftly reaches out and ensnares the enemy by the collar. Wolf can grapple-attack almost immediately after successfully grabbing an enemy, so you're likely to sneak in a few before going for a throw. Up throw deals the least amount of direct damage, but potentially leads into the most damage overall. At certain percentages against most fighters (around 30%), you can combo into up air or forward air. From there, you can continue to juggle-trap your airborne opponent.

Back throw has the most off-screen KO potential, while front throw leaves the enemy relatively close by.

Down throw is lackluster in both direct damage and potential damage since it doesn't bounce the opponent into the air (they're simply knocked back away from you).

Wolf's grab range is comparable to his neutral attack, giving him a solid mix-up between the two while he's within jab range. If you connect with neutral attack 1 and 2, you can crouch-cancel into an immediate grab for an effective 50/50 setup (after your second jab hits, hold down on the control stick, and as soon as your second jab animation ends, press the Grab button).

Grab is also an excellent punish option just after blocking, thanks to its above-average range and speed.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	12	Deals more damage during early hit. Can cause standing hitstun.
Forward air attack	9	Launches upward at a slight angle.
Back air attack	15	Deals more damage at tip of attack.
Up air attack	12	Launches away.
Down air attack	15	Meteor smash at tip of claws.

NEUTRAL AIR ATTACK

While airborne, Wolf delivers a long-lasting kick attack. It deals significantly more damage early on. It's not as fast as Fox's neutral air attack, but it serves a similar purpose. Its persistent hitbox makes it a great air-to-ground fast-falling attack and offers good combo potential since it can combo into his jab (from around 30-50%). At around 60-70%, you can combo into side tilt for even more damage.

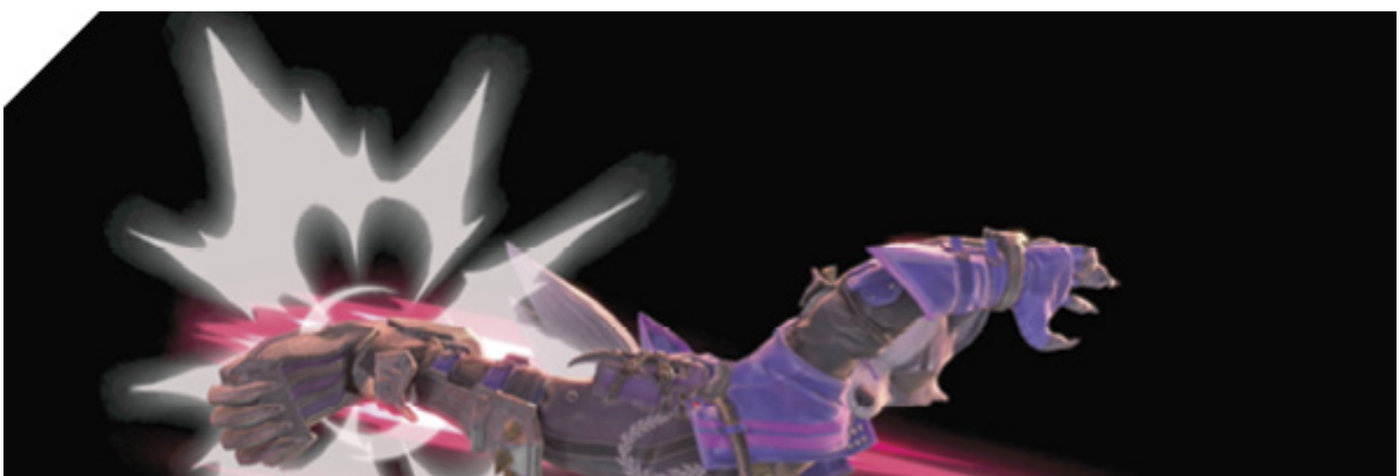
Neutral air attack is a good "walling" tool thanks to its enemy-deterring persistent hitbox, effective from both jumps and short hops. However, it has considerable landing lag, making it relatively easy to punish when shielded if you land too close to the enemy, so try not to be too predictable with it.

FORWARD AIR ATTACK

In midair, Wolf performs a far-reaching claw slash aimed downward. The attack starts above his head and knocks foes up into the air, potentially setting up a juggle opportunity. Forward air attack is fast, has a high-priority hitbox extending forward, and covers a wide angle. Due to its versatility, forward air is one of your staple attacks. It's a strong air-to-air that can beat out incoming attacks because of its extended reach. Off of a deep forward air, you can almost always score a combo follow-up. At low percentages, you can combo into up-angled side tilt, dash-in up tilt, or short hop forward air attack. At mid percentages, you can go for a dashing jump forward air attack, or a dashing jump up air attack, launching the enemy higher into a juggle trap.

The main drawback of Wolf's forward air is its landing lag, so connect with it as low to the ground as possible. From a jump, it's best to fast-fall first, then immediately perform forward air as you quickly descend on your enemy. From a short hop, you can alternate and mix between going for neutral air and a late-descending forward air attack to keep your defensive opponents on their toes.

BACK AIR ATTACK



Wolf performs a powerful rear heel kick, knocking back foes behind him. Out of all his aerial attacks, back air has the least amount of landing lag (unless you land during its start-up period). It's not a particularly strong combo-starter since its knockback effect is largely horizontal, but it's an excellent air-to-air edge-guarding attack with a high amount of knockback. While it's not versatile, it fills its role well as a finishing move against offstage fighters.

UP AIR ATTACK

Wolf swings his claw in a wide arc above his head, launching airborne enemies higher into the sky. Up air attack starts up quickly, has significant landing lag, and is active briefly. Its hitbox only covers the area above you, so it doesn't hit most grounded fighters, making it strictly an air-to-air anti-air and combo tool.

While it has its downsides, it makes up for those with speed, launching power, and a high-priority hitbox. Since Wolf's up throw is his most reliable combo-starter, make the most out of up air attack by applying a strong grab game, which Wolf can do quite adequately.

DOWN AIR ATTACK

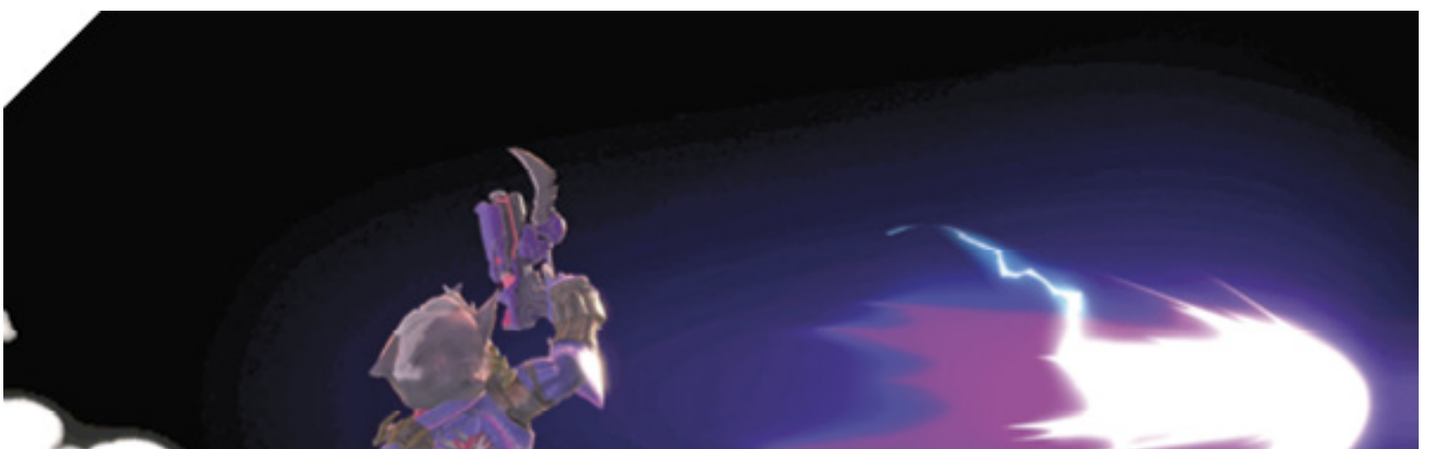
Wolf descends upon his foe with a vicious double-clawed meteor smashing attack. Down air is incredibly slow, but incredibly powerful. It almost always causes a spiking meteor smash effect on hit (at around 50%), making it a superb finisher against offstage recovering enemies. However, its slow start-up speed can make landing it difficult. It has the most landing lag out of all his aerial attacks, so you need to be precise and deliberate.

SPECIAL MOVES

SPECIAL MOVES

MOVE	DAMAGE	NOTE
Neutral special	8, 6	Melee and projectile attack. Projectile deals more damage at halfway point.
Side special	Dash: 3, Claw: 20 (15)	Second hit deals more damage near Wolf's chest.
Up special	3.5, 1.5x3, 5	Can be launched in any direction.
Down special	Activation: 4, Reflected projectile: 1.5x	Reflected projectile deals additional 50% damage.

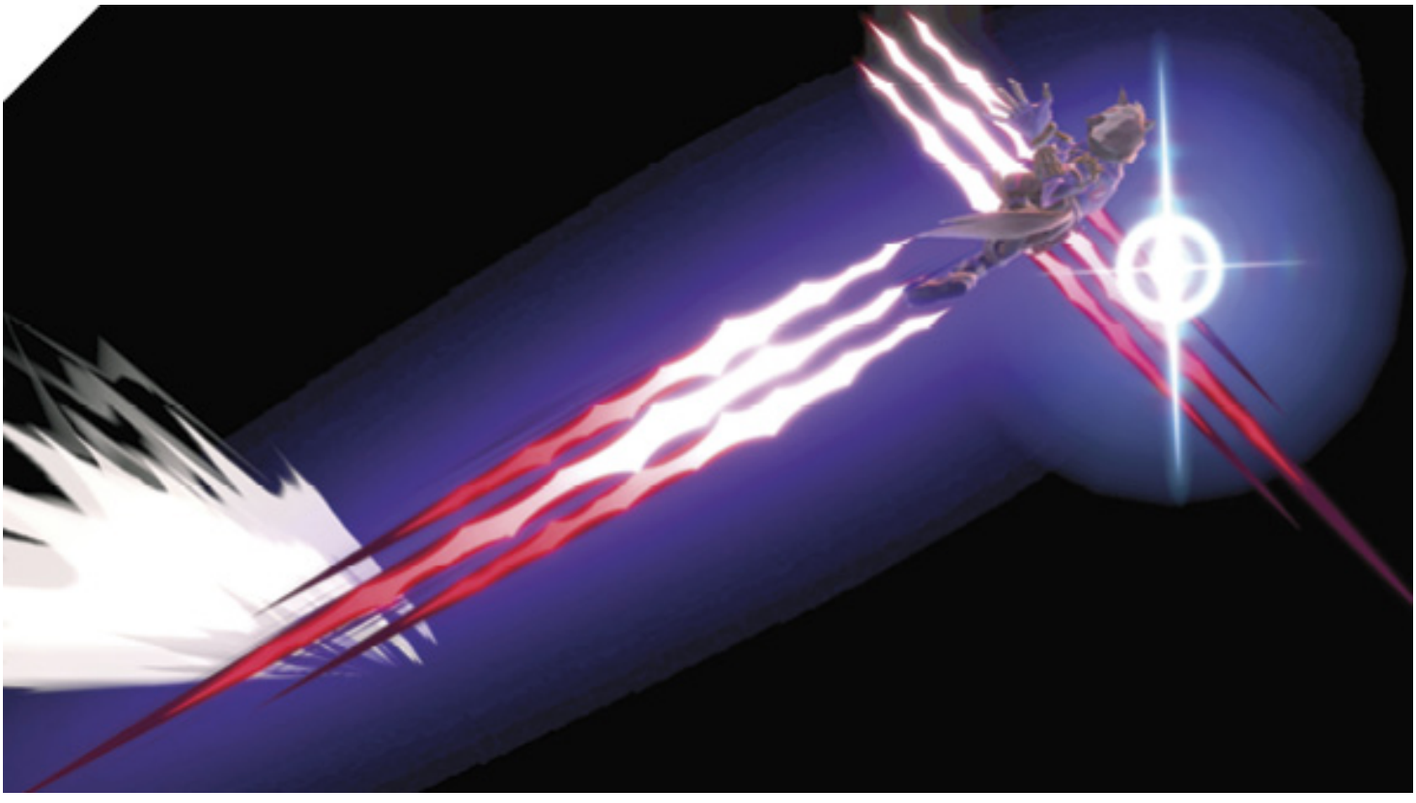
NEUTRAL SPECIAL: BLASTER



Wolf draws his Blaster while simultaneously stabbing its attached blade in front of him before firing off a Blaster shot. Blaster is a unique special in that it functions as both a melee and projectile attack. When he draws his gun, he extends a horizontal hitbox, fires the gun, then swings the melee hitbox upward, ending above his head.

The melee arc can potentially be used as an anti-air against short-hopping aggressors. The Blaster shot projectile deals a moderate and varied amount of damage. At point-blank range, it deals 6; then at its halfway point, its damage increases to 8; then decreases to 7 before it dissipates. Blaster can be special-reversed, allowing you to abruptly alter your trajectory midair. For example, while running from an enemy, you can short-hop away, neutral special, and then immediately flick the control stick back toward the foe in order to turn around and fire a shot at your pursuer. Blaster is a decent midrange zoning tool to force action from your opponent, although it can leave you vulnerable due to its significant lag. While its melee effect adds a bit of flexibility, you have much better tools to use at close range.

SIDE SPECIAL: WOLF FLASH



Wolf rockets forward and into the air at an angle with a two-part slashing attack. The first slashing attack while he flies through the air launches foes for a potential combo follow-up, while the second aerial slash attack has a meteor smash effect. You can alter the angle of this attack by holding up or down on the control stick as Wolf readies the attack.

Like Fox's side special, Wolf Flash is largely used as a recovery tool, with the potential to hit edge-guarding opponents. If it's shielded, it can be punished since it has considerable landing lag. If the move ends while you're airborne, you fall in a helpless state. However, you can overcome some of these drawbacks by aiming so that you land on a platform above you, mitigating your risk to punishment.

UP SPECIAL: FIRE WOLF

Wolf becomes engulfed in blue energy that damages nearby foes. He then transitions into a multi-hit flying kick in any direction, dragging enemies with him before launching them away.

Fire Wolf is a recovery option that can be launched in any direction with the control stick as Wolf is charging up the attack. It's a high-risk maneuver and is generally best saved as a recovery tool to get back onto the stage. It has considerable launching power, so if you can make a hard read on your opponent's mistimed air dodges and laggy attacks, you can potentially score a ledge KO.

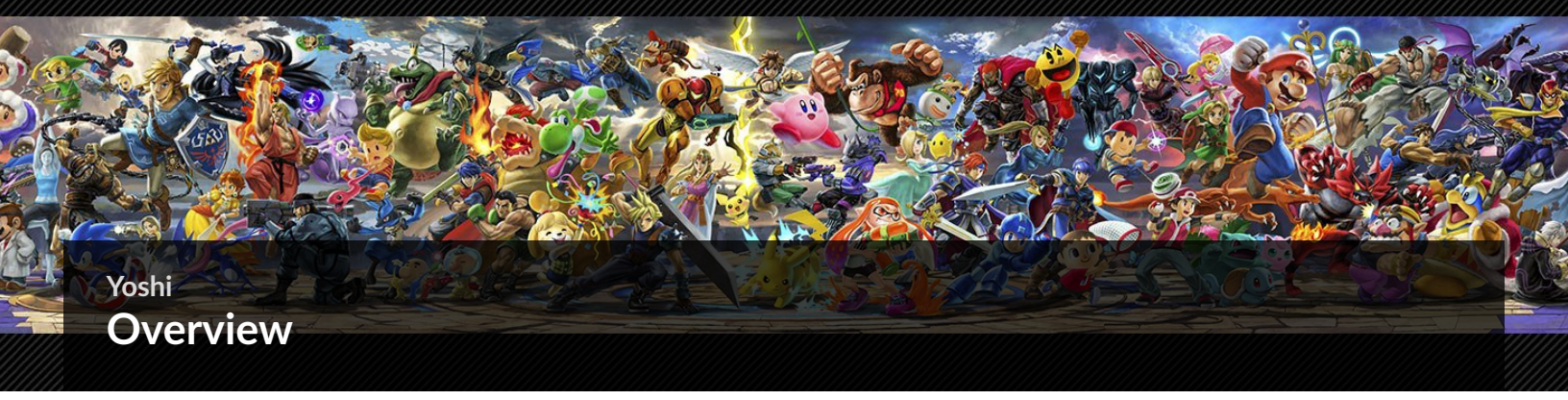
DOWN SPECIAL: REFLECTOR

Wolf activates a projectile-reflecting barrier. Reflected projectiles deal an additional 50% of their base damage. Wolf's

Reflector has a significantly longer start-up than Fox's, but deals more damage overall, in both its activation hit and projectile-multiplier effect. As Wolf is a heavyweight fighter with subpar ground speed, Reflector is a handy tool that gives him a way to deal with zoners. Since he can't outmaneuver foes as well as Fox can, Wolf can potentially make more use out of Reflector, even though its start-up is a bit slower than Fox's. Reflector can be used as an offstage recovery tool, allowing you to safely deal with edge-guarding projectile tactics. If you time Reflector accurately while airborne, you can recover from its animation fast enough to immediately act. That is, reflect a midair projectile, then safely double-jump (or Fire Wolf or Wolf Flash) back onto the ledge.

FINAL SMASH: TEAM STAR WOLF

Wolf displays a targeting reticle in front of himself, which can lock on to opponents. If you catch an opponent in the attack, Wolf's team shows up and aids you by firing on the target.



Yoshi

Overview

Yoshi is a dinosaur, so he's naturally one of the heavier fighters in the game. He has a remarkably high maximum air velocity, allowing him to cover large distances with a full short hop as he soars through the air. He can crawl low to the ground, allowing him to evade certain mid and high projectiles as he traverses the stage.

Although he's a heavyset fighter, Yoshi's ground attacks start up quickly and cause knock-ups and knockbacks that are easily followed up on. His up tilt launches enemies directly above him for potential combos, while his down tilt sets up knockdowns for potential grab and Egg Lay mix-ups. His up smash and side smash attacks have intangibility where it matters, so if you can time and space them properly, you can cleanly finish off high-damage foes.

His aerial mobility and recovery options are unconventional in that he doesn't have a special move designed for boosting altitude. His up special is an egg toss, and while it isn't an explicit aerial-recovery move, it boosts Yoshi up slightly as he throws his egg. But he has an outstanding double jump; not only does it quickly double his jump altitude, but it grants him super armor.

As soon as Yoshi double-jumps, attacks don't inflict hitstun on him, allowing him to push through them with his aerial attack. The more Yoshi's damage value grows, the weaker this effect becomes, meaning he won't be able to shrug off certain attacks. For instance, at around 70%, attacks that deal over 10% damage inflict hitstun, while weaker attacks don't. Above around 110%, even the weakest attacks knock him out of his double jump. You can think of aerial Egg Throw as a conventional low-altitude midair jump, and his normal double jump as his recovery special.

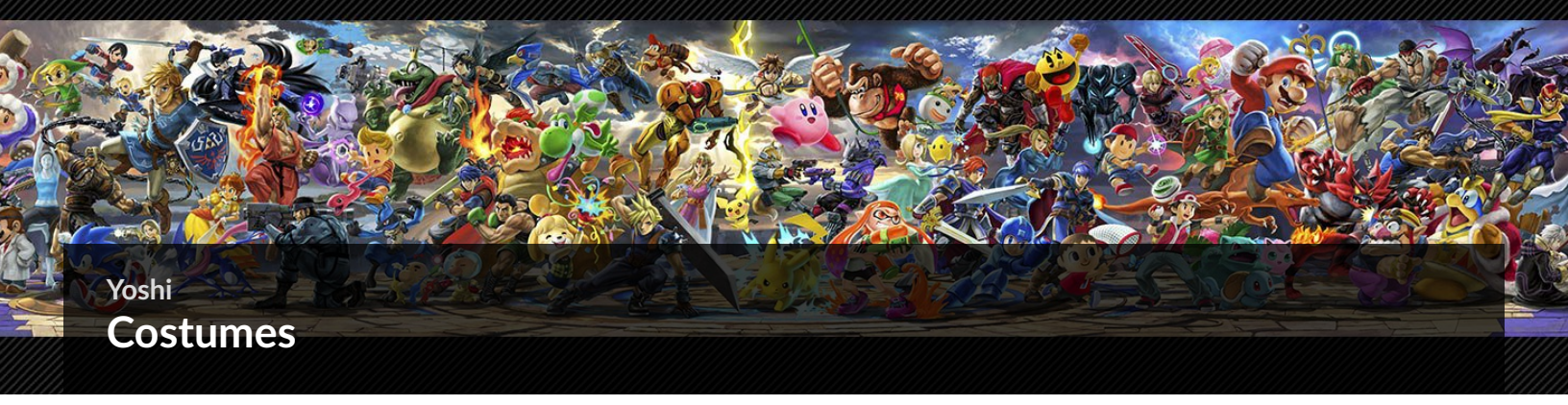
Yoshi's egg shield is unique. Unlike other brawlers, Yoshi's shield size is static, regardless of how much shield health he has remaining. While he's in his egg, he doesn't have to adjust his shield to deflect attacks coming from below or above. But his shield can still be broken if he leaves it up long enough or if it takes too much damage. You can tell how much shield health he has remaining by the shading of his egg: as his shields are depleted, his eggshell becomes much darker.

Overall, Yoshi has a versatile toolkit with moves that synergize well together. His various attacks launch at specific angles that allow you to follow up with mix-ups naturally. His up tilt and up air have low lag, making juggle-trap combos easy to execute, while his ground grab offers extended reach so you can punish defensive foes without dashing all the way into range. Yoshi's main weaknesses are his recovery game, since he relies heavily on having his double jump, and his lack of a quick shield grab.

YOSHI VITALS

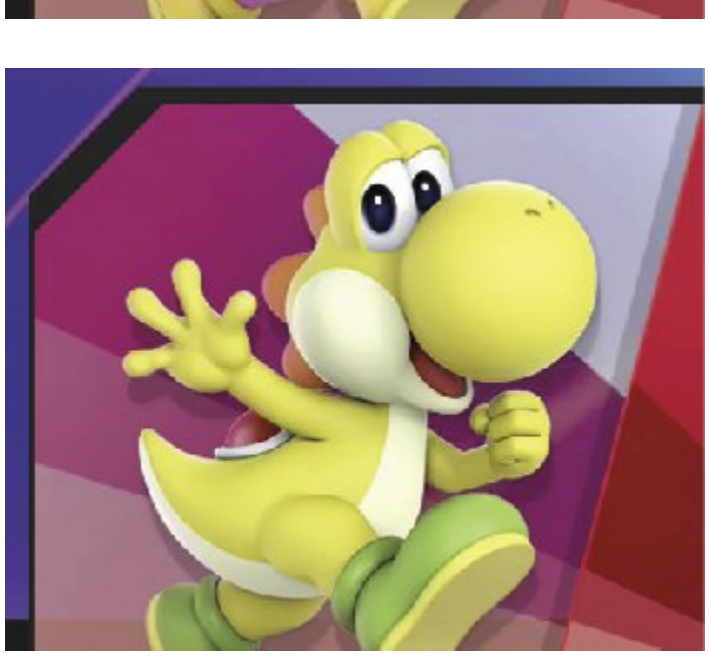
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	Yes
Tether:	No
Wall jump:	No
Wall cling:	No

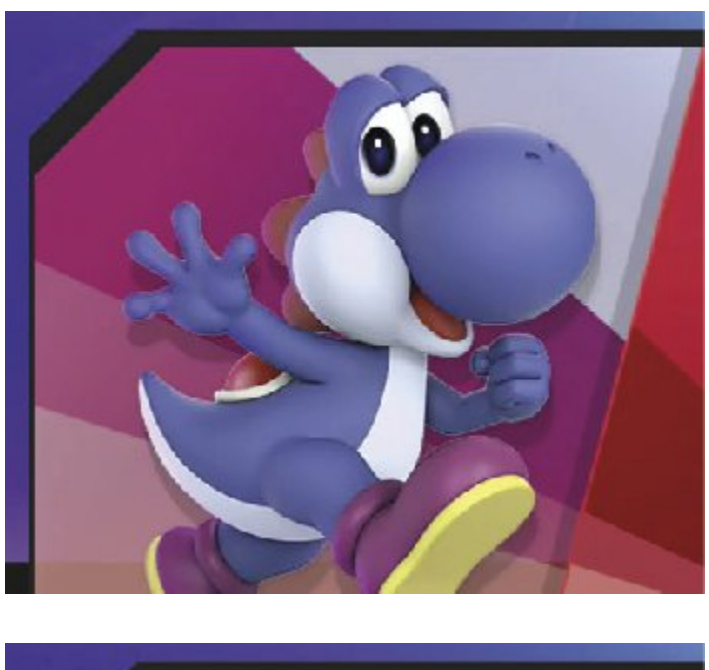
MOVEMENT RANKS	
Ground speed:	B- (17)
Air speed:	A (1)
Falling speed:	D (70)
Weight:	B (18-21)

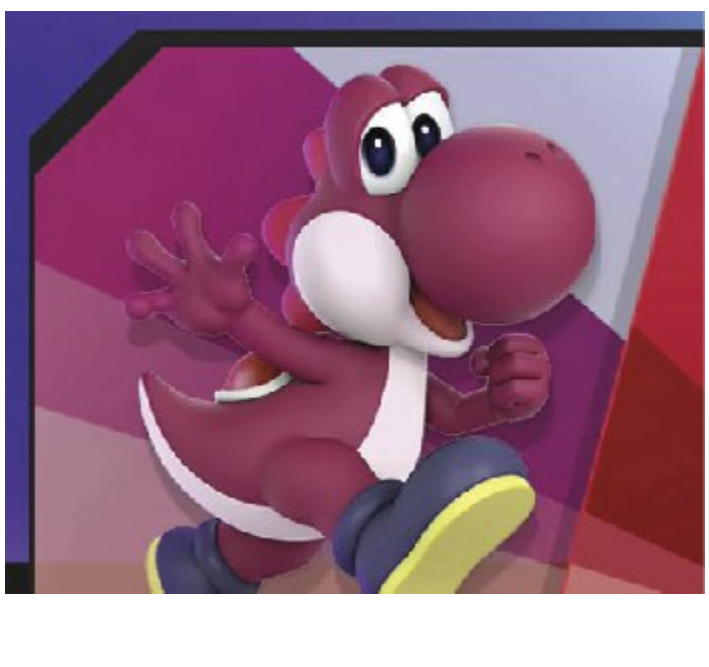


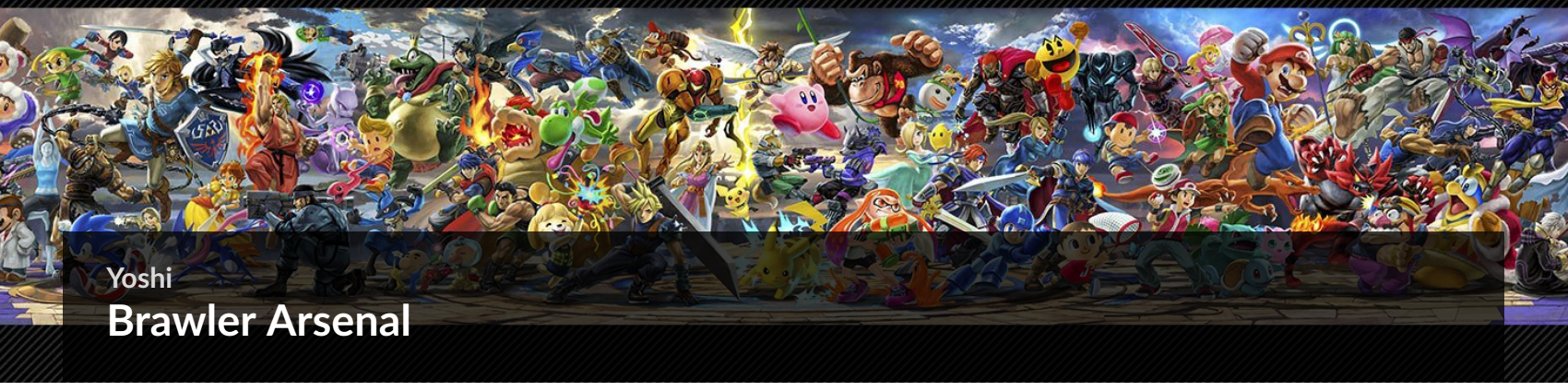
Yoshi

Costumes









Yoshi
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

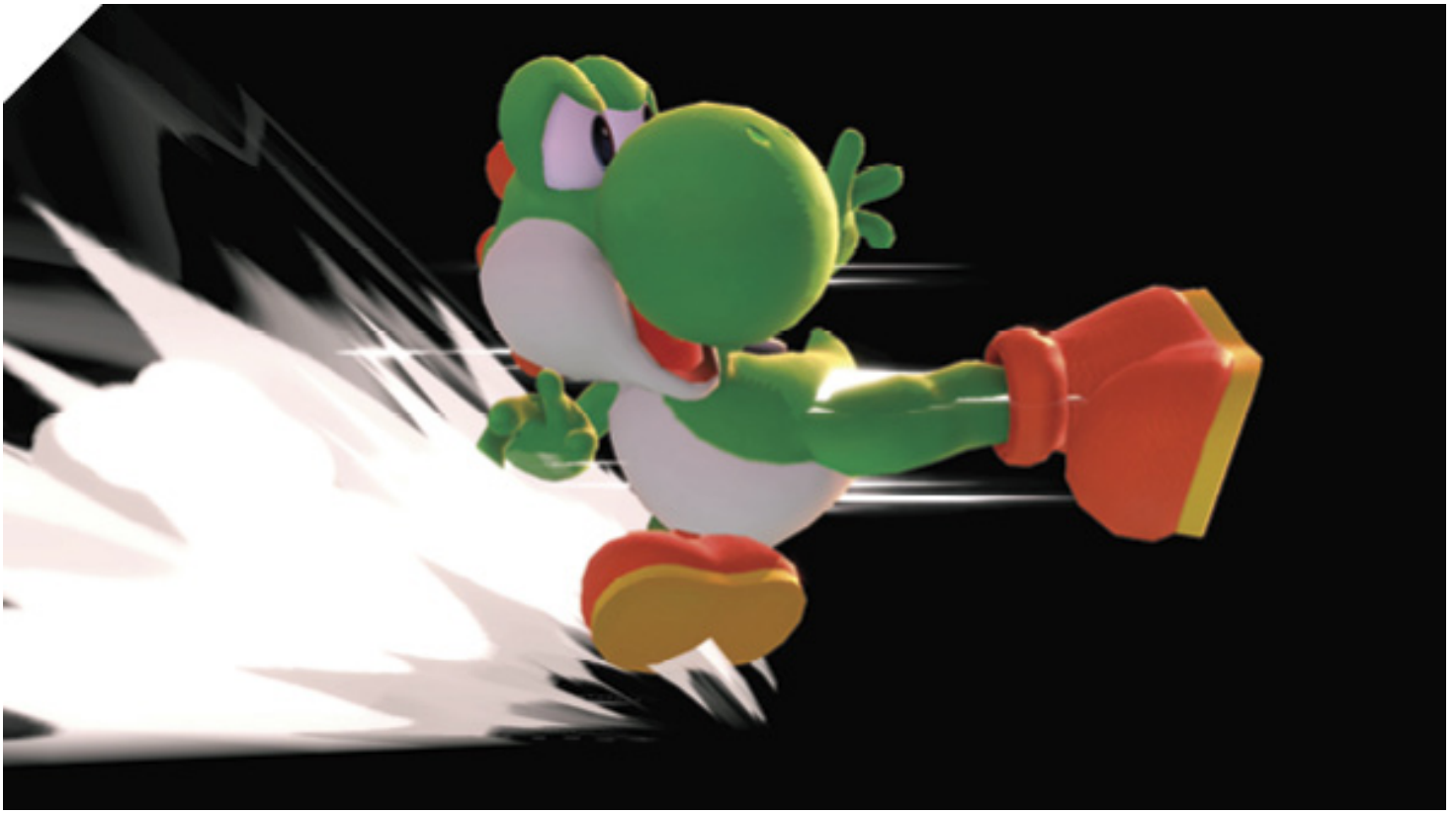
NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	3	—
Neutral attack 2	4	Knocks away.

Yoshi performs a two-hit kick combo, starting with a quick front kick and followed by an inward spin kick that knocks foes away.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	11	Launches up and away at slight angle.



Yoshi transfers all of his running momentum into a flying kick attack. It persists for a brief period and launches foes at an up-forward angle. Yoshi's dash attack deals more damage if it hits early on as Yoshi extends his kick. If you hit with the tail end of the attack, it deals less damage but you're actionable soon after, so you can potentially dash in for a hopping neutral air follow-up combo.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	8	Launches directly above for potential follow-up.
Up tilt	7	Launches up and behind at slight angle for potential follow-up.
Down tilt	5	Knocks away. Deals max damage point-blank. Causes untechable knockdown at very high damage.

SIDE TILT

Yoshi swings his tail in front of him in an upward scooping motion, knocking up enemies into the air. It can be angled upward or downward. Against most fighters at around 30%, you can follow up side tilt with a forward-hopping neutral air attack.

Yoshi's side tilt launches foes straight up into the air (instead of away, like most side tilts). If you hit with it at point-blank range, you can combo into up tilt. At max distance (where it's safest), you can follow up with a mix-up attempt by threatening with either another side tilt, an up tilt, or a grab/Egg Lay as the opponent lands.

UP TILT

Yoshi raises his tail into the air and swings it behind him, launching up enemies directly above. You can usually follow with another up tilt at low percentages. At very low damage (0%), you can hit three up tilts before finishing the sequence with a jump up air, dishing out over 30% damage.

Up tilt is an incredibly effective ground-based anti-air attack. It covers a wide arc and has low lag, allowing you to combo with it at most damage percentages. The rear hitbox is at the tail end of the attack.

DOWN TILT

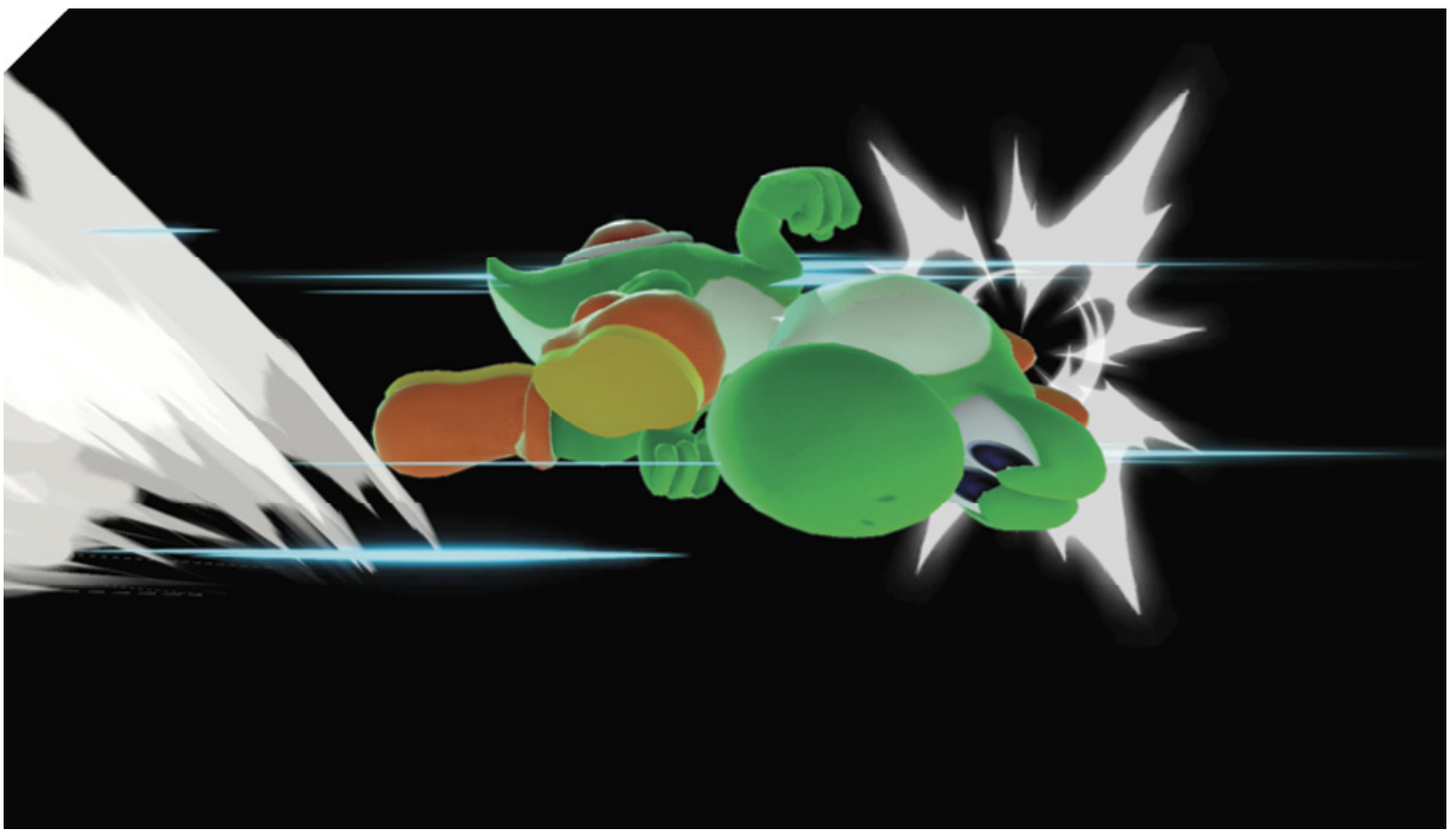
From his low crawling posture, Yoshi sweeps the opponent off their feet with a swift tail strike. This low-profiling attack is a solid aggression-deterring tool against short hops and dash-in attempts. It's safe when shielded, leaving you and the opponent neutral, able to attack or shield at the same time. In other words, you can only be punished by shield grabs (if you're within grab range) and perfect shields.

You don't get much of a follow-up on hit at low percentages, but at higher damage, down tilt causes a techable knockdown. At very high percentages, it causes a spinning untechable knockdown.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	15.5	Launches away, high launch power. Head intangible before hit. Can be angled up or down.
Up smash	14	Launches up and away. Foot intangible early on.
Down smash	12	Knocks away.

SIDE SMASH



Yoshi Rams His Head Forward With Extreme Force, Launching Foes Far Away. Yoshi Can Angle His Head To Ram Upward And Low To The Ground. His Head Is Intangible, So It Beats Out Most Attacks Challenging It. The Down-Angled Variant Of Side Smash Slinks Him Low To The Ground, Allowing Him To Avoid Mid And High Attacks While Extending A Pronounced Hitbox Of His Own.

UP SMASH

Yoshi performs a somersault flash kick. He kicks out in front of him and over his head, arcing behind him. Foes hit by it are sent sky-high. Up smash covers Yoshi's entire frontal area and a bit of his rear (near his head). It's easily punishable due to its high end lag, but it's a powerful KO attack against aggressive foes at high-damage percentages, especially if you're near the upper blast zone.

DOWN SMASH

Yoshi delivers two heavy sweep attacks with his tail: one in front, then one to his rear. Down smash is a situational attack, best used in free-for-all and team battles to clear out surrounding enemies. In one-on-one battles, it leaves you way too vulnerable when shielded. Its horizontal reach leaves a lot to be desired as well.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	9	Forward throw.
Back throw	9	Backward throw.
Up throw	5	Launches directly above.
Down throw	4	Launches up and away at slight angle for potential follow-up.

GRABS

Yoshi grabs enemies with his tongue. It's a slow to start, ranged-type grab extending just past his max side tilt range. If his tongue grabs an enemy, Yoshi swallows them (where they're in a clinched grapple state).

Yoshi's front and back throws are unremarkable, used for throwing foes offstage and into blast zones. Your opponent can usually act before you can follow-up with a guaranteed hit.

Yoshi's up throw flings the enemy directly above him, but usually doesn't provide enough hitstun to follow up with a guaranteed attack. His down throw can be linked into short-hopping up air. Against foes around 30%, you can down throw into up air into double jump up air.

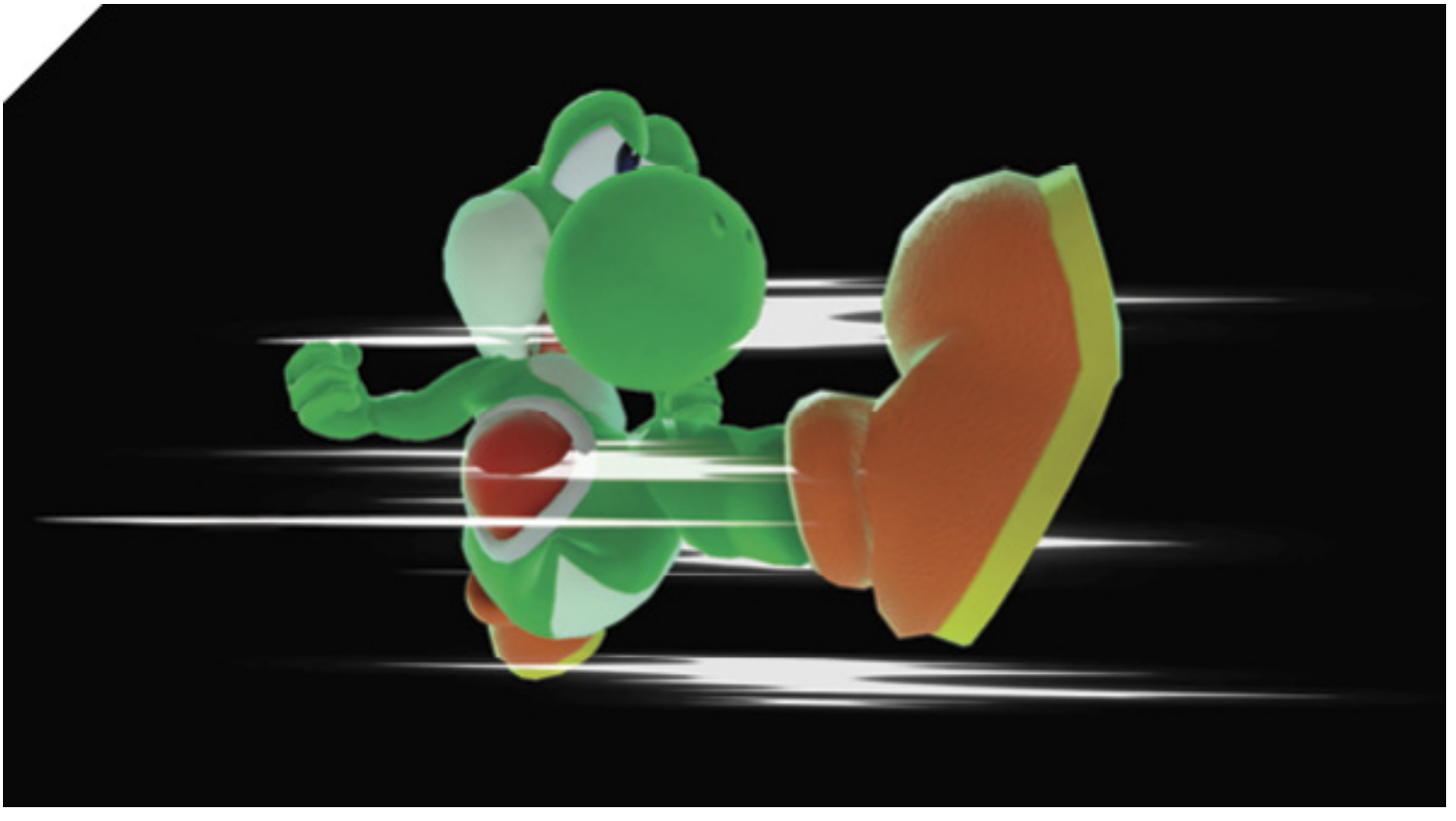
Use down throw to deal the most damage while putting your opponent into a disadvantaged juggle state, and use front and back throws to throw them over ledges or into blast zones.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	10	Knocks away, low knockback.
Forward air attack	15	Knocks back, low knockback. Can cause standing hitstun. End of active tip causes meteor smash.
Back air attack	3.5x2, 5.5	First two hits drag. Third hit launches up and away.
Up air attack	12	Launches directly above for potential follow-up.
Down air attack	2.3x6, 1.9x6, 2.8	First 12 hits drag. Last hit launches up and away at slight angle.

NEUTRAL AIR ATTACK



While airborne, Yoshi extends a lightning-fast straight kick. It doesn't inflict much knockback, but its active window persists for a long period of time. Neutral air attack is an incredibly versatile attack, and one of Yoshi's staple moves. It's quick to start, has low landing lag, and its persistent effect allows you to use it to descend on foes offensively.

Neutral air attack into fast fall makes for a good "walling" technique, so you can hop in place and extend your kick attack, then fall quickly to deter advancing foes. It's susceptible to dash-in shield grabs, but that's only if your opponent is sharp enough to perform the sequence on reaction.

At very low damage (0%) against a grounded enemy, you can link neutral air into a neutral attack combo. At low percentages (roughly 30%), neutral air knocks back into a short stagger, so you can link side tilt or down tilt.

FORWARD AIR ATTACK

Yoshi flings his head forward with a mighty headbutt while he's soaring through the air. It deals high damage, but has a surprisingly low amount of kick, only causing a slight knockback effect against healthy foes. Forward air attack is slow to start and has considerable landing lag, but low air lag. While you can start combos from fast-falling forward air, you can be easily punished by shield grabs.

Forward air attack can also be used as an edge-guarding attack for spiking enemies offstage (although you need to hit it with precise accuracy). Hitting with the tip of Yoshi's head at the tail end of the attack can meteor smash.

BACK AIR ATTACK

In midair, Yoshi whips his tail rapidly behind him for a three-hit combo. The first two hits can drag foes around in the air, while the last hit launches the enemy up and away. Back air attack is relatively safe when shielded, especially as a deep jump-in attack off of short hop and fast-falling jump. It's usually only punishable by shield grabs. You can use jump into fast fall, then descending back air to wall out enemies.

Against enemies at low-damage percentages (around 30%), you can hit with a grounded short hop back air attack, then dash in for a guaranteed up tilt, followed by a jump up air attack. This deals around 35% damage.

Back air attack isn't as strong an edge-guarding attack as forward air due to its high air lag. If you jump off a ledge and miss the enemy, you have to wait a while before you're actionable.

UP AIR ATTACK

While airborne, Yoshi whips his tail straight up into the air, popping up enemies above him. Up air attack starts up quickly and has a low amount of end lag, making it remarkable for juggle-traps, extending air combos, and prodding at enemies standing on platforms.

It also has a generously wide hitbox that hits most grounded fighters. You don't even need to hit with Yoshi's tail—as long as Yoshi's body is touching the enemy fighter, up air attack hits, allowing you to set up knock-up combos off of short hops and fast-falling jumps. It naturally combos into up tilt and up air attack, depending on your trajectory. You can make it slightly safer by crossing over the enemy with a short hop and hitting them before you land.

DOWN AIR ATTACK

Yoshi flails his legs beneath him, essentially running in midair while striking foes with a 13-hit combo. Down air attack has a high amount of landing lag, but dishes out a ton of damage if all Yoshi's kicks connect. Although it's easily punishable on shield or whiff, it ranks as one the most damaging aerial attack in the game. If you can force an enemy on a platform above you to shield an entire jumping down air, it inflicts around 70% shield damage!

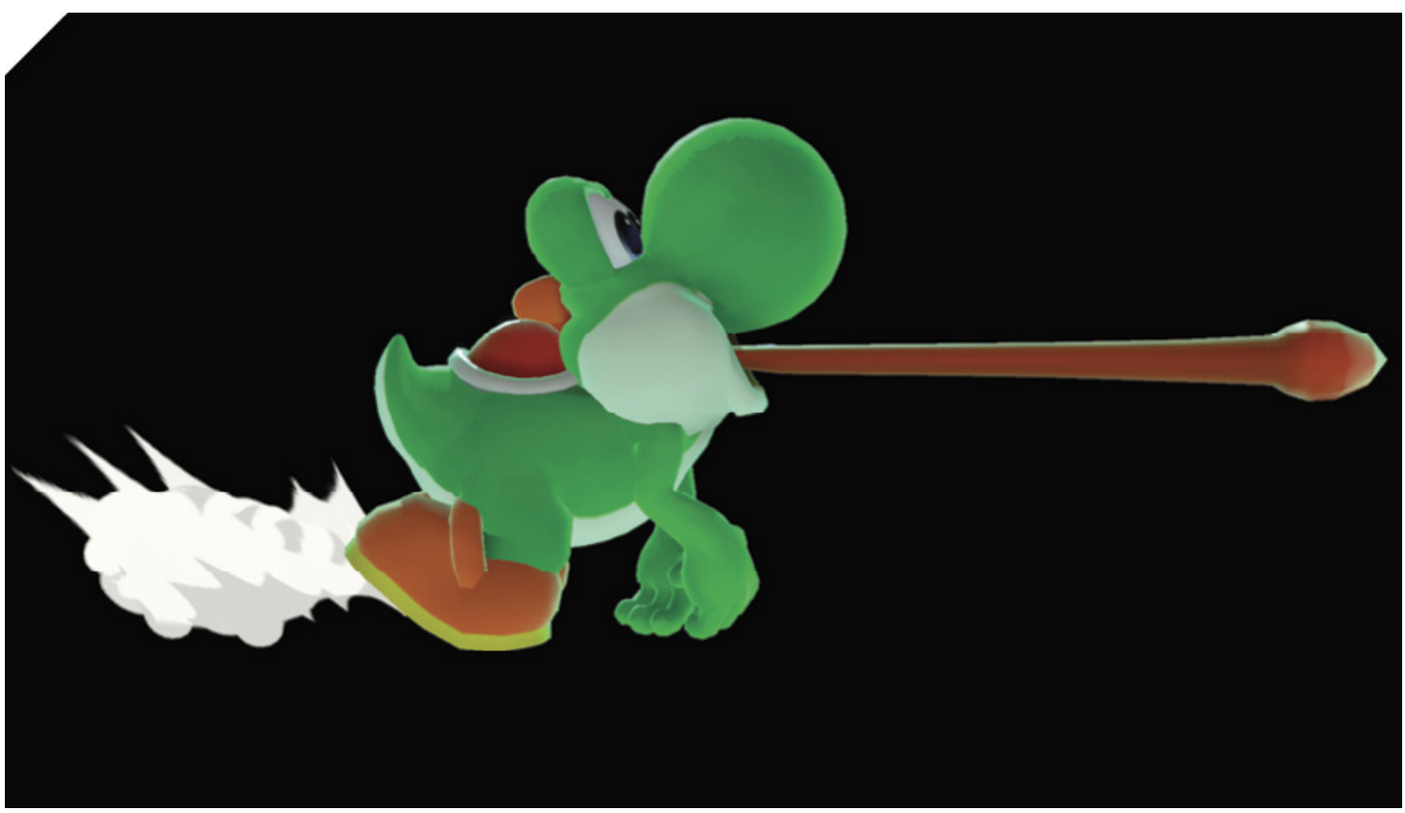
Down air attack deals more damage in the center of the attack (that is, directly beneath Yoshi).

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	7	Intangible after grab. Foe can shake off egg stun (briefly intangible after).
Side special	~10 to 13	Launches up. Damage varies with velocity. Can jump. Can reverse-roll direction.
Up special	6	Knocks up. Alter trajectory with control before launch.
Down special	Grounded: 4, 15, Airborne: 12	Launches up and away at slight angle.

NEUTRAL SPECIAL: EGG LAY

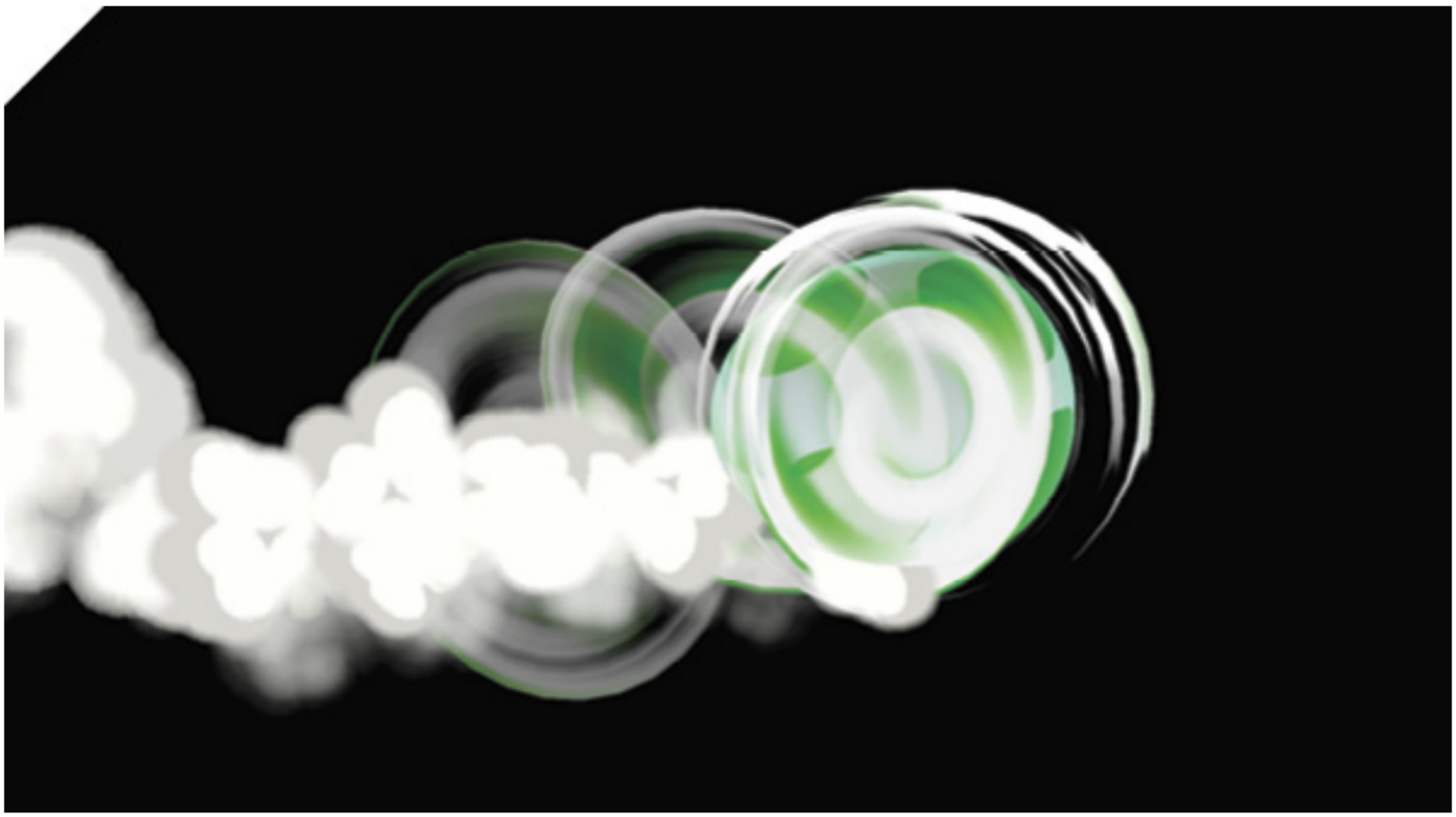


Yoshi flings his tongue out in front of him and swallows a nearby enemy, then poops them out encased in an eggshell. The more damaged the enemy, the longer they're stuck in the egg. The opponent can break out of the egg earlier by shaking the control stick back and forth.

Egg Lay's range is comparable to Yoshi's normal grab, with its start speed slightly slower. Egged foes are left vulnerable to Yoshi's attacks, so you can follow up with almost anything, such as a side smash attack. Egged foes pop out of the egg briefly intangible and able to attack you, so watch for retaliation.

Egg Lay usage is straightforward: use it against super-defensive opponents who tend to throw up their shields whenever you're within range.

SIDE SPECIAL: EGG ROLL

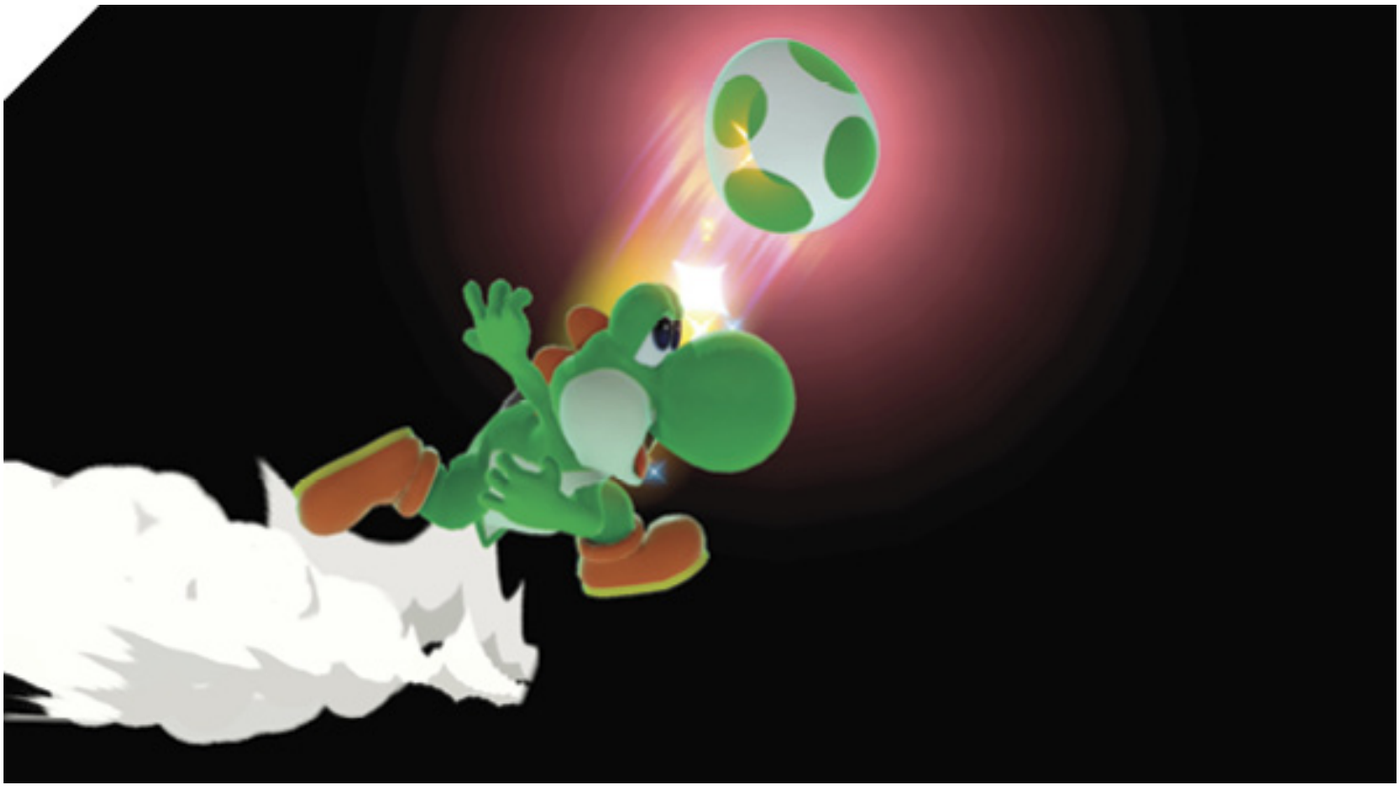


Yoshi does his best Sonic impression and encases himself into an egg, then tumbles across the stage, plowing through foes and knocking them airborne. Like Sonic's Spin Dash, he can turn around midroll to attack enemies multiple times. Yoshi can jump once during Egg Roll.

You can use Egg Roll to pass through enemies in order to escape. If you're cornered near a ledge, for example, you can roll through your aggressor, then pop out of the egg (by hitting Special again) once you're far enough.

If Egg Roll is performed while airborne, it doesn't begin dealing damage until Yoshi rolls along the ground.

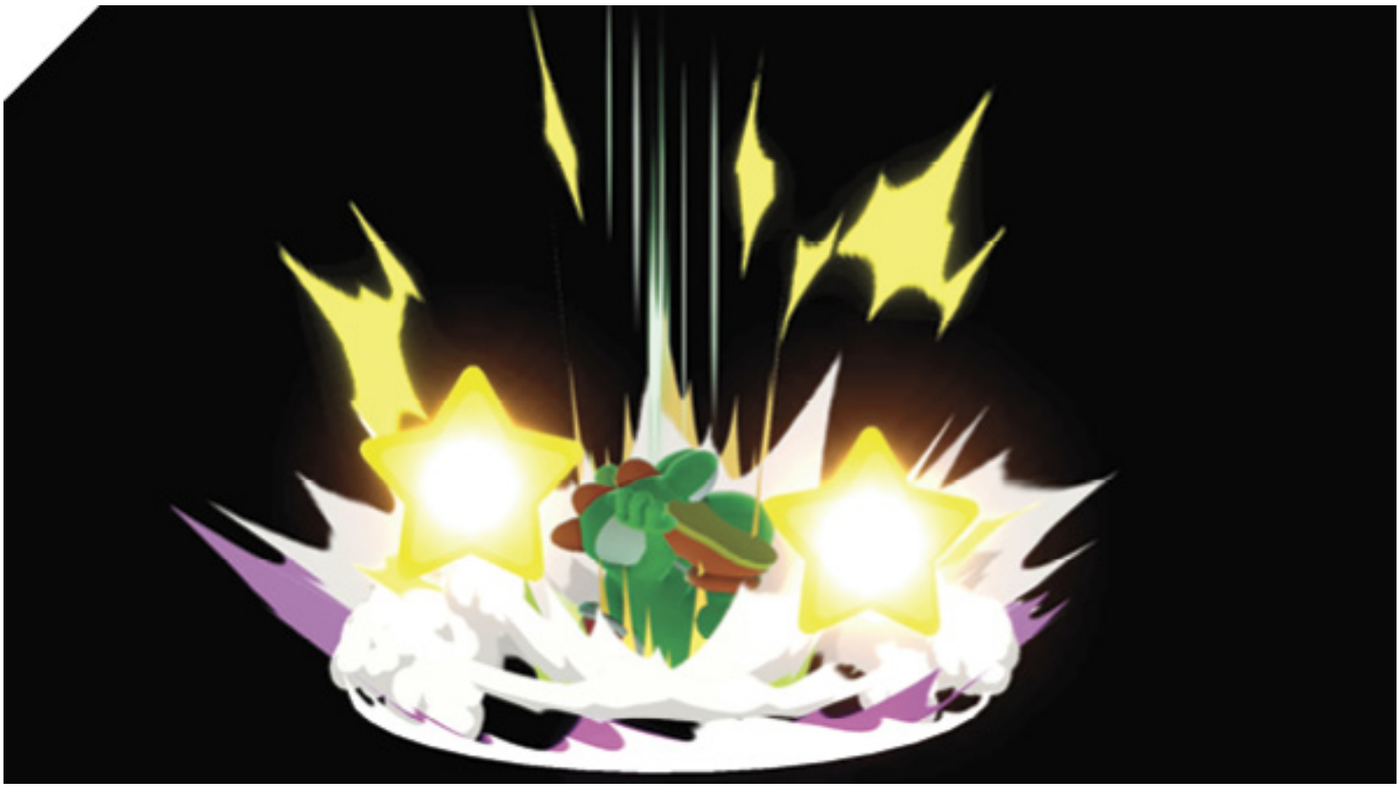
UP SPECIAL: EGG THROW



Yoshi pulls out an egg and lobs it like a basketball. You can throw it at various angles with input from the control stick before Yoshi releases the egg. You can throw the egg straight up into the air by inputting the direction Yoshi's facing away from just before throwing. Use this to fake out your opponents, and if they dash in to attack you, you can potentially hit them with the falling egg as it drops at your position.

While Yoshi doesn't have a conventional up special recovery move, you can use Egg Throw while airborne to flutter upward a bit, keeping you in the air longer to give you that extra boost to make it over ledges and platforms.

DOWN SPECIAL: YOSHI BOMB



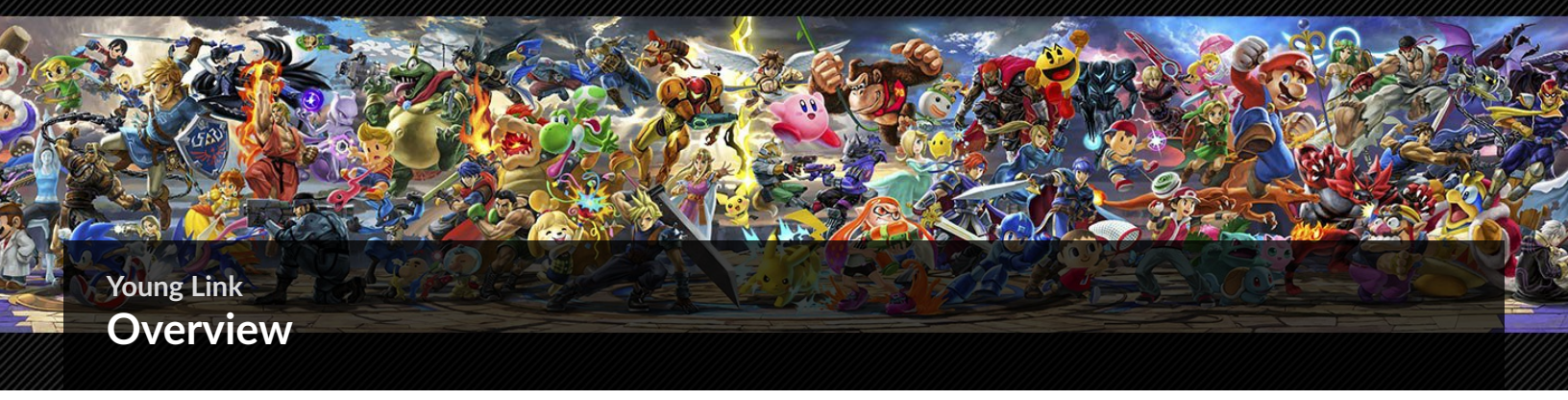
Yoshi pounces high into the sky, then performs a dive-bomb attack straight into the ground, dealing heavy damage and launching foes up and away. If performed while in the air, Yoshi immediately dive-bombs. If you use this while offstage, you get knocked out since there's no turning back (even if you hit an enemy along the way!).

Grounded Yoshi Bomb extends a small hitbox in front of Yoshi at the beginning of the attack. Foes hit by it are launched a fixed distance, setting up for Yoshi's dive-bomb to combo.

You can fall through platforms by holding the down direction on the control stick during Yoshi's dive-bomb.

FINAL SMASH: STAMPEDE

Yoshi knocks down opponents with a tackle. Then Yoshis of various colors appear and send the opponent flying! The first tackle can affect up to three opponents, but be sure not to KO yourself if you miss everyone.



Young Link

Overview

Like Link, Young Link is a remarkably balanced brawler with a wide array of options at his disposal. While his overall toolkit makes him effective in most situations and ranges, his main strength comes from his ability to set up projectile-based traps and zoning areas, forcing enemies to either take shield damage or attack him.

Like most sword-wielding fighters, the majority of Young Link's attacks extend an invulnerable sword hitbox well away from Young Link's vulnerable body. Young Link's sword range isn't as pronounced as some with bigger swords, such as Cloud and the *FireEmblem* fighters. Overall, his melee-based moves are well-balanced in terms of start-up speed, lag, persistence, and range. His airborne attacks are the most notable. His up and down airs have long active windows, making them easier to connect with, while his neutral air attack boasts an incredibly quick start speed and an impressive active duration.

Young Link's ground-based attacks—especially his tilt attacks—are all effective in filling their conventional roles. Up tilt is a wide-arc anti-air with a decent horizontal hitbox, side tilt is a moderately powerful frontal attack, and down tilt is a relatively safe launching attack that sets up potential juggle opportunities.

Young Link's Deku Shield can block most projectiles, including larger ones like Corrin's charged Dragon Fang Shot. As long as he's in an established standing, walking, or crouching position and facing the incoming projectile, the Deku Shield totally nullifies it, preventing damage.

Young Link can capitalize on most slow and sluggish foes, particularly those who can't maneuver in the air well (heavyweight grapplers such as King Dedede, for instance).

YOUNG LINK VITALS

MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	Yes
Wall jump:	Yes
Wall cling:	No

MOVEMENT RANKS	
Ground speed:	D+ (59)
Air speed:	B+ (10-15)
Falling speed:	C- (35)
Weight:	D (55-57)

ADULT LINK VS. YOUNG LINK: KEY DIFFERENCES

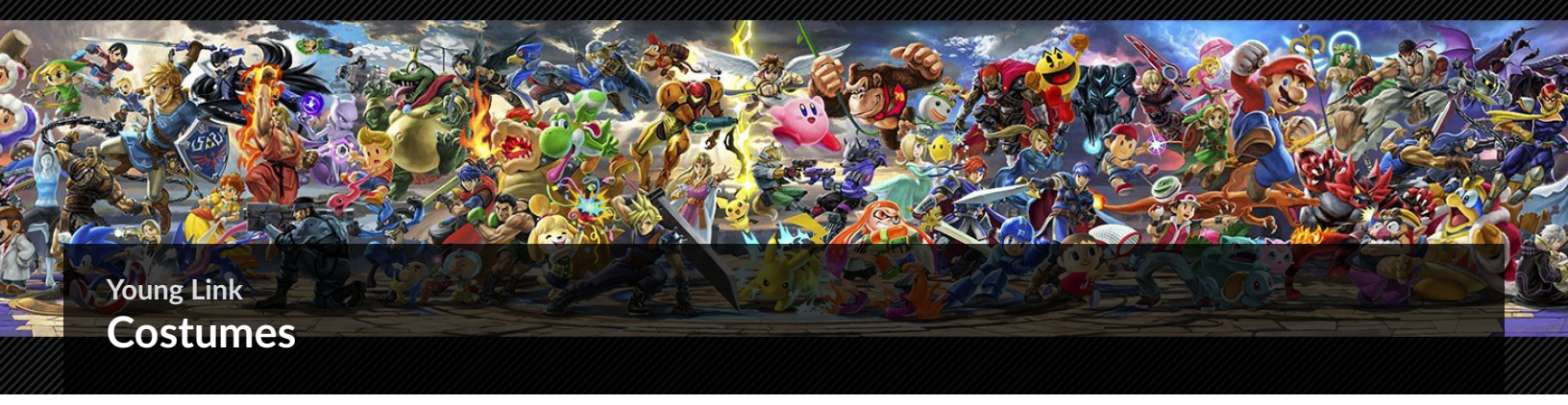
Unlike Link, Young Link retains his multifunctional Hookshot that can be used to grab grounded foes, knock them out of the air, or grab on to ledges as a recovery tool. Adult Link has a conventional close-range grab.

Young Link's Bomb is self-detonating since it's pulled out with its fuse lit, while adult Link's version of down special is a remote-controlled bomb. It also deals more damage than the other Links' bombs (if all four hits connect).

Young Link is a lighter fighter than Link, so he's knocked back farther and up higher when launched.

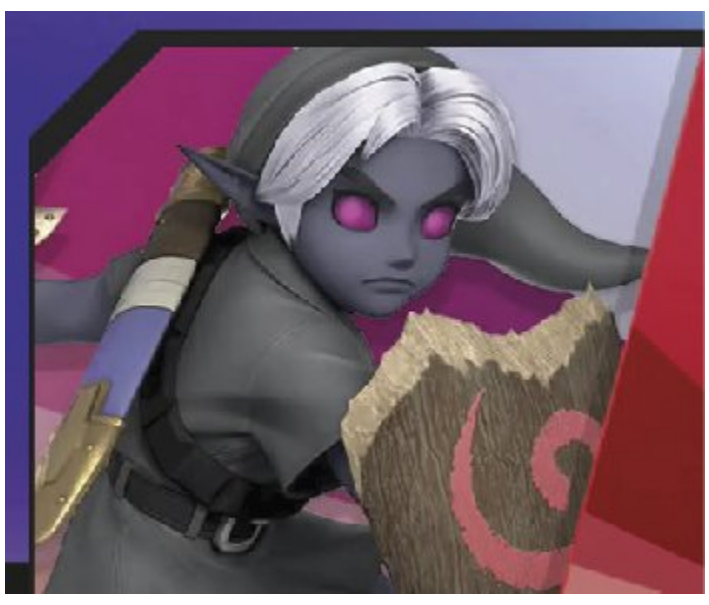
Young Link deals slightly less damage per attack and has a weaker launching game, but his attacks are slightly faster and generally produce less lag.

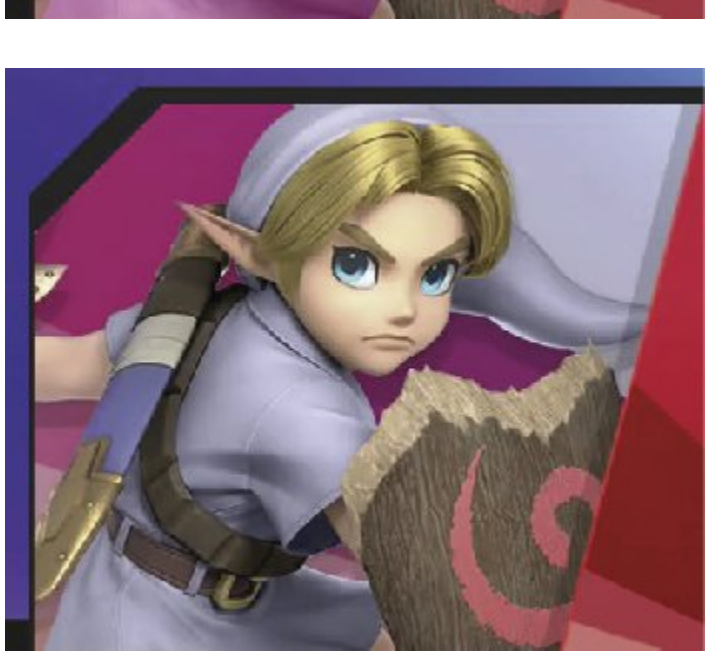
Adult Link has a more complicated projectile system, with his Remote Bomb requiring a separate input to detonate. His Arrows can be picked up as items, while Young Link's arrows cannot.

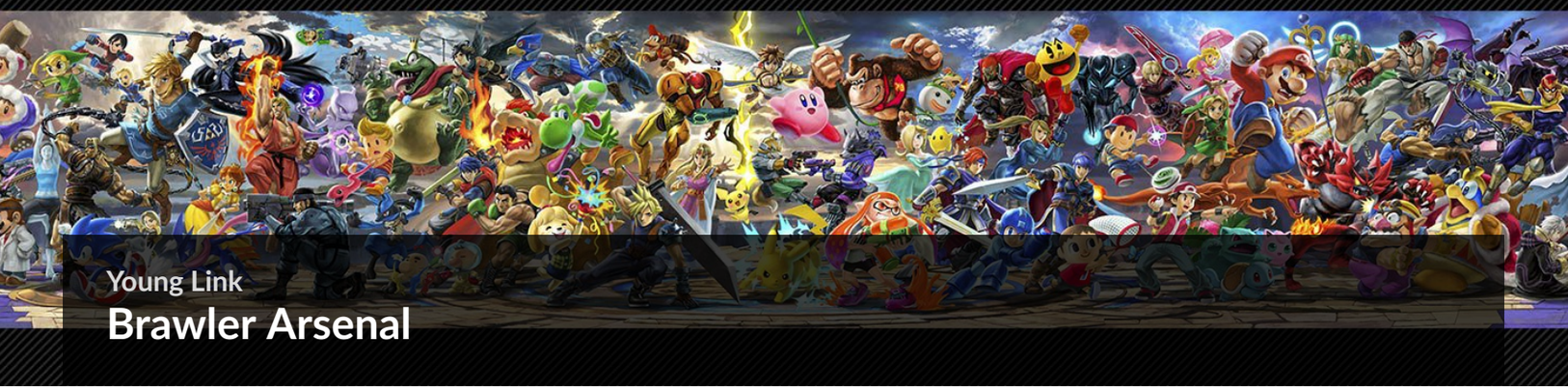


Young Link

Costumes







Young Link
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2	—
Neutral attack 2	1.5	—
Neutral attack 3 (rapid)	0.3xN, 2.5	Launches away, high knockback. Hold to repeat.
Neutral attack 3 (thrust)	3.5	Launches away.

Young Link performs a multi-strike sword attack sequence, beginning with two speedy sword slashes and ending with either a single heavy sword thrust or a flurry of stabs into a launching uppercut swipe.

Neutral attacks are generally best used to stop aggressive foes in their tracks, either as an out-of-shield option to punish aggression, or an approach-checking tool that can knock enemies away on hit.

The rapid-attack ender deals potentially more damage and sends enemies flying into the air, while the normal-jab ender is a thrust that knocks foes directly away.

Young Link can set up jab-cancel mix-ups as an alternative to transitioning the combo into a finisher. After connecting with the first two sword slashes, you can perform a jab cancel (i.e., bypassing the jab auto-combo with a different attack), followed by either a grab, a down tilt, or a hopping attack. To jab-cancel, hold the control stick down (to crouch) as you hit with the second neutral attack, then as soon as your strike animation ends, input Grab to immediately go for a Hookshot. This setup presupposes that the opponent will put up their shield as they're being struck by your first two neutral attacks, punishing them if they do. You can mix this up by replacing Hookshot with down tilt, punishing foes for not shielding.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	11	Deals more damage with inner portion of attack.

While rushing forward, Young Link lunges at the enemy with an overhead slash that knocks foes diagonally away and upward.

Most dash attacks are unsafe on shield, and Young Link's is no different. It has a noticeable end lag, so it's best used to chase down descending foes coming down from a double jump or recovery move. On hit, it only knocks foes away, with limited potential in follow-up combos (although it can KO opponents near a ledge).

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack (faceup)	7	Intangible.
Wake-up attack (facedown)	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	12	Knocks back. Deals more damage with inner hitbox.
Up tilt	8	Launches up and away at very slight angle. Deals more damage with tip.
Down tilt	10	Launches up at slight angle, high knock-up. Deals more damage with inner hitbox.

SIDE TILT

Young Link slams his sword down toward the ground with a weighty forward swing, beginning from up above his head, knocking away foes. Side tilt is a moderately quick attack with a superb arc and hitbox. The initial active window of this attack begins above Link's head, so this attack can be used as an anti-air against short hop attempts. It can also be used to cover and stuff forward movement from approaching enemies, and is an excellent whiff punisher with solid KO potential at higher percentages, especially near the stage's edge.

UP TILT

Young Link delivers a sword-swipe attack above him, covering a wide arc, starting at his front and ending behind him. Up tilt is a solid and versatile anti-air. It has generous horizontal hitboxes in front and to Link's rear as it makes a wide arc. As with most up tilt launching attacks, you can follow up with potential mix-up juggles with forward air or neutral air attack (at lower percentages, neutral air is a guaranteed combo). Combos are much easier to score if you hit with the tail end of the attack (the rear hitbox).

As a defensive attack, you can use it after shielding an opponent's attack that leaves them behind you since up tilt covers a decent horizontal range.

DOWN TILT

Young Link crouches low to the ground and slices at the enemy's legs, sending them up into the sky.

This is Young Link's best and most useful ground attack. It's comparatively quick, launches foes, and is safe against jab punishes when shielded. When spaced to hit at max distance, you can follow up with more pressure, such as with a Hookshot grab, a short hop neutral air, a short hop forward air, or even another aggression-stopping down tilt.

At around 35% damage, you can combo down tilt into a buffered short hop forward air for much more extra damage. Alternatively, you can combo into up air, which launches enemies farther into the sky directly above you. With this advantage state, you can start going for anti-air mix-ups to juggle your descending foe.

SMASHES

MOVE	DAMAGE	NOTE
Side smash 1	6	Slight hitstun knock-up.
Side smash 2	12	Launches up and away. Deals more damage with inner hitbox.
Up smash	3, 3, 8	Launches directly above and behind, with very slight angle. Deals more damage with inner portion of attack.
Down smash	13	Launches away. Clear-out attack. Deals more damage with inner hitbox.

SIDE SMASH

Wielding his sword with both hands, Young Link delivers a powerful overhead blow to the enemy in front of him and follows up with a launching attack that blasts the foe up and away. Young Link's side smash is a two-part combo, with the second launching attack being optional. If you press Attack during the first swing, you follow with an upward slash that knocks enemies into the air.

The first hit is punishable on shield by most jab-attack retaliations (although the second hit is incredibly punishable). That being said, it's worth using once in a while in the neutral game, as long as you don't whiff the follow-up hit (or have it shielded).

Side smash is fairly fast for a smash attack and can be used as a whiff punish, ledge-recovery punish, or to check your opponent's aggression. In some cases, you may be able to "frame-trap" an opponent with the first-to-second hit transition. Some opponents may try to punish your side smash with a tilt attack (or something slower than a jab), and if you go for side smash into its follow-up launcher, you may be able to pre-emptively counter their retaliation with your second attack. Of course, this can be a risky tactic, so make a good read on your opponent's habits.

UP SMASH

Young Link performs three crescent-arced slashes directed above his head. The first two strikes pop the enemy up, with the final high-powered strike sending them into the air.

Up smash is a high-risk finishing attack, best used if you can make a hard read on your opponent (for instance, as a descending air dodge punish). It's considerably laggy and difficult to use safely in the neutral game, so it's recommended that you stick with up tilt in most situations.

DOWN SMASH

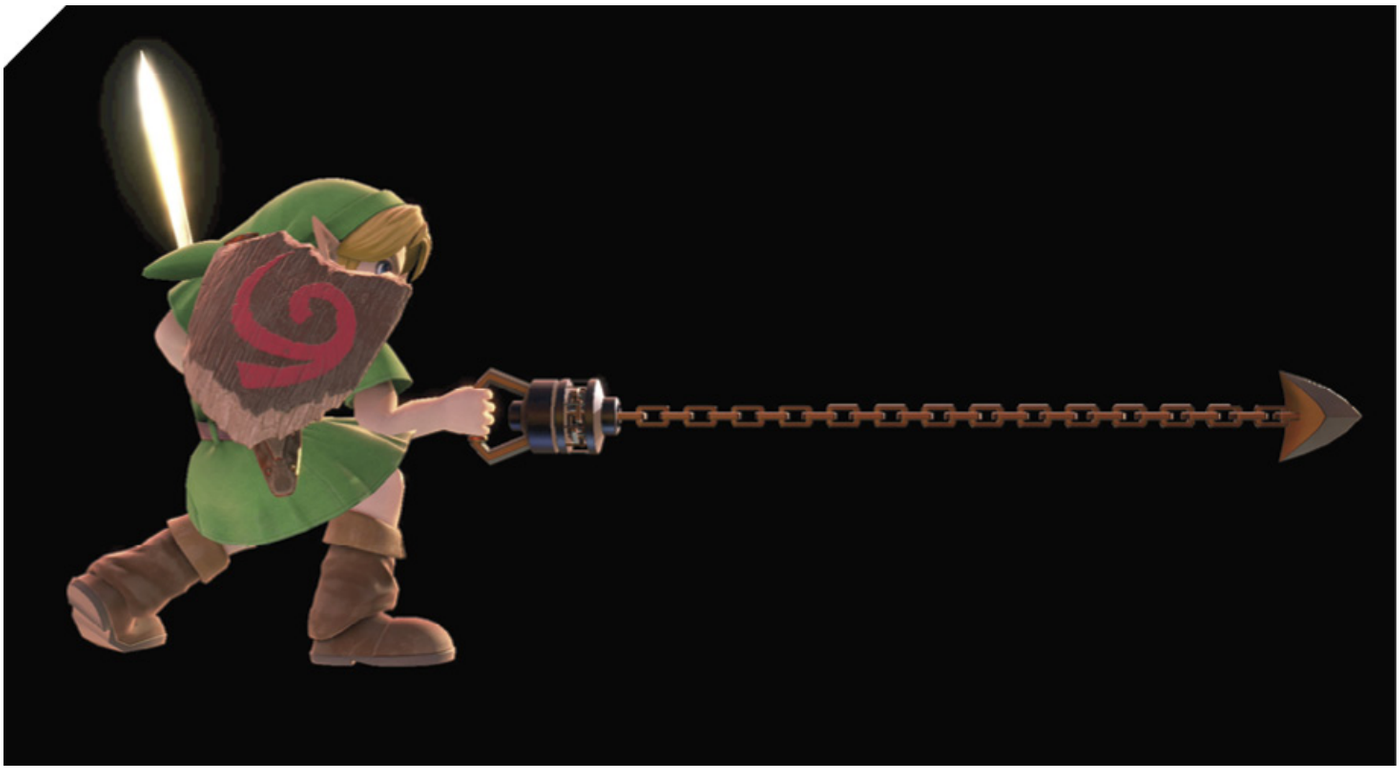
Young Link clears out the area around him with a forceful back-to-back sweeping slash, first striking the ground in front of him, followed by a sweep behind.

Down smash is Young Link's fastest smash attack, and thanks to its clear-out effect, it's an ideal move to use for punishing rolls that end up behind you. It's easily punishable if whiffed in the neutral game, but good as an edge-guarding tool against ledge-hanging enemies trying to recover back onto the stage.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1	—
Front throw	6	Forward throw.
Back throw	6	Backward throw.
Up throw	6	Launches foe directly above for potential combo follow-up.
Down throw	6	Launches foe directly above for potential combo follow-up.

GRABS



Young Link fires his grappling hook that ensnares a foe and hooks on to ledges. All of Young Link's throws deal the same amount of initial damage, while the up and down throws allow for more damage potential since you can combo off them. Forward and back throws should be reserved for specific edge-knockout opportunities, while up and down throws are your primary damage-racking ones. Off of both up and down throw and at 0% to around 70%, you can usually combo into a buffered short/jump up air. With practice, you can combo into back air by turning around before you hop, and then delivering a back air (this may take some practice).

When air grapple is used midair, and as long as you're near a grabbable ledge, Young Link automatically throws his Hookshot to it, extending your edge-grab range. This is an incredibly valuable asset to your recovery game. Like most ranged ledge grapples, you're limited to three Hookshot grapples while you're offstage. So if you Hookshot-grab a ledge and then jump off the ledge without your feet making direct contact with stage ground, you can Hookshot the same ledge, but only up to two more times. The fourth time, you bounce off and likely plummet to your death.

Air Hookshot deals damage but doesn't grab enemies. It starts up much faster than a ground Hookshot and can be used as a midrange defensive tool to keep foes at bay in certain scenarios.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	10	Deals more damage at start. Persistent hitbox. Can cause standing hitstun.
Forward air attack	6, 8	Slight knock-up. Deals more damage early hit.
Back air attack	5, 7	Knocks back. First hit causes slight knock-up.
Up air attack	15	Launches directly above. Persistent hitbox.
Down air attack	18	Causes meteor smash. Persistent hitbox until landing.

NEUTRAL AIR ATTACK

In midair, Young Link delivers an incredibly fast kick attack, leaving his leg extended for a brief time.

Neutral air attack is one of your best attacks. It's extremely versatile thanks to its start speed and persistence. If you short- or jump and extend neutral air at the peak of your jump, followed by a fast fall, you can make it difficult for aggressive enemies to approach you. Although it doesn't deal much damage or have great knockout potential, it's an excellent offstage edge-guarding tool because of its long active window, making it difficult for recovering foes to get past.

FORWARD AIR ATTACK

Young Link leaps into the air and performs a spinning two-hit sword combo, slashing at foes in front of him, knocking them out of the sky.

Forward air attack is a solid offensive tool to apply pressure with. Depending on your timing, you can force the first or the second hit to connect at a low altitude. The first hit slightly pops foes up, allowing for a potential deep forward air into neutral attack combo or up tilt. This is best executed off of a short hop into forward air, canceled into fast fall, or simply short hop into delayed forward air.

Off of a jump, you can time your forward air attack right before the apex of your jump, then fast-fall-cancel it so that the second hit strikes low to the ground. Mix up your opponent's defensive measures by alternating between these two attacks. If you can condition your enemy into a defensive shielding posture, you can start going for Hookshot grabs instead.

BACK AIR ATTACK

While airborne, Young Link performs a two-kick combo: starting with a straight back kick with his left leg, followed by a spin kick with his right.

Back air attack excels as an edge-guarding attack. With your back to a ledge and while the enemy is in an offstage recovery state, you can harass them with back-jump back airs, potentially knocking them out. Like forward air attack, the first hit pops up grounded enemies, allowing for a potential combo follow-up with a neutral attack combo (as long as you turn around properly before going for your jab).

Back air attack has very little lag, midair or on landing, so it's great as a poke as well, allowing you to attack multiple times in a jump.

UP AIR ATTACK

Young Link performs his signature upward-thrust attack from *TheAdventureofLink*: a stab directly above his head that he leaves extended for a lengthy duration and launches the first enemy it hits.

Up thrust has a narrow up-angled hitbox, but its long active window makes it difficult for descending enemies to challenge. You can use it to poke at enemies on platforms above you, or as an edge-guarding tool. It leaves you vulnerable if you miss with it, since it stays out for so long and has considerable end and landing lag. Use it deliberately and carefully.

DOWN AIR ATTACK

Young Link performs his signature downthrust: he descends from the air using his sword like a pogo stick, extended downward and bouncing off foes it connects with while spiking them into the ground.

Like up air attack, your down air stays out for a long active period and can be punished if you're imprecise with it, since it has a distinct and lengthy landing lag (the landing effect doesn't have a hitbox, although it may look like it).

Down air attack can cause a meteor smash and is particularly effective for spiking foes off the stage as they try to recover below you. For ledge-hovering combat scenarios, if you can force an enemy off the ledge into a disadvantage state, you can follow them far below off-screen and go for a down air attack to bounce off their head, KO'ing them, before using your Spin Attack to recover yourself.

SPECIAL MOVES

SPECIAL MOVES

MOVE	DAMAGE	NOTE
Neutral special	4 (12 at max charge)	Considered a fire-based attack. Charging increases damage and range.
Side special	Normal: 11, Flicked: 13.2	Can be angled up or down with control input before release animation. Flick control to increase damage and range.
Up special	Grounded: 1x10, 3, Airborne: 3, 2x3, 3	Air Spin Attack launches Young Link vertically, with different properties.
Down special	2x4	Generates interactable item. Detonates after four seconds or upon contacting an enemy.

NEUTRAL SPECIAL: FIRE ARROW

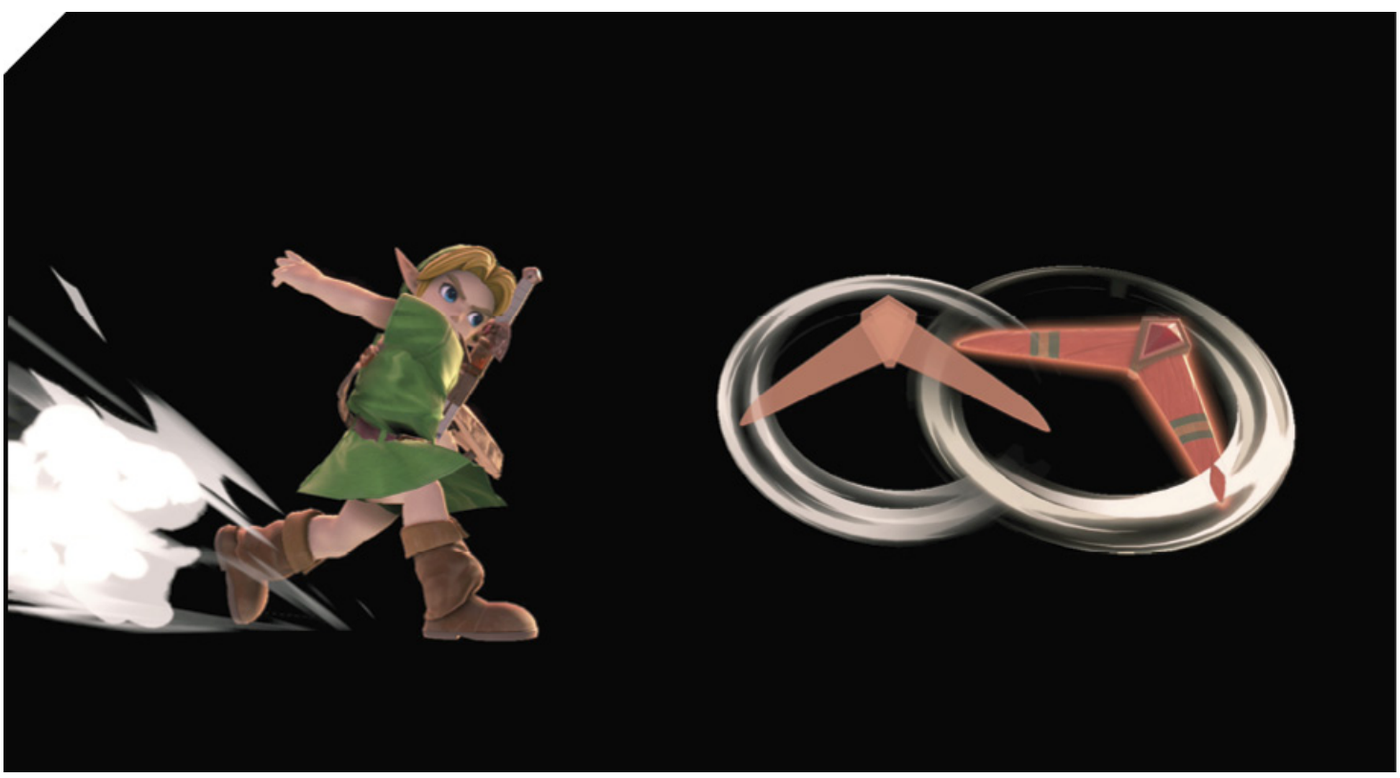
Young Link fires an arrow engulfed in fire that causes more damage the longer he has his bow drawn.

Like Link's Arrow attack, Young Link makes great use of his fiery arrows when pestering offstage recovering opponents, punishing them with obstacles they have to get past as they try to jump back onto the ledge.

It can be special-reversed as well, abruptly reversing your trajectory if executed properly during a forward hop. For example, if you're dashing away from an enemy, you can hop, input neutral special, then immediately flick the stick the opposite direction. This switches your facing direction immediately, allowing you to charge or fire an arrow at an enemy chasing you.

The fire on Young Link's Fire Arrows isn't just for show. As a fire-based attack, they can interact with explosives, detonating adult Link's Remote Bombs, for instance.

SIDE SPECIAL: BOOMERANG



Young Link throws a Boomerang that bounces off the first enemy it contacts before returning to Young Link, damaging additional foes it connects with on the way back.

There are two variants of this attack: flicked and non-flicked. Flicked Boomerang, performed by flicking a side direction while inputting Special, deals more damage and travels farther than the non-flicked version. Non-flicked Boomerang is performed by holding a side direction and hitting Special.

Young Link's Boomerang is an exceptional space-control projectile. It has a relatively slow velocity and remains active and on-screen for a lengthy duration, forcing enemies to play around it while it's flying through the air.

The Boomerang's homing property allows for creative zone control, since it takes a return path depending on where you are once it hits its max distance. It can potentially double as a defensive attack, as it can prevent enemies from attacking you.

Boomerang deals significantly more damage the moment it's thrown, although it's rare that you'll want to throw out Boomerangs at close-range opponents.

UP SPECIAL: SPIN ATTACK

Young Link performs a multi-hit spinning attack that ensnares struck foes briefly before launching them into the air.

The midair version of Spin Attack differs greatly from the grounded version. The grounded version is simply a high-damage attack that allows for follow-ups such as up air attack.

The aerial version is mainly a recovery tool dealing an altitude boost in order to grab on to ledges, improving your air mobility. It's also a strong knockout attack against high-percentage enemies, particularly if you can bait out their double jump or air dodge as they're descending from above you. As a poke, it can be unsafe to throw out since you're left in a helpless falling state.

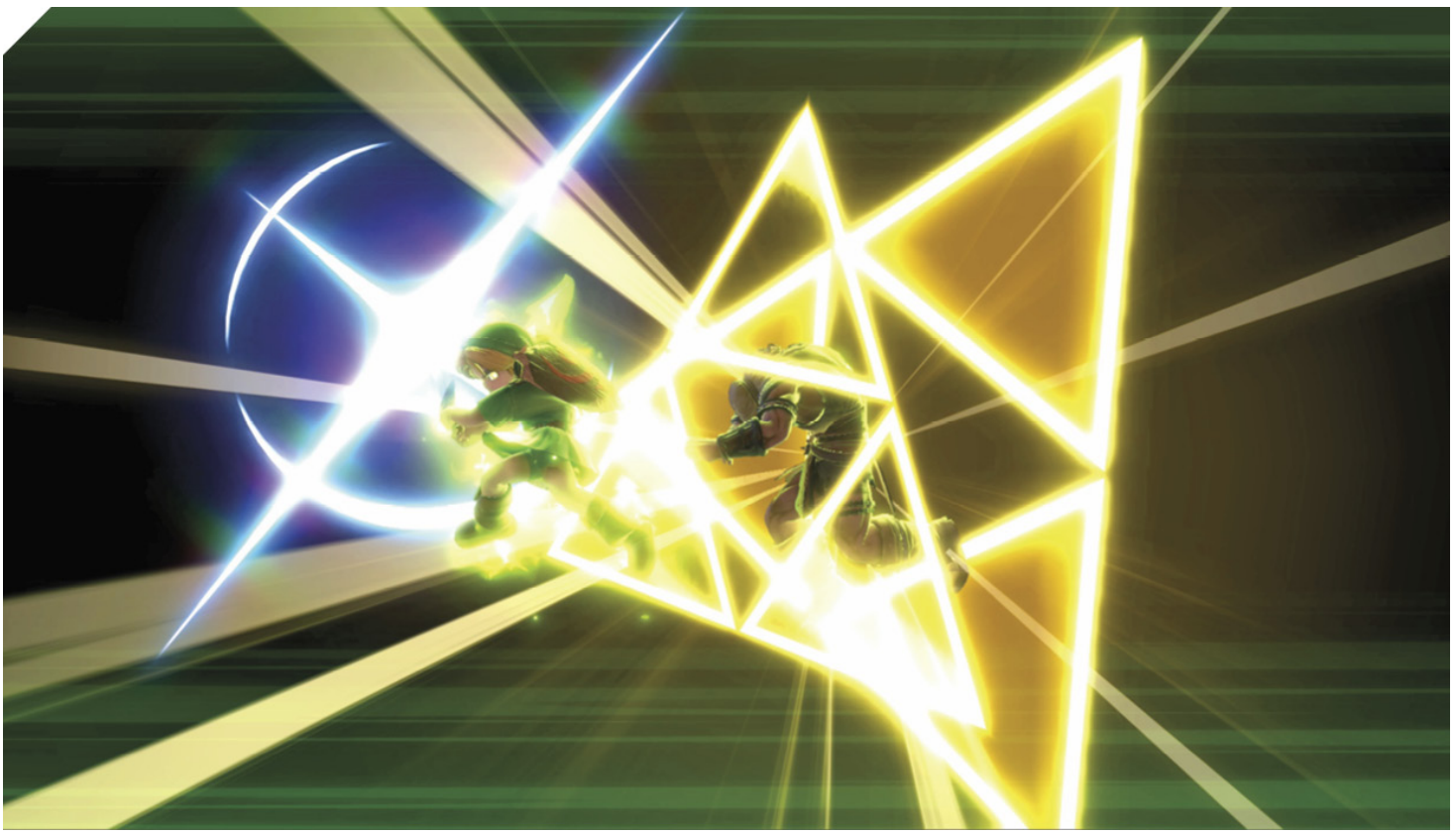
DOWN SPECIAL: BOMB

Young Link pulls out a throwable Bomb that detonates after its four-second fuse timer ends, or when it contacts an enemy.

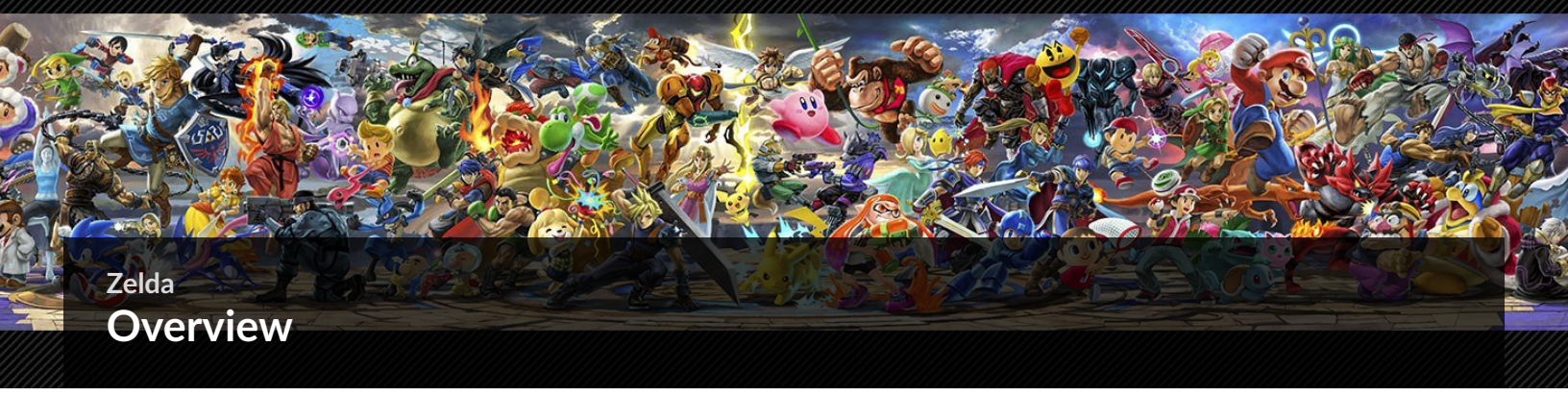
Bombs are detonated in a variety of ways. Once pulled, the Bomb's fuse lasts four seconds before automatically exploding. Otherwise, Bombs can be detonated by impacting an opposing fighter or hitting the stage at a certain speed. For instance, throwing a Bomb downward from the air (with down+Attack input) causes it to detonate upon impacting the ground. If you toss the Bomb with neutral attack after pulling one out, it bounces and rolls on the ground until it's detonated through other means, or from its fuse. It can also be detonated by connecting with other fire-based attacks, such as Ryu's Shakunetsu Hadoken or Ken's fiery Shoryuken.

While the self-detonating explosion can hurt you, detonations from hitting an opponent with the Bomb don't.

FINAL SMASH: TRIFORCE SLASH



Young Link dashes forward to seal an opponent in the Triforce. He then strikes them repeatedly before launching them. The initial strike must hit in order for Young Link to begin his sealing combo.



Zelda

Overview

The princess of Hyrule legend comes to the Super Smash Bros. Ultimate brawl equipped as a zoning counterpuncher. She has got many attacks that have good range, powerful sweet spots at the tip, and variable aim.

Din's Fire is intangible until detonated, curving slightly around impediments. Phantom Slash gives a grounded option for delayed, invincible attacks from a source besides Zelda herself, creating a temporary teammate. Farore's Wind grants unpredictable, flexible, invulnerable long-range movement. Meanwhile, Nayru's Love is used to send any of the foe's ranged salvos right back at them.

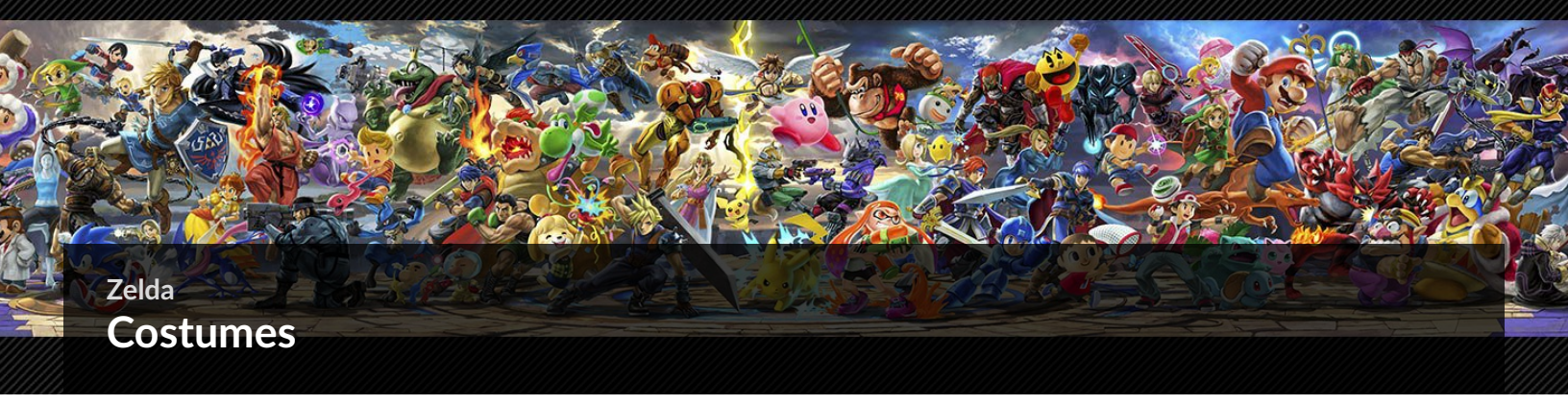
Zelda's pokes also follow the mission of keeping enemies at bay and nailing them with high-powered, precise hits. In particular, forward air and back air attacks both deal insane damage and knockback for aerial attacks—but only with perfect timing, and with lengthy lag after kicking. Down air, meanwhile, provides easy-to-use downward-spiking power against floating targets, especially beyond stage edges.

Her moves favor a hit-and-run, keepaway-oriented style. Zelda's biggest weaknesses, then, are the higher-than-normal precision her attacks require, and her relatively slow, floaty speed compared to many agile aggressors. But with a measured and careful ranged game, Zelda can shine by keeping them at bay, letting them get into trouble running into her attacks constantly while coming after her.

ZELDA VITALS

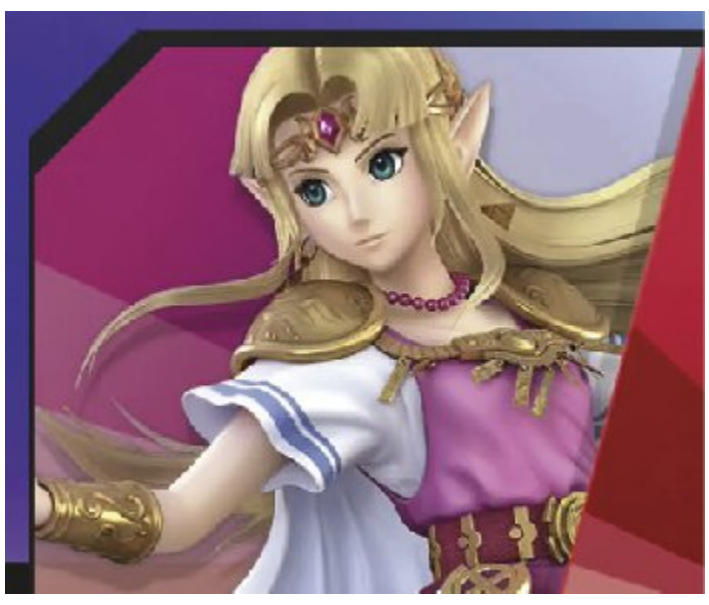
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	No
Tether:	No
Wall jump:	No
Wall cling:	No

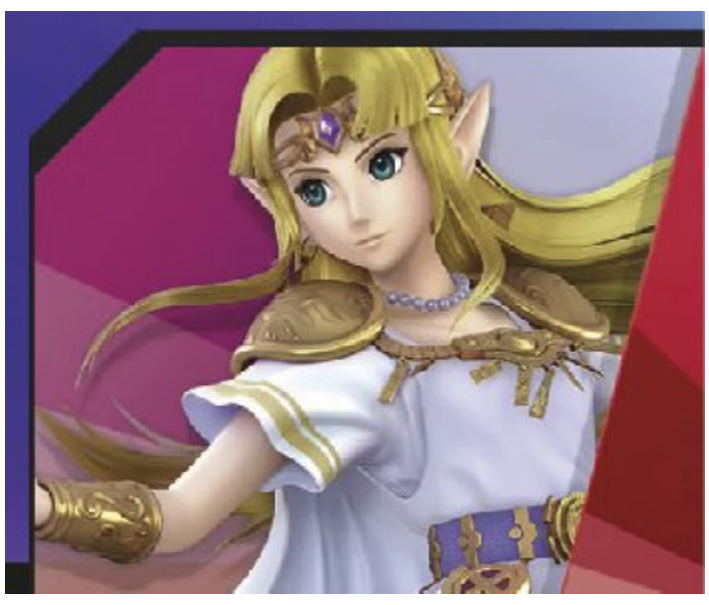
MOVEMENT RANKS	
Ground speed:	F (69)
Air speed:	C+ (36-37)
Falling speed:	D (58-61)
Weight:	D (61)

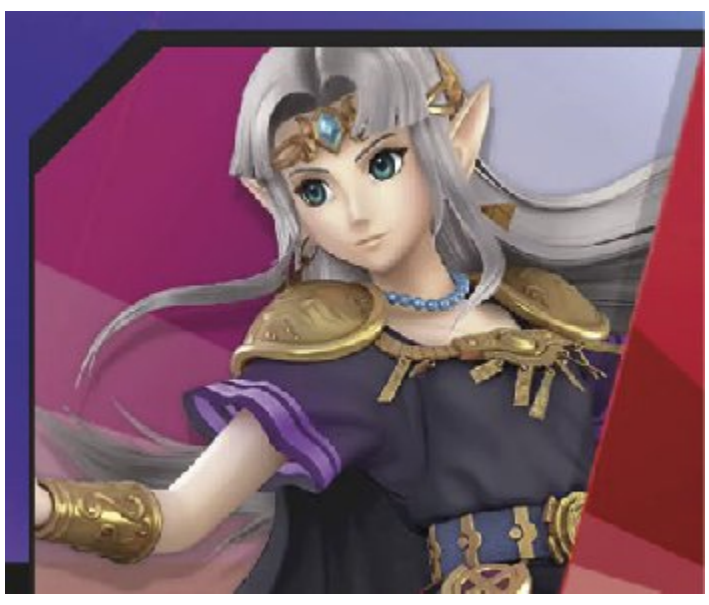


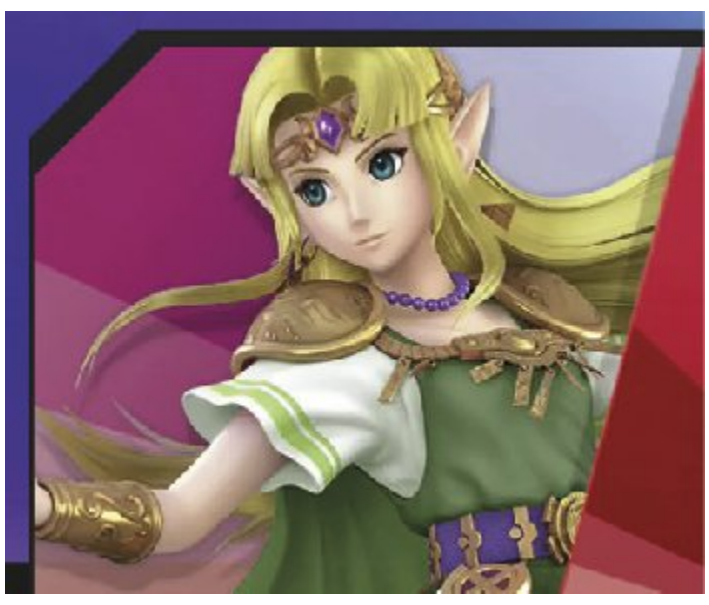
Zelda

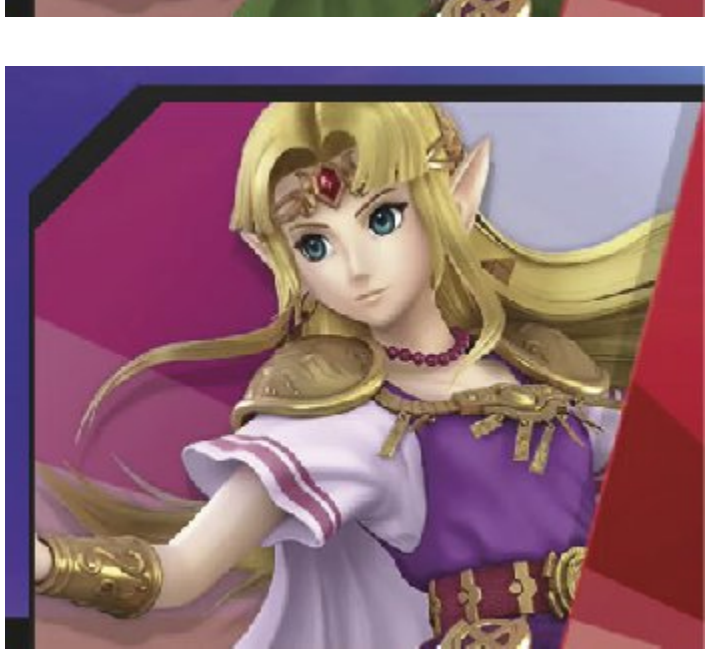
Costumes

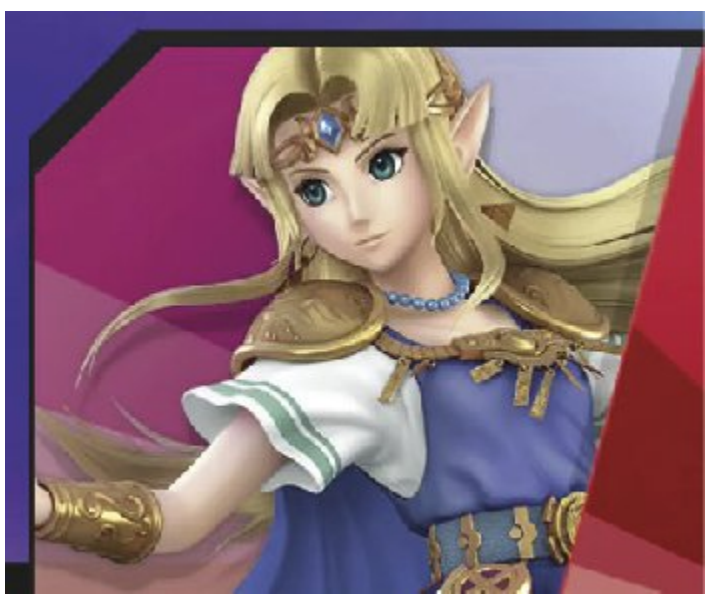


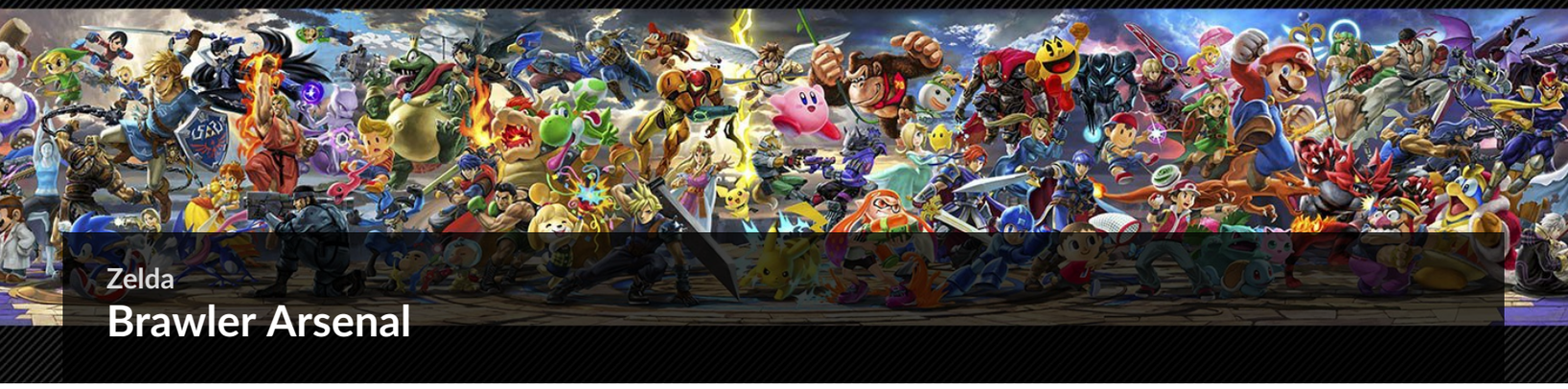












Zelda
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	2.5x2	Hold or tap on hit for next attack.
Neutral attack 2	0.2x8, 3	Hold for continuous attacks.

On an initial input, Zelda jabs straight ahead, magical energy twinkling around her arm. Relative to the rest of the cast, this punch isn't fast or slow; it's in the middle. The hitbox is mostly along the underside of her outstretched arm, but there's another one around her forward knee. This prevents the jab from whiffing up close against someone tiny—like a crouching Pichu, for instance.

Either hold the Attack button or tap it during neutral attack 1 to follow up with the next stage, a rapid-fire series of weak hits, followed by a straight jab that knocks victims low and away. Like with most attacks of this kind, you can release the input for a minimum number of hits, dealing 9.6% base damage with the two-input neutral attack combo. Or you can hold down the input to keep the light-hit flurry going as long as desired, though if you hold it too long, the enemy will be slowly pushed away, so the final punting hit misses on release. The max you'll probably be able to get in most cases is about 23 hits for 12% damage.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	12	Knocks foes up and away.

Zelda leans forward with a palm strike using both hands, projecting mystic energy ahead of them. The initial hit is pretty fast for a dash attack, with max damage and knockback potential concentrated in the air ahead of her palms, at the tip of the magic flash. Hitting closer in deals less damage with less knockback. After the initial arm jut, the hitbox persists for a few frames as a weaker hit that still knocks victims away. If enemies shield this, Zelda is extremely punishable.

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	12	Knocks foes away on sweet spot hit. Can be aimed slightly up or down.
Up tilt	7.2	Launches foe into potential juggle position.
Down tilt	5.5	Knocks enemies down at medium to high percentages.

SIDE TILT

The princess attacks with an arm slash in front. This is relatively slow to hit for a side tilt, almost like a side smash with above-average speed. It can be aimed up or down by angling the control stick a bit during execution. This is noteworthy among side tilt attacks for knocking targets away even at low percentages. The sweet spot right at the slash's tip deals the most damage and knockback, but like with her dash attack, this requires precision aim.

Zelda is at a big disadvantage after this move is shielded, but if you aim to hit with the sweet spot at the tip, a blocking enemy who goes for a grab or neutral attack out-of-shield will whiff, because Zelda is too far away.

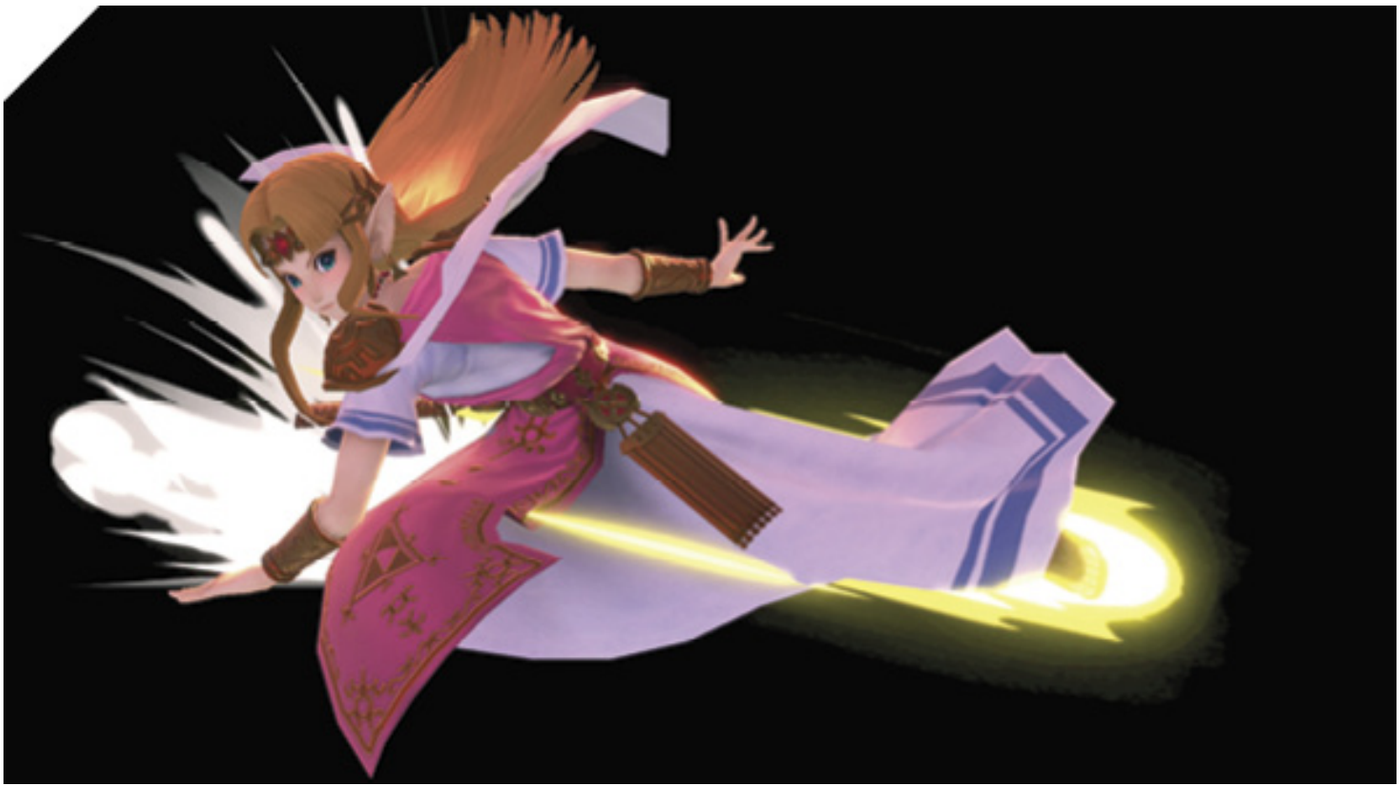
UP TILT

Zelda sweeps in a rainbow arc front-to-back, covering three angles. She hits in front first, much faster than her side tilt or grab attacks. She then sweeps through upward directions, ending with her arm hitting straight backward—the attack takes just shy of a third of a second. As a clear-out attack that hits to the back, this isn't fast, but it's a nice bonus.

Although it's not quick to hit behind, enemies that shield up tilt behind Zelda aren't guaranteed punishment against her; she can shield or jump away immediately after up tilt before a grounded foe's out-of-shield gambit connects. But if someone in front blocks the beginning of up tilt, Zelda is extremely vulnerable, since they can hit her back while she's still going through the backward-aimed portion.

On hit, enemies are popped up into a juggle-vulnerable position above. At low percentages, Zelda can usually combo two or three up tilts in a row before going for jumping attacks. Naturally, it's also ideal for swinging at airborne foes above, whether as anti-air or to keep a juggle going.

DOWN TILT



The princess juts out a low kick that reaches forward a bit, though not quite as far as her neutral attack. She crouches down during the move, which can help her avoid incoming attacks. This is active fast for a tilt attack, over twice as fast as side tilt, just a hair slower than neutral attack.

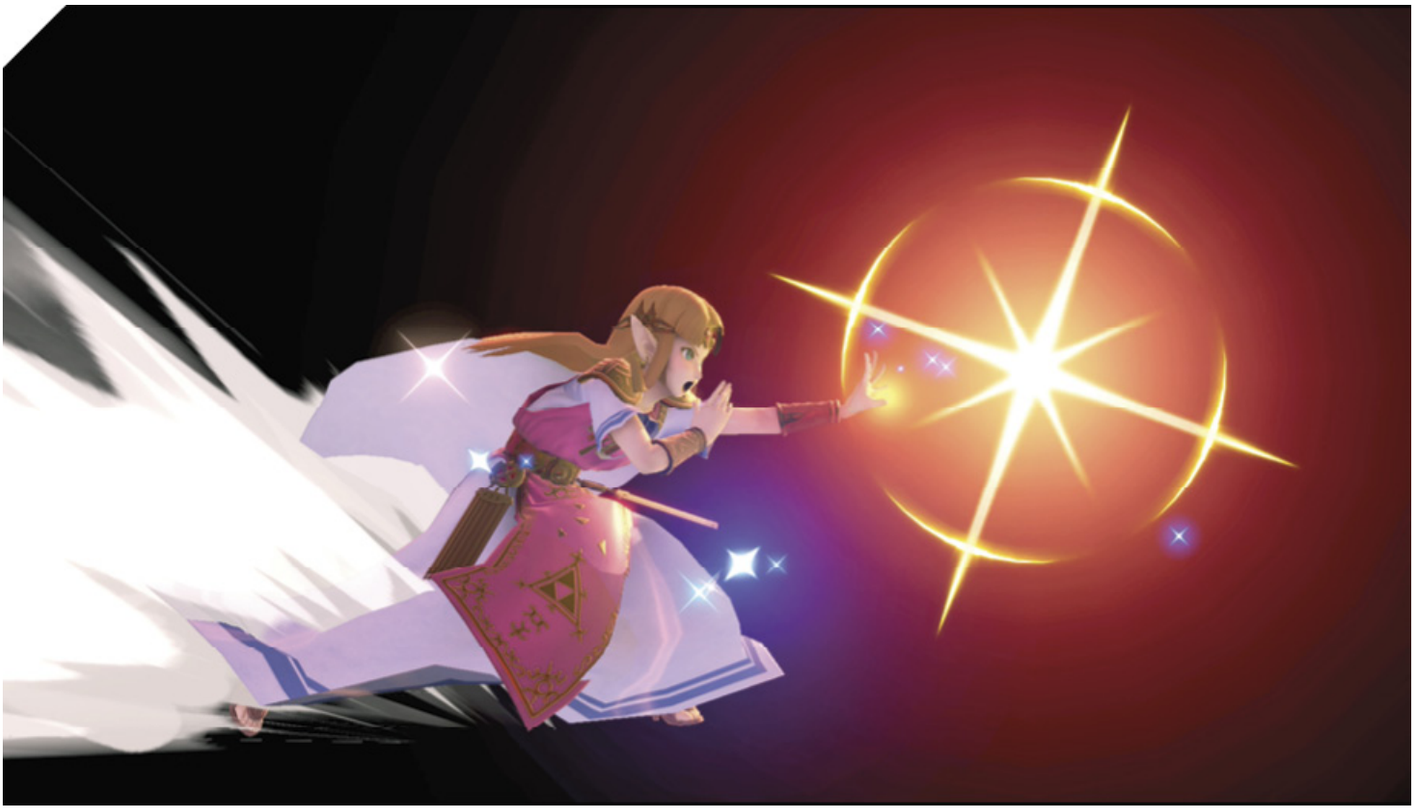
At low percentages, down tilt doesn't lead to anything; it just kicks aggressors back a bit. At medium percentages and higher, it trips victims into a tumbling knockdown! This gives Zelda an opening to rush in and pressure with a dash attack against their tech, as one example.

When down tilt is shielded, Zelda is safe from retaliatory neutral attacks if she blocks right after the kick ends. If an enemy with a fast grab cancels their shielding with a grab attempt, though, she'll get caught.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	1x4, 13-1.4x4, 18.2	Knocks foes up and away.
Up smash	2x4, 0.8x2, 5-2.8x4, 1.1x2, 7	Knocks foes into potential juggle position.
Down smash	12 front, 10 back-16.8 front, 14 back	Double-sided attack. Knocks enemies down at medium to high percentages.

SIDE SMASH



The princess extends forward both arms and creates a multi-hit swirl of energy in front of her hands. After several weaker hits, a powerful final blow ejects victims out of her grasp. This is different from moves like dash attack and side tilt in that you don't have to worry about aiming with the mystic sparks past her hands—anywhere along her arms deals the same damage.

In practice this is a slightly slower, beefier version of side tilt, without the ability to be aimed, and without the need to worry about aiming with the tip. If foes shield and strike back, Zelda isn't technically safe, but they'll likely be pushed back enough for an instant neutral attack to whiff in the space between fighters.

UP SMASH

Zelda conjures a shower of sparks directly above her head, holding enemies who get caught within for several hits.

There's a hitbox around Zelda's torso, so it's possible to catch point-blank standing foes with this, but it's primarily aimed upward, with an umbrella of hitboxes above her head where the sparks twinkle. Up smash is quicker to hit anti-air angles than up tilt, which has to go through the forward part of its travel before she's slapping upward. It's a reliable option for warding off jumping enemies and for batting tumbling targets back up.

Zelda is punishable if a standing enemy blocks properly against up smash, holding their shield up until after the very last hit. But they might drop shield early, eager to strike back, which makes later hits catch them.

DOWN SMASH

Zelda sweeps to both sides with a quick kick, first hitting directly in front with the same speed as down tilt before spinning to kick behind. The front kick deals a little more damage than the backward-aimed follow-up. At medium-damage percentages or higher, both kicks knock foes away fast. Zelda is easily punishable if they shield, though, whether in front or behind.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	10	Forward throw.
Back throw	12	Backward throw.
Up throw	11	Hurls foes into potential juggle position.
Down throw	1.5x4, 2	Bounces foes into potential juggle position behind Zelda.

GRABS

Zelda's grab is abnormally slow of someone of her size and weight, taking longer to grab than most heavyweights. It's not quite tether-grab-grade slow, but it's close. The reach is good, at least, extending a bit past her grasping hands. If you grab after running and pivoting, her grab is a bit slower, but has even more range. A good defensive option against onrushing aggressors is to run away, pivot, then grab.

Once a target is in Zelda's clutches, use front throw and back throw to hurl them toward the closest stage edge. Up throw and down throw both lead to combo chances, potentially using her powerful forward air and back air attack sweet spots. Up throw flings them straight up above, while down throw bounces them off the ground, so any juggle (like with immediate jumping back air attack) will be behind Zelda.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	2.5x4, 5	—
Forward air attack	20	Huge damage and knockback on sweet spot hit.
Back air attack	20	Huge damage and knockback on sweet spot hit.
Up air attack	17	Knocks foes into potential juggle position.
Down air attack	16	Huge damage and meteor smash on sweet spot hit.

NEUTRAL AIR ATTACK

The princess twirls quickly in midair, arms hitting to both sides. Neutral air attack, forward air attack, and back air attack all hit initially at the same speed, but while front/back air have incredibly strong first-active-frame sweet spots, later hits are much weaker and the hitboxes don't persist for long. There's also lots of end lag on both attacks. Neutral air attack, on the other hand, hits front and back at once and lasts a long time, about a fourth of a second. You can safely stick out neutral air attack right above enemies, then fast-fall into them, or leap upward toward other jumpers, sticking neutral air out in advance so it's active when Zelda meets her target.

FORWARD AIR ATTACK

The princess sticks her leg out in a precise frontal jump kick. There's an incredible sweet spot at the very tip of the kick right upon activation, dealing a whopping 20% damage with heavy knockback! The accuracy needed for this damage is extremely precise, though. If you hit deeper with the kick on the initial frame, or strike with later frames of the attack, it deals much less damage: between 4% and 8%.

Forward air attack has a lot of lag after use, so it doesn't lend itself well to low-altitude attacks, like during short hops or as a jump-in from higher altitudes. It also doesn't work for "walling" strategies some fighters employ, jumping up and down while sticking out a high-priority forward air or back air over and over again. But if you can aim well on air-to-air hits, this move has tremendous damage and KO potential.

BACK AIR ATTACK

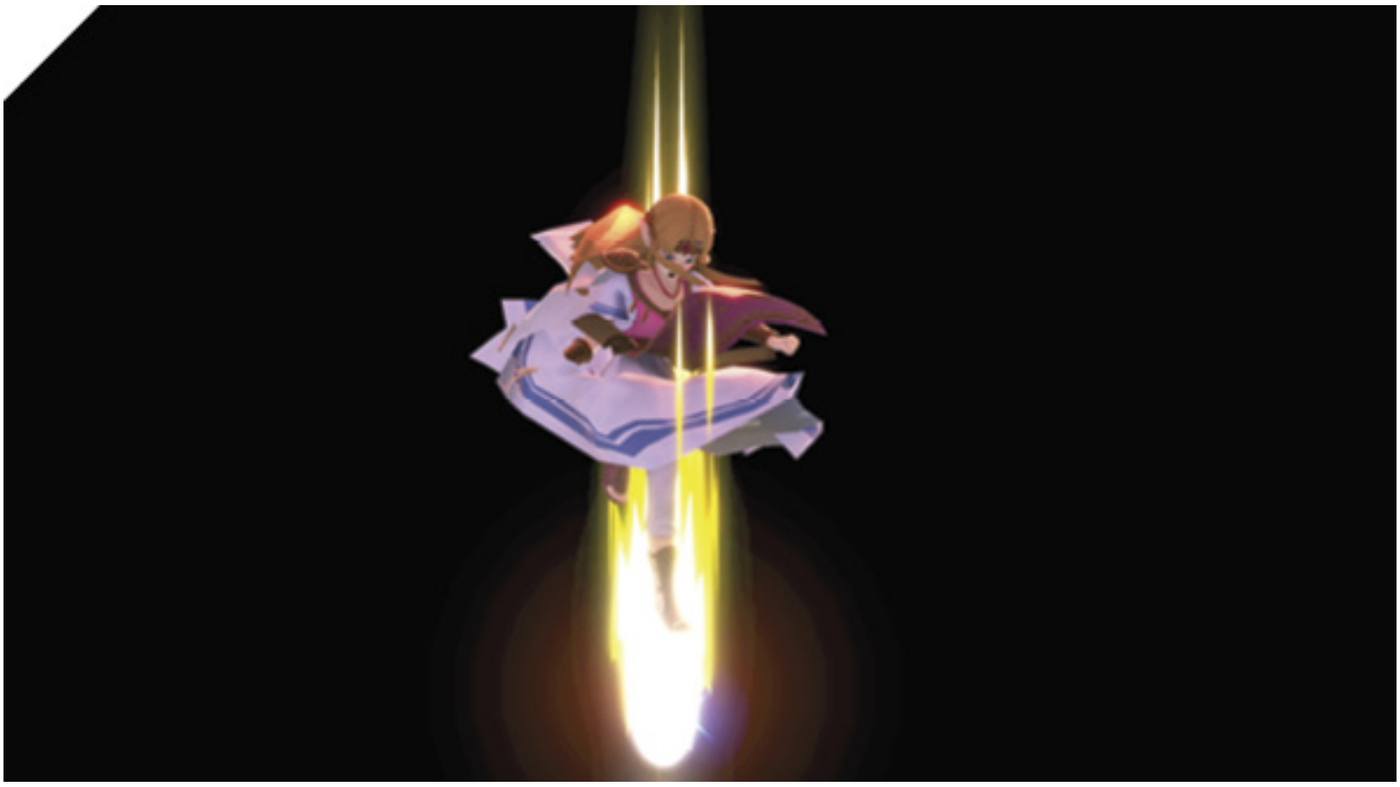
Back air attack is just like forward air, only aimed behind Zelda. It hits with the same speed, so there's no timing penalty for aiming the kick backward. This move also has a hugely damaging sweet spot at the tip, right when the kick begins. Deeper or later hits with this kick deal only 4% damage. Just like forward air attack, this has a lot of end lag in midair, and landing lag if used near the ground.

UP AIR ATTACK

After a lengthy jumping windup period, Zelda aims upward with a magical flaming blast. This is kind of like using a jumping smash attack in terms of speed. The hitbox is well above Zelda in midair, beyond where she points her upstretched arm. Anyone hit by this takes severe damage while being popped upward, vulnerable to more attacks.

If you catch an airborne enemy low to the ground with up air while descending, you can usually jump immediately upon landing and hit them again before they can recover, a devastating two-hit combo! However, since Zelda's reach is so high above, it's not suited for using last-moment before landing against standing enemies, unlike some up air attacks.

DOWN AIR ATTACK



Zelda aims downward with a powerful stomp, hitting in about the time it takes for up air to hit upward. Down air attack is much more lenient for aim, though, since her kick persists as a hitbox for a sixth of a second, instead of the eyeblink explosion of up air.

Down air attack, like many other Zelda moves, has a precise sweet spot that deals way more damage and knockback right when it first hits. If you hit precisely with the very beginning of down air attack, it acts as a meteor smash, kicking foes straight down into the abyss or bouncing them off the stage into juggle position. Later frames deal less damage, but at least still interfere with enemy actions.

SPECIAL MOVES

SPECIALS

MOVE	DAMAGE	NOTE
Neutral special	2x3, 5	Briefly intangible near start. Reflects projectiles.
Side special	3.5-14	Hold input to charge projectile and make it last longer. Release for detonation. Use control stick to direct shot.
Up special	6, 12 (10 on ground)	Hold control stick to aim warp after input. Hitboxes on disappearance and reappearance.
Down special	4.7-14.1	See table.

PHANTOM SLASH

ASSEMBLY STAGE	ATTACK	DAMAGE
No gauntlets	Short-range kick	4.7
Gauntlets, no sword	Short-range punch	6.6
Sword, no chest piece	Short-range sword slash	8.5
Sword with chest piece	Midrange sword chop	11.3
Chest piece and shield	Midrange sword chop	12.2
Helmet	Long-range upward-sweeping sword	14.1

NEUTRAL SPECIAL: NAYRU'S LOVE

Zelda spins in place, surrounded by a temporary crystal shield. The spinning crystals serve as an attack, hitting to both sides with speed analogous to a somewhat fast smash attack, shredding anyone for several hits, ground or air. But this move's main purpose is projectile reflection. Starting early in the move and lasting for half a second, any projectile that collides with the crystal becomes Zelda's, redirected at her challengers! There's a brief period of intangibility for the princess near the beginning, helping give this priority against projectiles about to hit her early in start-up.

Zelda's falling momentum is halted briefly when using this in midair, giving it extra use as an offstage recovery tool. It doesn't help you return to safety, but it gives you a bit more time to act. It can even reflect projectiles foes use to try to knock you farther from safety, or slap away foes air-to-air who chase you out over the edge, while still giving you time to use Farore's Wind afterward.

SIDE SPECIAL: DIN'S FIRE

Input side special to make Zelda cast a magical fireball, which drifts forward as long as you hold the input (up to a point). While holding the input, Din's Fire grows in strength, and can be curved up or down with the control stick. It's not as controllable as Ness's PK Thunder, but Din's Fire can be swerved around minor obstacles to hit someone on the other side.

Whenever you release the input, Din's Fire swells and explodes, creating a local hitbox wherever it's detonated. Using this attack requires precision, because it doesn't detonate just because you steer it into something. You have to release the button with appropriate timing.

If using this in midair, Zelda falls normally while controlling the fireball, but she can act again after her lag ends. Hurling Din's Fire at the stage is a way to clear out edge-guarders before zipping back to the stage with Farore's Wind.

UP SPECIAL: FARORE'S WIND

Zelda twirls and vanishes, warping quickly to a new location in any direction. There's a brief hitbox both when she disappears and when she reappears; the vanishing hitbox is the same in the air or on the ground, but the reappearance hitbox is slightly stronger in the air than when warping to the ground.

Immediately after input, hold the control stick in the desired direction to zip that way. Zelda is intangible while warping, so she can't be interrupted, and travels clean through any kind of attack. Farore's Wind is her main recovery tool, and adds an uncertainty in enemies about which direction she'll travel. If you direct Zelda's warp downward into the ground, she doesn't just reappear on the ground when it blocks her warp trajectory; she slides laterally for as long as the warp has left to go. Be careful using Farore's Wind to warp downward to the ground near stage edges, as she can slide right off while invisible, reappearing off the stage!

The initial spin and vanish hit is quick, slightly slower than down tilt or down smash. The reappearance hit is a half-second later. Opponents standing nearby (or hovering just above in midair) during Farore's Wind's vanishing hit are launched high in the air. It's possible for this launching hit to combo into the reappearance, if you warp at an upward angle to hit their body, but it's unlikely (this works best if they're positioned around Zelda's head when she launches them and vanishes).

DOWN SPECIAL: PHANTOM SLASH

Zelda summons a phantom set of mystic armor, which constructs itself piece by piece right behind her. With no further input after down special, Zelda is occupied for a little over one second with the mental effort of conjuring the phantom suit of armor, then she can act again. The completed phantom suit idles for just under another second, finally striking two seconds after the move is initiated. This gives Zelda almost one second to work with in between finishing her conjuring and when the suit strikes. She can huddle behind the knight and use it as a shield, or move in to pressure, knowing she'll be backed up by the suit of armor's swing.

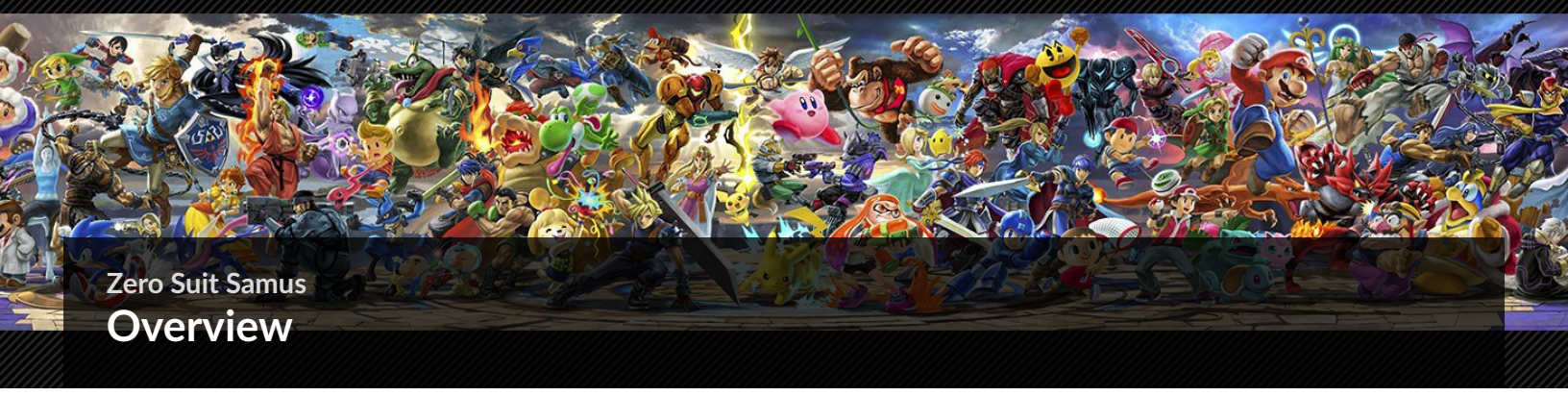
Though you can treat this as basically an assist that takes a second to build, then strikes in another second, it can be triggered earlier. Pressing the Special button again while the suit of armor is coming together sends it in for an immediate attack. The type of attack depends on how much of the suit is constructed when Zelda sends it forth. Being able to send the suit out prematurely can deter foes from imagining they can just rush in and hit Zelda while she's building her helper.

The fastest attack is a front kick, triggered if the suit still lacks gauntlets. Once the gauntlets are affixed, the suit instead goes with a straight punch. With a sword in hand, the suit travels farther with a horizontal sword slash. Once the chest piece appears, the sword attack becomes a longer-reaching downward chop. Finally, once the knight's shield appears, the resulting attack is full strength.

The knight is fully assembled before a second has elapsed (a third of a second before Zelda can act normally, if you don't trigger a premature swing), so you don't have to wait the full two seconds for the knight's full-power swing.

FINAL SMASH: TRIFORCE OF WISDOM

With the energy from a Smash Ball, Zelda is capable of unleashing the power of the legendary Triforce. The Triforce appears before her like a huge icon, repeatedly damaging anyone nearby inside a big radius. Opponents who have extremely high damage (over 100%) are KO'd by the Triforce outright!



Zero Suit Samus

Overview

Zero Suit Samus is one of the fastest fighters in the game, rivaled by a select few (such as Captain Falcon). Not only does much of her move set boast incredibly fast-starting active hitboxes, but her vulnerability windows (move lag) are relatively short, making her abnormally difficult to punish, which means she can take higher risks than most other fighters.

Her greatest strengths revolve around juggling and forcing out mistakes while aggressively pursuing airborne enemies. She excels at baiting out bad air dodges and punishing them with her exceedingly quick attacks, especially since many of her specials and attacks synergize and sequence well together (like Paralyzer into dash-in attack, down smash into Boost Kick, deep neutral air attack into ground grab).

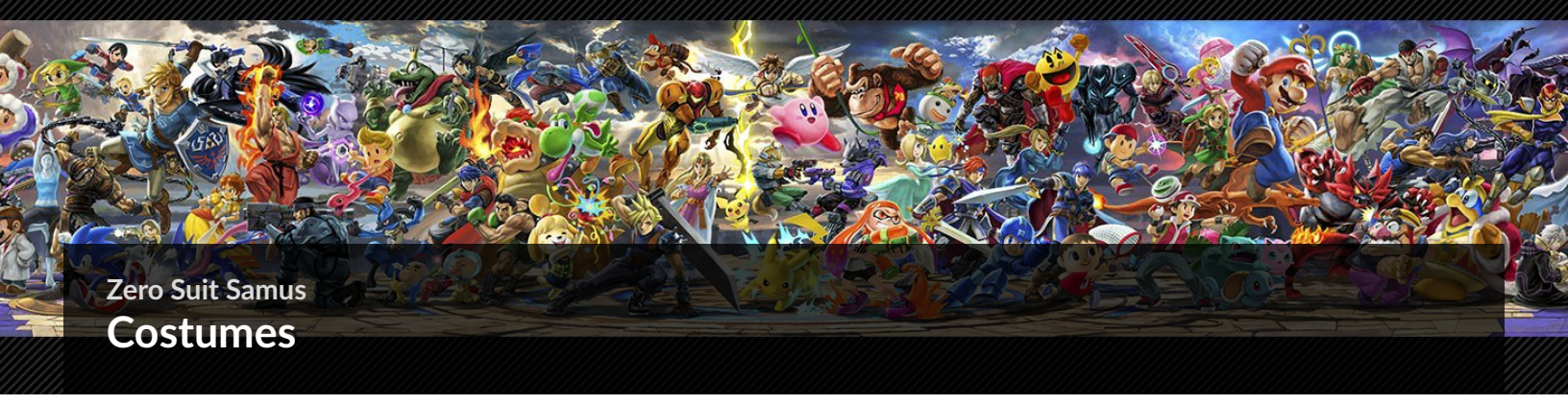
Zero Suit Samus can tilt down-left and down-right to crawl forward and backward, maintaining a low profile while having some freedom in mobility.

She can also grab on to ledges with her Plasma Whip by using either her side special or her unique air grab. This can be done only three times (regardless of which of the two ranged grapples you use). The fourth attempt causes her whip to bounce off the edge, leaving Zero Suit Samus to plummet to her doom in most cases. Reset this counter by touching the stage.

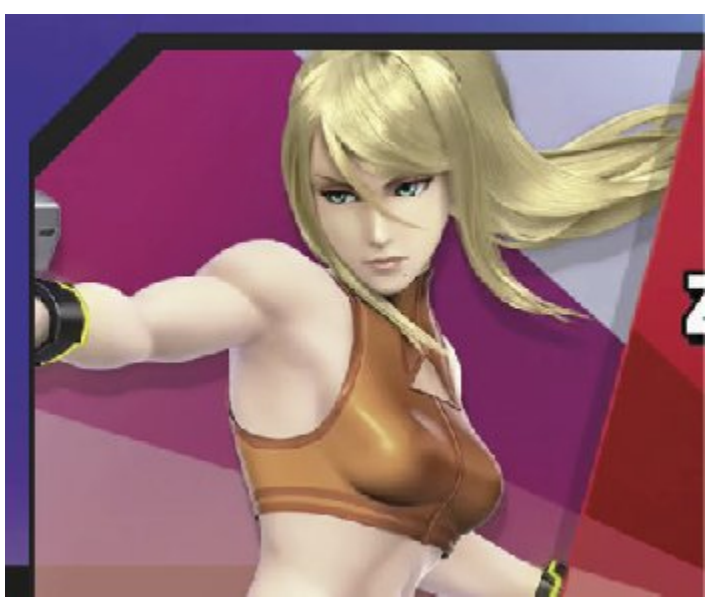
ZERO SUIT SAMUS VITALS

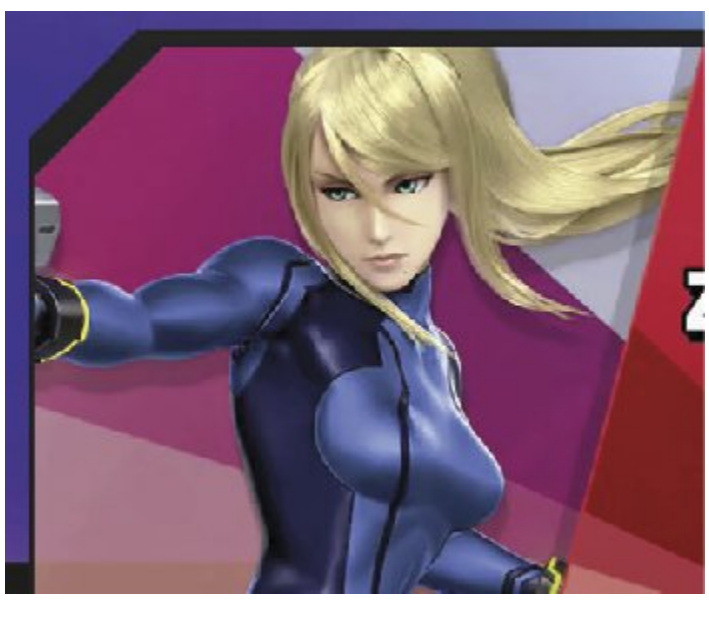
MOVEMENT OPTIONS	
Midair jumps:	1
Crouch walk:	Yes
Tether:	Yes
Wall jump:	Yes
Wall cling:	No

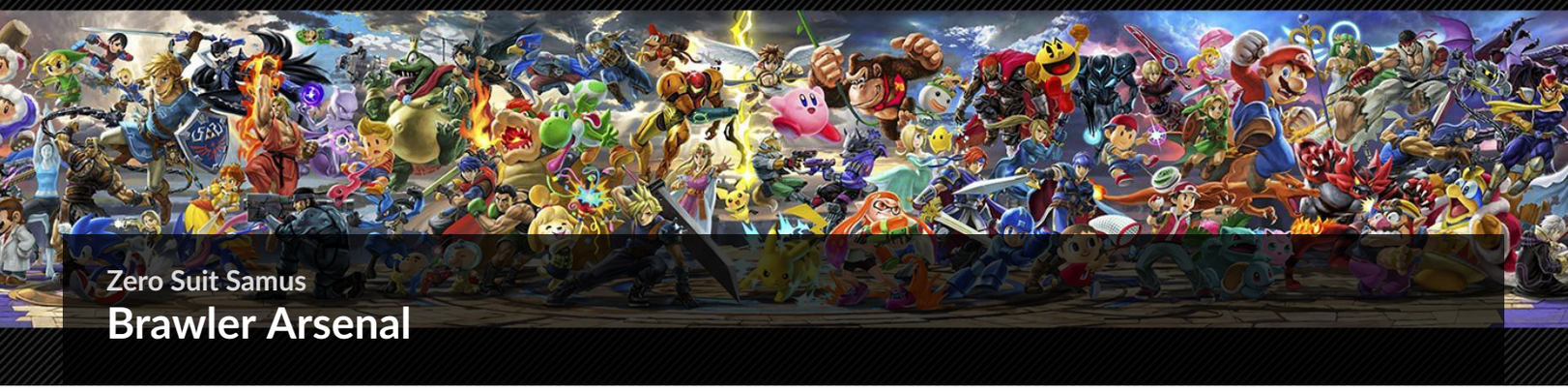
MOVEMENT RANKS	
Ground speed:	A (6)
Air speed:	A (9)
Falling speed:	B (23-24)
Weight:	D- (65-66)



Zero Suit Samus
Costumes







Zero Suit Samus
Brawler Arsenal

GROUNDED ATTACKS

NEUTRAL ATTACKS

NEUTRAL ATTACKS

MOVE	DAMAGE	NOTE
Neutral attack 1	1.5	Hold to repeat on whiff.
Neutral attack 2	1.5	—
Neutral attack 3	3	Knocks away.

Zero Suit Samus delivers a lightning-fast chop, followed by a right swing, and ending with a straight elbow strike, knocking her victim away. She has the fastest jab in the game (it hits instantly, on the very first frame!). You can hold the attack button on whiff to repeatedly chop, useful as an edge-guarding tactic to deter certain ledge-recovery options.

Jabs aren't generally used offensively, and Zero Suit Samus's neutral attack is no different. It's unsafe off of the second hit, and even more unsafe if the third hit is shielded. However, as the fastest jab in the game, you can almost always punish shielded attacks and deter and challenge enemy aggression. For instance, quick neutral attacks generally beat grab attempts, so if you can force the opponent to shield one of your smash or tilt attacks, more often than not, you can beat them to the punch with a neutral attack follow-up.

DASH ATTACK

MOVE	DAMAGE	NOTE
Dash attack	8	Launches up and away at slight angle, high launching power. Max damage early.

With the momentum of her speedy dash, Zero Suit Samus drives her knee into the enemy, launching them into the air. Although Zero Suit Samus's dash speed and dash attack are incredibly quick, Samus's dash attack leaves her extremely vulnerable when shielded. If your opponent responds to your approaching dash by putting up a shield, you can be punished quite easily.

However, it does have its uses. Like most dash attacks, it's an excellent on-reaction whiff punisher, best launched at foes when they miss with a high-lag move (such as a smash attack).

DEFENSIVE ATTACKS

MOVE	DAMAGE	NOTE
Ledge attack	9	Intangible.
Wake-up attack	7	Intangible.

TILTS

MOVE	DAMAGE	NOTE
Side tilt	7	Slight knockback. More damage with tip.
Up tilt	5, 7	Launches directly above.
Down tilt	8	Launches up and away slightly.

SIDE TILT

Zero Suit Samus delivers a staggering roundhouse kick to her opponent's midsection. While side tilt covers a solid horizontal range, it should be used carefully, as Zero Suit Samus has much more effective and safer tools that fill the same role.

Its primary use is for checking enemy aggression. For instance, after the opponent shields one of your Paralyzer shots, you can stick out side tilt to stuff incoming retaliatory dashes.

UP TILT

Zero Suit Samus quickly performs a handstand spin kick, striking nearby enemies from both her front and rear. This attack is exceptionally quick for an up tilt attack (faster than other fighters' neutral attacks). As such, it's an amazing out-of-shield buffer attack option for punishing shielded attacks with a potential combo. However, up tilt is considerably unsafe on block, so while it's quick and decently sets up your offense on hit, you can be punished if you're too predictable with your retaliation attempts.

DOWN TILT

Zero Suit Samus sinks down low to the ground and sweeps her foe off their feet. Down tilt pops enemies up into the air on hit, allowing for tech setups and potential combo opportunities.

Down tilt has surprising reach, with a hitbox extending slightly past her neutral attack 2. If spaced correctly, it's difficult to punish when shielded. Against most low-percentage foes (around 15%), you can get a guaranteed combo with a follow-up dashing hop forward air attack.

SMASHES

MOVE	DAMAGE	NOTE
Side smash	5, 11	Knocks away. Can be angled up or down.
Up smash	4, 0.8x5, 3	Last hit launches directly above for potential follow-up.
Down smash	8	Causes stun effect. Max damage up close.

SIDE SMASH

Zero Suit Samus executes a graceful double-roundhouse attack to the enemy's midsection, sending them flying away. This attack can be angled up or down in order to slightly alter its effective hitbox. While Zero Suit Samus's side smash leaves you vulnerable to reprisal, it has its uses as a combo finisher after certain hit-confirm attacks (mainly, after you successfully Paralyze an enemy with your Paralyzer shot or down smash). Otherwise, it's highly recommended that you leave this attack out of your normal neutral-game arsenal, saving it only as a high-damage punish attack or if you make a hard read on an aggressive foe.

UP SMASH

Zero Suit Samus attacks the space above her with a powerful whip attack. Up smash is a strong anti-air for challenging descending enemies, zoning them out. Since the whip doesn't extend a vulnerable limb, you're likely to beat out foes trying to get the drop on you as long as you're accurate with your up smash timing.

You can usually get a guaranteed follow-up up air attack after launching the enemy with up smash, as the whip sends them directly above and slightly behind you at an angle.

DOWN SMASH

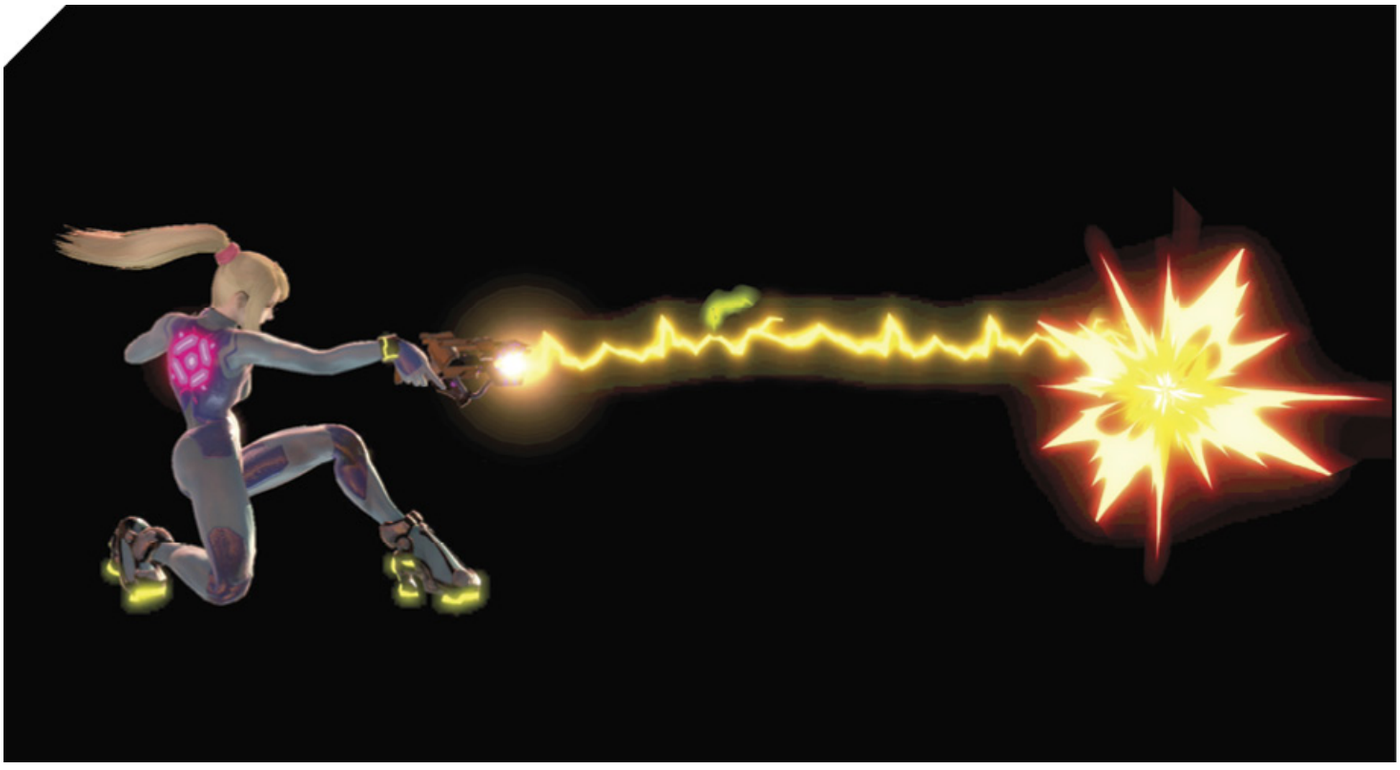
Zero Suit Samus fires her blaster at the ground in front of her, causing a sizable area-of-effect burst that stuns and knocks up foes caught in its blast radius. Down smash is an excellent setup for juggling and setting up combos. You can follow up down smash into forward smash as a kill combo, although it may be rare that you land it from the neutral game. However, down smash is a superb edge-guarding tool to threaten recovering foes or to punish them just as they grab the ledge.

Naturally, its drawback is that it can leave you susceptible to attacks if you miss with it. Try to make sure you at least force your foes to shield to limit your exposure. Mix up your offense between your faster safer attacks to train your enemies into a hesitant defensive posture, before committing to down smash attempts.

GRABS

MOVE	DAMAGE	NOTE
Grab attack	1.3	—
Front throw	5	Forward throw.
Back throw	5	Backward throw.
Up throw	6	Launches up and away.
Down throw	5	Launches up and away, allowing for potential follow-up.

GRABS



Zero Suit Samus's grab is a ranged tether that's unshieldable, but much slower to start than other fighters' conventional point-blank grabs. Like most throw options from grab, her forward and back throws set up knockdown and tech situations, and her up throw is a launching flip kick that gives you a bit of juggle-trapping and mix-up potential.

Down throw provides the most in terms of damage since you can usually score a guaranteed up air attack follow-up against low-percentage foes (such as against Mario at 20%).

Although a ranged grab is a great tool to have in your arsenal, Zero Suit Samus's ground grabs should be used sparingly, as there are usually safer and more effective attack sequences to use with her. Generally, you want to condition your opponent into defensive shielding habits before you commit to ground grabs.

Like regular Samus, Zero Suit Samus has an air grab attack (colloquially known as "zair"). And although it doesn't transition into a grab-and-throw state, it's an incredibly useful move. It's a non-committal attack (doesn't extend a vulnerable hurtbox), similar to a projectile. It's particularly effective when used from jump into fast fall or simply off of a short hop. Its landing lag isn't too bad either, so you're unlikely to be punished for pestering enemies with these sequences.

AERIAL ATTACKS

AERIALS

MOVE	DAMAGE	NOTE
Neutral air attack	8	Knocks up and away, low knockback.
Forward air attack	5, 7	First hit knocks up. Second hit knocks away.
Back air attack	12	Max damage with tip of attack.
Up air attack	6.5	Knocks up for potential follow-up.
Down air attack	5	Stall-then-fall attack. Meteor smash effect.

NEUTRAL AIR ATTACK

Zero Suit Samus cracks her electrified whip through the air, striking enemies in front and behind. This neutral air attack is one of her best spacing tools because of its effective range. It connects against small fighters during jump descent as long as your timing is accurate, with even the rear hitbox occasionally able to hit small-to-medium-sized fighters. It's also (usually) safe on landing.

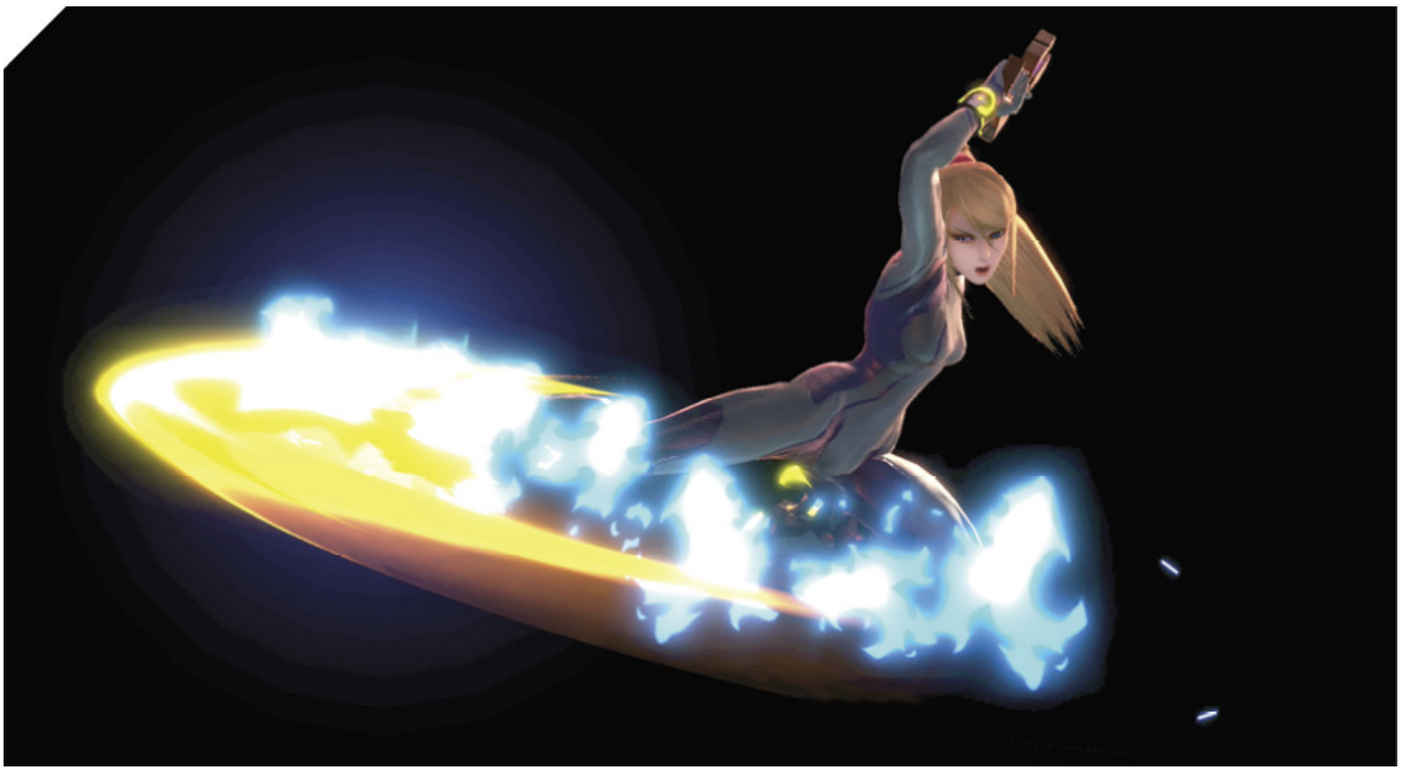
Neutral air attack is one of your staple combo-starters and poke attacks. Your effective distance revolves around your neutral air whip, and you want to keep the spacing in mind when attacking.

Note that the lag on neutral air attack is considerably high compared to your other air attacks, so you normally can't do jump early neutral air into an additional descending attack.

FORWARD AIR ATTACK

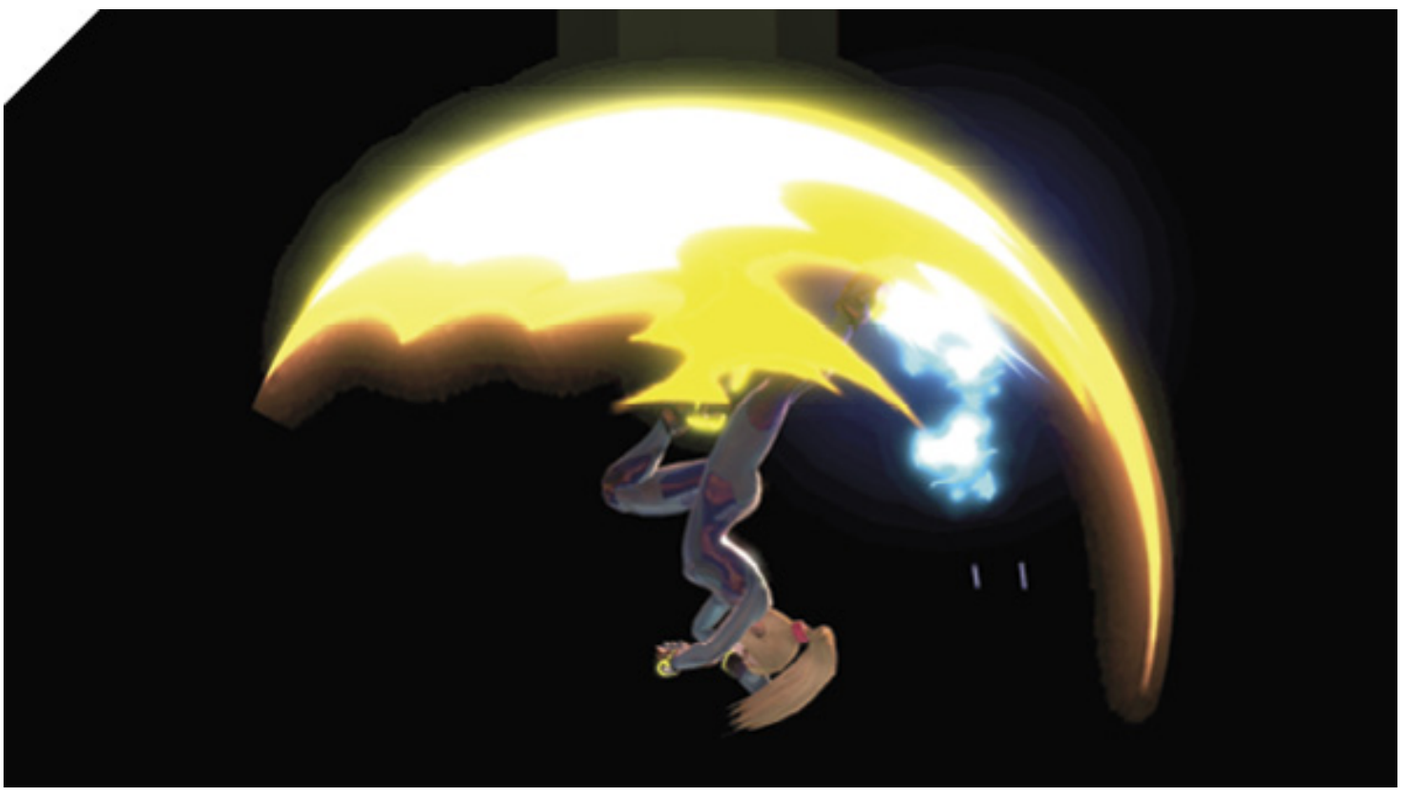
Zero Suit Samus delivers two quick horizontal kicks in succession, knocking foes away. This double-hit air attack excels at air-to-air horizontal skirmishes, particularly for edge-guarding and air-combo juggling chase-downs. Use this as a complementary attack with up air, especially after launch setups like down throw.

BACK AIR ATTACK



Zero Suit Samus quickly delivers an aerial rear-roundhouse kick. Back air attack is your main edge-guarding tool for keeping recovering opponents far from the ledge. It has low air lag time, so you can stick out back air and another air move. It's also a decent and safe knockout tool, so you can opt to prioritize going for this attack while you chase down high-percentage enemies.

UP AIR ATTACK



Zero Suit Samus delivers a somersault kick, taking down airborne enemies directly above. This is your air-control attack and your main juggling tool. Use this once you gain aerial positional advantage to keep your opponents guessing as you harass them aggressively with these somersault attacks and your other air attacks.

DOWN AIR ATTACK

Zero Suit Samus commits to a powerful downward thrust, launching herself from any altitude down a specific trajectory until she makes contact with a platform. As a dive-bomb-type attack, you have no control over your trajectory once you commit. If you perform it off a ledge over a pit, you're going to die, so be wary of your surroundings!

Additionally, the impact of Zero Suit Samus's dive kick landing causes a small area-of-effect burst that deals damage to nearby enemies.

SPECIAL MOVES

SPECIAL MOVES

MOVE	DAMAGE	NOTE
Neutral special	4 (6 max)	Charging increases range, damage, and stun duration.
Side special	1.2x4, 8	Launches up and away. Can grab ledges.
Up special	5, 1.3x5, 4	Launches up and away, high launching power.
Down special	Head Stomp: 8, Flip Cancel Kick: 14	Can be canceled into special kick (knocks back). Land on foe for stomp.

NEUTRAL SPECIAL: PARALYZER

Zero Suit Samus fires an energy blast that stuns enemies. At max charge, the blast's range, power, and stun are enhanced. Paralyzer is an incredibly powerful projectile attack that sets up combo opportunities. As its name implies, the attack Paralyzes and stuns foes in place for a certain duration (depending on how long you hold the charge upon execution). There are several possible follow-ups you can use when your Paralyzer shot connects, such as dash-in grab and dash-in Boost Kick combo.

You can special-reverse this attack, which is exceedingly useful in tight situations with your back turned to the enemy. This is executed by hitting Special and then immediately flicking the control stick in the opposite direction.

SIDE SPECIAL: PLASMA WHIP

Zero Suit Samus snaps at her foe with her electrified energy whip. It can also be used to grab on to ledges. Although this attack deals a considerable amount of damage, it's one of Zero Suit Samus's slowest attacks and should be used scarcely. If you stick out Plasma Whip right before you land during a jump, you're punished with extra landing lag. However, if you perform Plasma Whip early enough and your move animation completes while you're still airborne, you're met with much less landing lag.

UP SPECIAL: BOOST KICK

Zero Suit Samus launches herself into the air with a multi-hit strike, ending with a stylish spin kick that launches her victim. Along with your side smash, Boost Kick is one of your primary knockout moves for taking a stock from high-percentage foes. To set it up, either stun the enemy with a Paralyzer and then dash in and immediately Boost Kick, or pop them up with down smash into dash-in Boost Kick.

When chasing airborne enemies with Boost Kick, make sure to transition to fast fall on whiff to limit your vulnerability.

Boost Kick is also a decent out-of-shield attack. Immediately input up special for quick retaliation. Of course, as with most anti-air type specials, it can leave you vulnerable if you're not careful.

DOWN SPECIAL: FLIP JUMP

In an evasive maneuver, Zero Suit Samus flips through the air. If she successfully lands on a foe, she digs her heels in and buries them in the ground, leaving them vulnerable (if this hits an airborne enemy, they're meteor smashed). Alternatively, she can transition from the flip into a high-damage heavy kick.

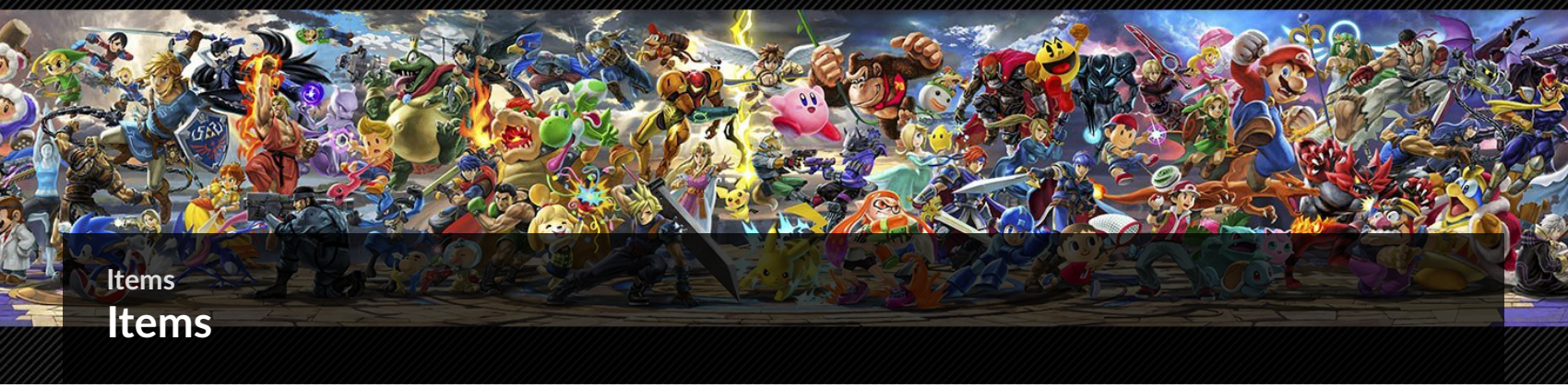
You can influence the distance covered with Flip Jump by tilting the stick forward or back. Although Zero Suit Samus always flips in the direction you're facing, you can drastically alter trajectory by immediately hitting back after inputting down+Special (although it's not technically a special-reverse—it behaves like a totally different flip).

Flip Jump's versatility makes it an incredible mix-up tool. You can keep your opponents guessing as to where you'll land and whether you'll attack. Additionally, Flip Jump is intangible for a sizable duration during the first half of the flip.

While Flip Jump can be canceled with a transitional heavy stomp attack by pressing Attack or Special during the flip, it leaves you highly vulnerable, as the ending landing lag is severe.

FINAL SMASH: ZERO LASER

Zero Suit Samus rides her gunship and aims its laser cannon via a targeting reticle. When fired, the laser hits consecutively and deals massive damage. It finishes with one last energy blast that launches opponents.



Items

SMASH BALL

Shatter this orb with an attack, then unleash your Final Smash with the special-move button.

ASSIST TROPHY

Call on different characters to help you fight! Some Assist Trophies can be KO'd, though…

POKÉ BALL

Summon a random Pokémon to team up with you against your foes!

MASTER BALL

Summon a Mythical or Legendary Pokémon! Much more valuable than a regular Poké Ball.

DRAGOON PARTS

Collect all three parts to assemble the Dragoon, and then unleash a powerful attack!

DAYBREAK PARTS

Construct this huge weapon by collecting its three parts, then use its powerful beam attack! After completing Daybreak, press the Attack button to fire a beam. Sudden impacts before firing make you drop it, so be careful!

CRATE

Break it to reveal a bunch of random items. Or throw it at opponents!

ROLLING CRATE

A crate with wheels. When attacked, it rolls off and deals big damage to whoever it hits. Attack it while standing on top, and you can even ride it!

PARTY BALL

This ball floats up into the air, plays a little tune, then releases a bunch of items.

BARREL

Break this to make a collection of items appear. If it's knocked on its side, it rolls around.

CAPSULE

Break this to reveal the contents, or throw it at enemies to deal some damage.

GRASS

If you see some grass growing out of the stage, walk over and pluck it to get a random item. You can only pluck it while you're on the ground.

BLAST BOX

Watch out! If you do too much damage to this, it goes BOOM! It blows up instantly if ignited, too!

BOMBER

The power of the Bomber decreases the farther you are from the center. Even if it's just about to go off, you're better off trying to get as far away as possible.

FAKE SMASH BALL

This item looks dangerously similar to a Smash Ball, but it explodes when broken. If you look closely, you'll notice that vertical and horizontal lines are switched.

SANDBAG

Hit Sandbag to make items fall out! The more you hit it, the easier it is to launch.

FOOD

Eat some to heal a little damage! Different foods heal for different amounts.

MAXIM TOMATO

A tomato with a big M on it. When eaten, it removes 50% damage from your counter.

HEART CONTAINER

This removes 100% damage from your counter! Grab it before your foes get to it!

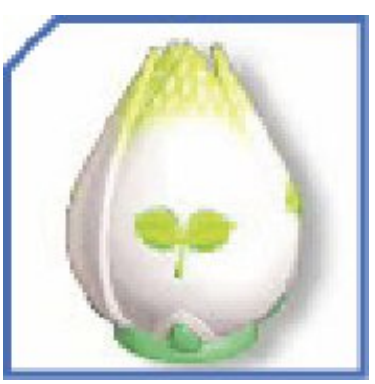
FAIRY BOTTLE

This item only heals a fighter who has taken more than 100% damage. Don't throw it at a badly injured enemy!

HEALING SPROUT

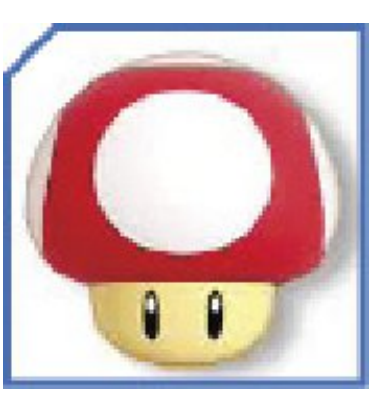
This item slowly heals whoever it's stuck to. It can be transferred to another fighter through contact.

HEALING FIELD



This item creates a healing field on the ground. Stand on it to slowly heal.

SUPER MUSHROOM



Touching this makes you giant, increasing your attack power and making you tough to launch.

POISON MUSHROOM

Running into one of these mushrooms shrinks you, making you less powerful and easier to launch.

WARP STAR

Sends you shooting up, then back down for a devastating attack. Aim your landing with left or right, and adjust the timing with up and down.

SUPER STAR

If you touch one of these, you'll be invincible for 10 seconds. Woot!

METAL BOX

Turns you into metal. Light attacks don't make you flinch and you're tough to launch, but you fall faster.

BUNNY HOOD

Put this on to greatly boost your speed and jumps. "What long ears it has! Will the power of the wild spring forth?"

TIMER

This item slows down everyone except the player who collects it…except when it backfires, of course.

LIGHTNING

Grab this to make the other fighters shrink—unless it backfires and shrinks you!

BULLET BILL

Use this to turn into a Bullet Bill and charge in a straight line—right through anyone in the way!

BEAM SWORD

Attack with a Beam Sword. The stronger the attack, the longer the blade gets!

LIP’S STICK

Attacking with this makes an energy-sapping flower bloom on your opponent’s head!

STAR ROD

Side smash attacks and side tilt attacks make this item fire star-shaped projectiles.

ORE CLUB

Use a side smash with the Ore Club to send a big whirlwind flying at your foes. Charge it up to make the whirlwind even bigger!

HAMMER

Once you start, you just can't stop swinging this item, even if the hammer's head pops off. Oops! Hit an opponent with the Hammer to send them flying! If you're launched while holding the Hammer, hit the Grab button as you start to spin to drop it!

HOME-RUN BAT

Use a side smash to send a foe flying for the fences. It's tricky to land, but it has lots of attack power! When hitting an opponent with a bat, the tip launches them the farthest. This is true of both the Home-Run Bat item and Ness's side smash.

GOLDEN HAMMER

Attack quickly over and over and over. Press Jump repeatedly to float through the air, too! This sometimes turns into a Squeaky Hammer. It doesn't hurt much, but that sound sure is cute, eh?

RAGE BLASTER

This item grows stronger if the user has taken lots of damage. A great way to make a comeback!

KILLING EDGE

When the blade glows, it deals critical hits with high power. It glows about every three seconds, so time your attacks well.

DEATH'S SCYTHE

A tilt or smash attack with this brutal weapon KOs opponents with high damage. KO high-damage opponents by hitting them with the tip of the scythe. If you use a smash attack from the correct distance, a black aura surrounds your opponent, signaling an instant KO.

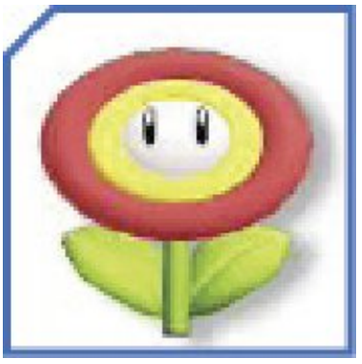
SUPER SCOPE

Fire rapidly by pressing the button quickly, or hold the button to charge up! The fully charged shot is powerful!

RAY GUN

The Ray Gun fires semi-automatic blasts of energy. The shape of the barrel is a reversed Smash Bros. symbol. The idea is that you can burn the symbol into your opponents.

FIRE FLOWER



Hold this out and bathe your foes in flame. The fire doesn't last forever, though, so don't waste it.

DRILL

Fire this to send a drill bit shooting across the stage, pushing enemies out and away. You can then throw the base!

GUST BELLOWS

Blow enemies away with this item. It's great for ruining someone's recovery, but it's easily blocked by shields.

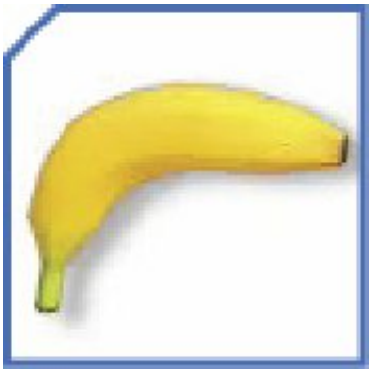
STEEL DIVER

Give the torpedo a second, and it shoots off at high speed. Quick, subtle, destructive.

RAMBLIN' EVIL MUSHROOM

Opponents hit with enough of these spores grow a mushroom, reversing their left and right controls.

BANANA GUN



The insides of the banana become a powerful bullet. After one shot, this item becomes a Banana Peel. Of course.

STAFF

The power of this item increases the farther you are from your target. At maximum power, a dramatic zoom effect occurs.

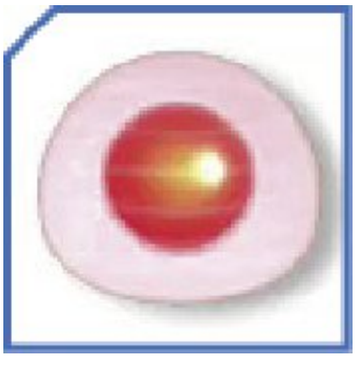
BOB-OMB

Despite its size, this bomb packs a serious punch. Left alone, it tends to get bored and wander off…

MOTION-SENSOR BOMB

Once placed on the battlefield, this small bomb goes off the moment anyone gets too close.

GOOEY BOMB



This bomb goes off shortly after sticking to something. If that something is you, brush the bomb onto someone else! Fast!

SMART BOMB

A bomb that creates a massive explosion, hurting anyone caught in the blast. Unless it's a dud. Then nothing happens.

BOMBCHU

This little zippy bomb crawls on floors, walls, and ceilings. It goes off if it hits someone or the fuse runs out.

X BOMB

The blast from this bomb goes in four directions. It can go vertically and horizontally, or diagonally.

HOCOTATE BOMB

This spaceship-turned-bomb soars skyward, returning a short time later to blow up on its launch site. The bomb detonates when it hits the ground. It has a big blast range, but the fighter who launches it is immune. While flying upward, it can hit enemies above repeatedly and even launch them right off the screen.

DEKU NUT

This little nut explodes on impact, dazing fighters on the ground and launching those who are airborne.

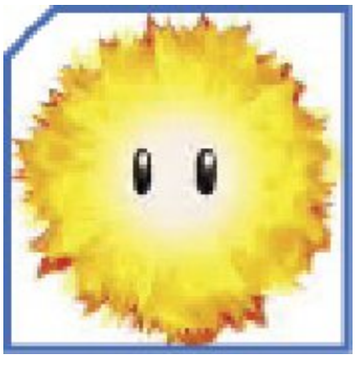
FREEZIE

An item that slowly slides on the ground. If thrown, anyone hit by it is frozen in ice for a time.

PITFALL

This creates a hidden snare, trapping anyone who steps on it in the ground, unable to move. If a Pitfall hits a fighter on the ground, it buries the fighter in the ground. If it hits a fighter in the air or on a platform, they're launched straight down.

HOTHEAD



A fireball that grows when attacked. It moves around the stage, growing bigger from certain types of attacks.

SOCCER BALL

Give it a good kick, and watch the ball burst into flames! You can't pick it up, though—that's a foul.

POW BLOCK

Hit it or throw it to launch everyone on the ground into the air. It only has three uses, so POW wisely!

SPINY SHELL

If you throw this, it seeks out the player with the highest score (who isn't you), then slams down and explodes on them!

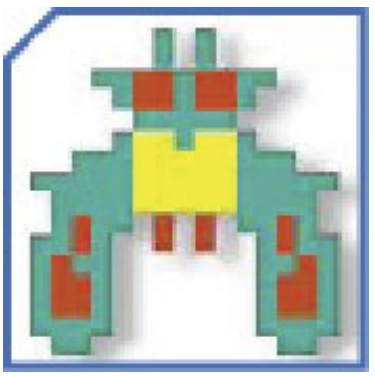
BOOMERANG

When thrown, this object eventually comes back to the thrower. Catch it to boost its power!

BEETLE

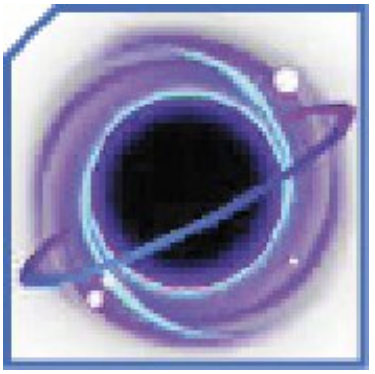
Throw it toward an enemy, and if it hits, it grabs on and drags them upward. The higher their damage, the harder it is to break free! If you attack an incoming Beetle, it does a U-turn. If a foe throws it at you, beat them at their own game!

BOSS GALAGA



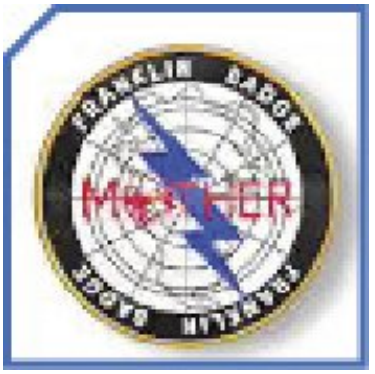
This zippy item tries to capture opponents with a tractor beam, then carry them into space. If you get caught up in Boss Galaga's tractor beam, you're pulled right off the stage. Wiggle back and forth quickly to escape!

BLACK HOLE



The Black Hole pulls items and fighters to its center. You can escape its pull if you use a move that causes you to shift quickly.

FRANKLIN BADGE



If you wear this, it reflects all projectile attacks from your foes.

BACK SHIELD

The Back Shield protects you from attacks from behind. It blocks attacks from battering items and projectiles, but it doesn't protect against throws. Its durability decreases each time it blocks an attack.

SCREW ATTACK

Pick this up, and you can do Screw Attacks when you jump. You can deliver air attacks while using the Screw Attack item. This can lead to powerful combos.

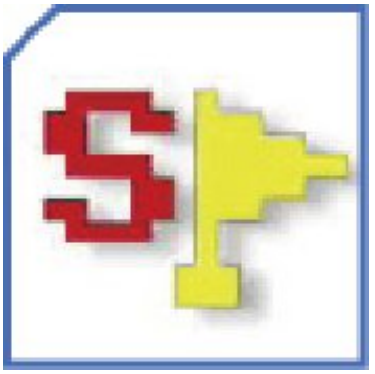
SUPER LEAF

Hold up or hold the Jump button while wearing this to hover with the help of a very fuzzy tail!

ROCKET BELT

While wearing this, hold up or hold the Jump button to fly straight up into the air. You refuel automatically on the ground.

SPECIAL FLAG



Hold this up for a while to get +1 KO (in a time battle) or +1 stock (in a stock battle). Or use it as bait to lure your foes in for a beating!

SUPER LAUNCH STAR

Throw it to create a star-shaped gate that launches fighters who enter it. The Super Launch Star sends fighters in the direction the star was thrown from. If you jump off the side and toss it toward the stage, you can use it to interfere with people trying to recover from offstage.

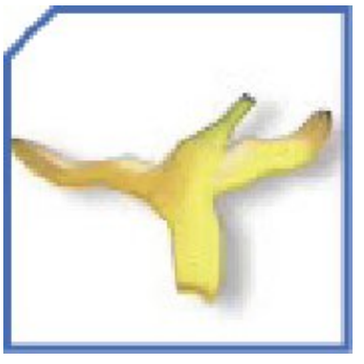
SUPERSPICY CURRY

A spiciness out of this world! You constantly breathe fire from your mouth!

FIRE BAR

Five fireballs are linked to the hilt of this weapon. As you attack with it, the number of fireballs decreases.

BANANA PEEL



A classic comedy staple: if you step on one of these, you fall on your rump. It never gets old!

SMOKE BALL

After being thrown, this item rolls around on the ground or sticks to opponents. The smoke makes it hard to see the battle.

UNIRA

It reveals its dangerous spikes after being placed. It sticks to walls, too!

CUCCO

Cuccos wander around the stage, minding their own business. If you're heartless enough to attack one, you deserve what you get. If you hit another fighter with a Cucco, it gets angry at them instead of you! The flock doesn't hurt you at all! Maybe being thrown doesn't ruffle feathers? If a Cucco is damaged by a stage hazard, it's not sure who to get angry with… so it calls the flock on EVERYONE. Not fair! Not fair!

BEEHIVE

Throw this item at an enemy, and the bees swarm around them, dealing damage over time. Bees laugh at shields and attack right through them. Jerks.

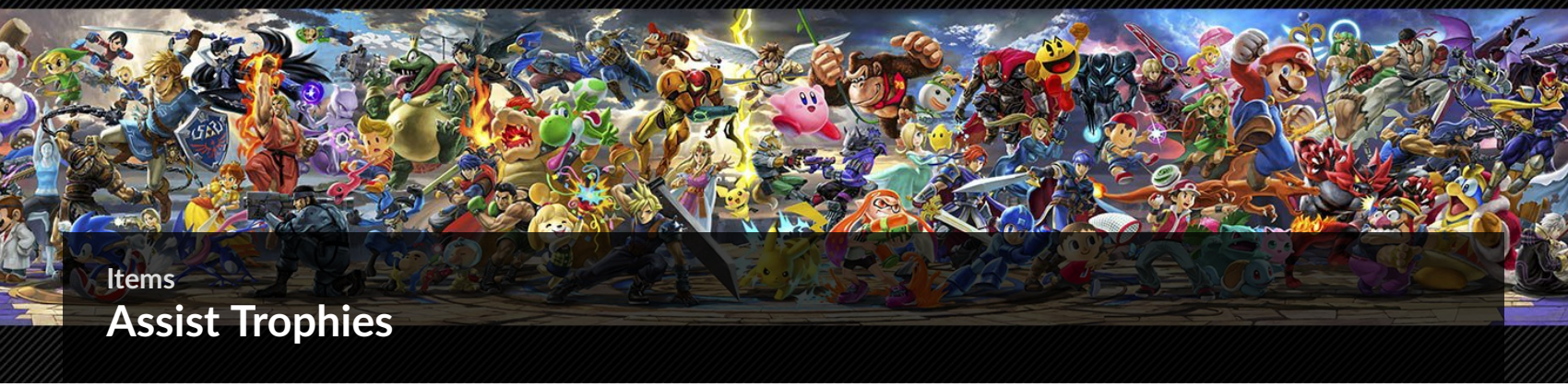
KILLER EYE

A stationary cannon that shoots damaging beams. You can change its direction by hitting it.

Throw a Killer Eye at a wall or ceiling, and it sticks there. It might not be the most effective attack strategy, but it could catch foes by surprise!

BEASTBALL

Throw it, and it disappears in the air, then reappears near an opponent, covered in flames. If you hit a target before the ball disappears, it suddenly changes positions and flies toward the target. If it lands a direct hit, it hits multiple times after appearing again!



Items

Assist Trophies

HAMMER BRO

Throws hammers. Lots and lots of hammers. The Hammer Bro doesn't move from side to side, so you're safe as long as you stay out of range.

CHAIN CHOMP

Jumps at nearby opponents, biting at them fiercely. If a Chain Chomp falls off the stage, it just jumps right back up! If a Chain Chomp's stake is on a breakable platform, the Chain Chomp falls off the stage if it breaks.

THWOMP

Squishes opponents caught beneath it. Can’t be KO’d.

WALUIGI

Stomps on nearby opponents, then launches them with a racket. He only ever jumps directly up, so leaping left or right is a good way to avoid him.

KLAPTRAP

Leaps up on opponents and bites down with sharp fangs.

SKULL KID

Skull Kid calls on a variety of mystical powers when he appears in the battle. Unfortunately, these powers affect whoever summons him too!

Skull Kid has three different moves: make everyone invisible, flip the stage horizontally, and flip the stage upside down.

MOON

Falls from the sky and causes a massive explosion when it hits the stage. Can't be KO'd.

MIDNA

Warps around the stage, grabbing and throwing opponents with a powerful swing. Watch out for Midna's hand-shaped hair. She reaches out and grabs nearby fighters no matter how badly you wish your shield could stop it.

GHIRAHIM

Throws knives and slashes with a blade, closing in on opponents by dashing and warping. He also deflects any projectiles he's facing.

METROID

Latches on to an opponent and steals their energy. It can be killed if frozen.

MOTHER BRAIN

Attack Mother Brain to defeat her! The glass around her shatters after she fires lasers—that's your chance to strike! Mother Brain fires ring-shaped projectiles called Rinkas from off-screen. These are energy-based, so they can be absorbed or reflected.

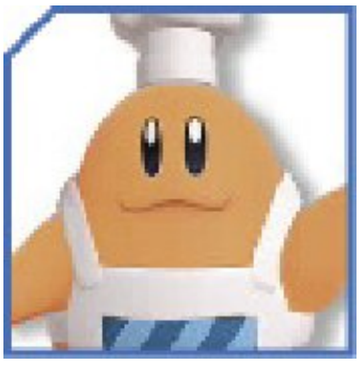
NIGHTMARE

When Nightmare changes from his Power Orb to his true form, the screen goes completely black, obscuring the stage. Can't be KO'd.

KNUCKLE JOE

Opens with a Vulcan Jab, then unleashes Smash Punch or Rising Break.

CHEF KAWASAKI



Grabs hold of opponents and mixes them into a pot. Once the broth is ready, he makes health-recovery items!

ANDROSS

Moves into the background, then fires polygon panels at the stage. Can’t be KO’d.

KRYSTAL

Fights with a staff and shoots ice magic at opponents.

SAMURAI GOROH

Charges around the stage, swinging a dangerous katana.

STARMAN

He shoots either a PK Beam γ or PK Beam Ω, stunning fighters. PK Beam γ targets one fighter, but Ω is less discerning. If you can keep up with his teleporting, Starman can be defeated. Reflecting or absorbing the PK Beams is a good strategy too.

JEFF

Fires a volley of five bottle rockets. Jeff's bottle rockets explode when they hit obstacles, so hiding in a place with walls or ceilings helps to protect you from them. Can't be KO'd.

TIKI

Transforms into a dragon and breathes fire.

LYN

Lyn is a swordfighter who has perfected her Quick Draw. After she draws her sword, she attacks the nearest opponent. Right before she strikes, Lyn moves slightly this is your cue to dodge and avoid her attack!

BLACK KNIGHT

Slowly approaches, then executes several extremely powerful slashing attacks. He can only be launched by very powerful attacks.

PHOSPHORA

Moves around at lightning speed, shooting three types of electric attacks.

ASHLEY

A dark field appears around Ashley. Any foes inside the field move more slowly and take continuous damage. Can't be KO'd. Unless you've summoned Ashley, eating food while within her dark field causes damage instead of healing. It's Pit's worst nightmare!

BURROWING SNAGRET

Pecks at opponents with its beak.

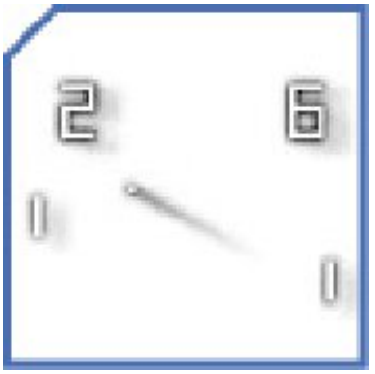
KAPP'N

Takes opponents who are hit by the bus off the screen. Even if you're forced to board the bus, you can wiggle the control stick to get out. However, Kapp'n reappears multiple times. Can't be KO'd.

RIKI

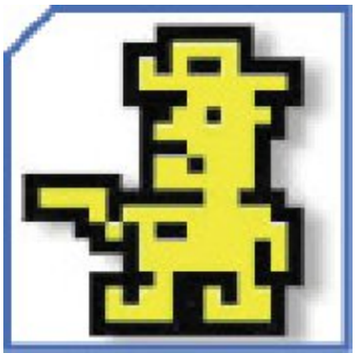
This fluffy little Nopon has six Arts he might use, picked at random, each with a different effect. Sadly, he might end up helping your opponents… Can't be KO'd.

COLOR TV-GAME 15



Starts a rally with two paddles and reflects any projectiles that hit them.

SHERIFF

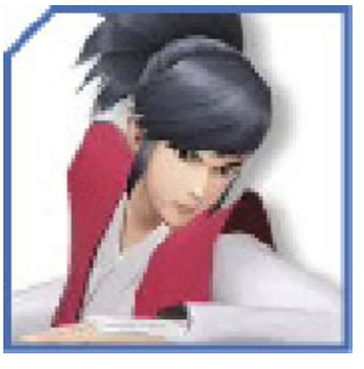


Sheriff fires high-speed, powerful shots at fighters. It’s impossible to reflect or absorb these shots!

DEVIL

The Devil begins pointing in various directions, and the stage shifts that way. If you slide off the screen, you’re KO’d! The Devil can’t be KO’d.

TAKAMARU



Gets up close to opponents and unleashes a flurry of slashes. The Windmill Swords travel in a cross shape.

DR. WRIGHT

Calls a building up from the ground. If he's struck, he counterattacks with a huge building!

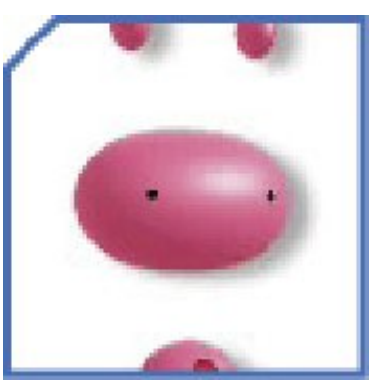
FLIES & HAND

Appears and tries to swat several annoying flies.

PRINCE OF SABLÉ

Transforms into a frog or a snake, then hits opponents with a flurry of attacks. Can be KO'd while in his prince form.

SUKAPON



Spins around and tackles opponents, occasionally chucking its own head.

ISAAC

Uses hands, created with Psynergy, to carry opponents away.

STARFY

Performs a Star Spin at nearby opponents. However, the attack is weak.

NINTENDOG

Jumps up onto the screen, blocking the view. But it’s too cute to be mad at. Can’t be KO’d.

DR. KAWASHIMA

Numbers fly in from off the screen. Attack them to make them change direction. Causes huge explosions if two numbers collide and add up to 10. Can't be KO'd.

VINCE

Covers up opponents with drawings and deals damage.

DILLON

Rolls around wildly with Roll Attack. His Arma-Charge is super powerful, so get to dodging if you see him spinning up!

YURI KOZUKATA

Stuns opponents caught in the photo. Can't be KO'd.

ARCADE BUNNY

Grabs opponents with a crane. Can’t be KO’d.

SPRING MAN

Uses his extending arms to reach opponents, and uses a Rush in a pinch.

SQUID SISTERS

They perform and become the focus of the camera, shrinking the screen. Can’t be KO’d.

GHOSTS

Blinky, Inky, Pinky, and Clyde all appear on the stage! They each have their own movement patterns and hurt opponents who touch them. Defeating one sends the rest fleeing.

BOMBERMAN

Places bombs that cause chain explosions, and also places remotely detonated bombs. You can move the bombs by attacking them. But if you get too close to a remote bomb, Bomberman can detonate it.

ALUCARD

Slashes at nearby opponents, and can travel around the stage as mist or a bat.

WILY CAPSULE

Warps around the stage, shooting three different kinds of shots.

ZERO (MEGA MAN)

Slashes with the Z-Saber, and when it’s time for Zero to depart, he unleashes Genmu Zero.

KNUCKLES

Dishes out uppercuts and spin attacks to opponents.

SHADOW

Uses Chaos Control to slow down opponents. Can’t be KO’d.

GUILE

Uses Flash Kick on nearby opponents.

AKIRA

Performs powerful physical attacks using Bajiquan.

GRAY FOX

Uses a high-frequency blade to cut down opponents and reflect projectiles.

RATHALOS

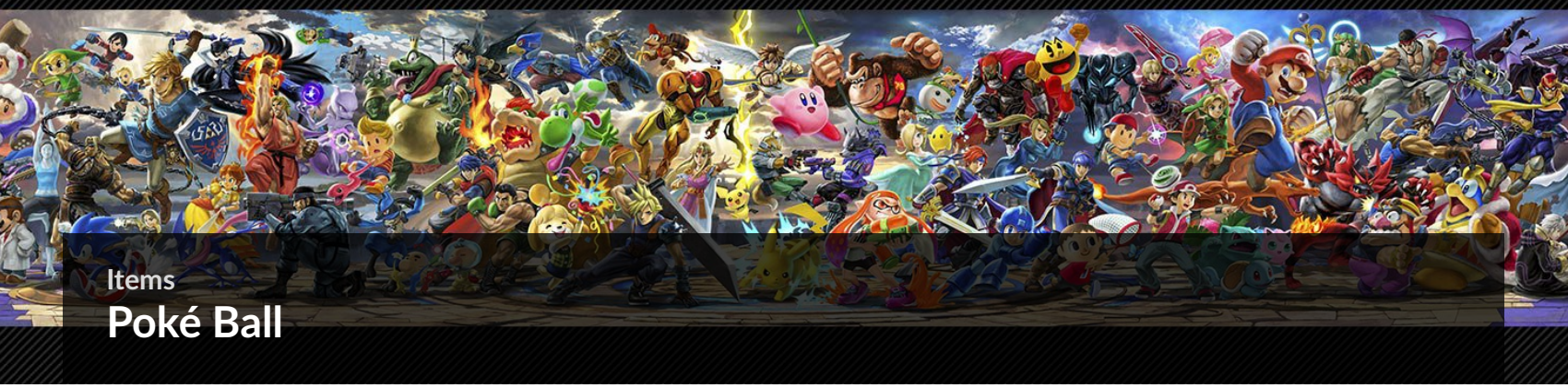
Swings its tail and poisonous claws around, attacking any nearby opponents. You can damage Rathalos's tail! Succeed and an item appears.

RODIN

Summons a massive punch into the battle. He sometimes leaves a weapon behind when he departs.

SHOVEL KNIGHT

Attacks enemies with a shovel, and also digs hidden holes that trap enemies. While Shovel Knight is digging holes, he sometimes digs up food! He can also reflect projectiles with his shovel.



Items

Poké Ball

ALOLAN RAICHU

Rides its own tail in a surfing attack, dealing electric damage to anyone who gets hit.

VULPIX

Shoots out fireballs that create a pillar of fire where they land.

ALOLAN VULPIX

Breathes out an icy blast that freezes opposing fighters.

MEOWTH

Meowth can use Pay Day to throw coins at enemy fighters. They don’t do much damage, but the attack has a wide range.

ABRA

Abra teleports opponents to areas that don’t have platforms below them. Depending on how Abra is feeling, it may teleport repeatedly and change the place it drops the opponent.

ELECTRODE

Explodes after a short time. Right before an Electrode explodes, its body goes red. That's when you can grab it and throw it at your opponents!

ALOLAN EXEGGUTOR

Uses its large body to get in the way of fighters.

GOLDEEN

Flops around. That's all. It's a fish out of water—what did you expect? (If damage were dealt from enthusiasm, Goldeen would KO everyone with Splash. But it isn't. Not even when Goldeen comes from a Master Ball.)

STARYU

Staryu pursues a target and shoots stars at high speed. For fighters with projectile-absorbing moves, this is like an early birthday present!

DITTO

Transforms into the fighter who threw the Poké Ball, then attacks enemies. That fighter gets any KOs it pulls off.

EEVEE

Eevee uses Take Down on any fighters nearby. If there aren't any, it just stands around looking a bit confused.

SNORLAX

Jumps high and comes back down in the same spot larger than before.

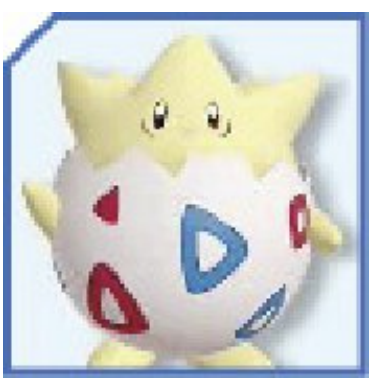
MOLTRES

Moltres slowly rises after appearing. Even barely touching this Legendary Pokémon sends a fighter flying.

MEW

Nothing happens except a realization that you’re quite lucky to have seen one.

TOGEPI



Calls forth one of a variety of attacks with a wave of its hand. Which will it be this time?

BELLOSSOM

Getting close to it puts you right to sleep! The more damage you've taken, the longer you count sheep.

SCIZOR

Dashes into the air toward opponents, slashing at them with steel claws.

ENTEI

Fire Spin has a gravitational effect, sucking in anyone who touches it. Once you're trapped in the fiery pillar, it does huge damage.

SUICUNE

Getting hit by Aurora Beam gives you a chance to cool off. Literally. Even touching Suicune right when it appears freezes you.

LUGIA

Lugia launches Aeroblast, a wide-range attack, from the back of the stage. This attack can't be blocked—do all you can to get clear!

GARDEVOIR

Gardevoir uses a barrier that reflects projectiles. If you summon it, your own projectiles aren't affected. Nice!

METAGROSS

Only touch Metagross if you like being buried. Anyone too slow to flee suffers this Pokémon's Earthquake attack.

LATIAS & LATIOS

Latias and Latios fly across the screen from the left and right, damaging anyone they hit and leaving gusts of wind in their wake.

KYOGRE

Hydro Pump pushes fighters off the stage. It's difficult to escape the power of this current.

DEOXYS

Hyper Beam draws in fighters, but it doesn't hurt for you to launch them toward Deoxys too.

ABOMASNOW

Abomasnow's Blizzard move pulls you toward the Pokémon. Once Blizzard ends, Abomasnow unleashes Ice Punch!

PALKIA

Everything gets flipped 180 degrees, changing the landscape. The controls stay true to the level's orientation; don't get confused and fall!

GIRATINA

Giratina launches a massive gust of wind that hits multiple times. Be careful—this move is tough to avoid and can send you off the screen.

DARKRAI

Its Dark Void move has a strong gravitational pull and puts anyone who touches it to sleep. If you're caught in midair, you fall to the ground, sound asleep.

ARCEUS

Sends any airborne opponents crashing to the ground. Players on the ground are unaffected, but amused.

VICTINI

Generously gives the fighter who threw its Poké Ball a Final Smash.

SNIVY

Snivy's Razor Leaf rapidly fires at short range, but anyone caught in it is hit over and over and over.

OSHAWOTT

Surfs on a wave and tries to drag opponents off the stage.

ZOROARK

Throws a grounded opponent into the air, then slashes them with its claws. Its Fury Swipes attack smacks its victim down hard. Wait for them to hit the ground—that's your chance to deliver a follow-up attack!

KYUREM

Icy Wind freezes fighters in just one hit. Not only does the attack have a wide range, but Kyurem can keep it going for a long time.

KELDEO

When it uses Secret Sword, it rushes up to a fighter and delivers a powerful, wide-range slash attack with its extended horn.

MELOETTA

Meloetta's song bounces off walls and platforms. In smaller stages, the song bounces unpredictably, making it tough to avoid.

GENESECT

Both Genesect's laser and its Techno Blast can penetrate walls, so all you can do is stay out of its line of sight.

CHESPIN

Chespin uses Seed Bomb, causing explosions all around it that deal a large amount of damage to anyone hit by the attack.

FENNEKIN

Incinerate creates a fire pillar reaching out in front of Fennekin. If it connects, it does repeated damage to fighters.

FLETCHLING

Pecks at opponents with its surprisingly painful beak. Once Fletchling settles on a target, it can be a real pest. Strike while your foes are distracted by this little Pokémon's attacks!

SPEWPA

If attacked, it reacts with a blast of Stun Spore, so…you leave Spewpa alone, Spewpa leaves you alone.

GOGOAT

Runs around the stage and launches opponents it hits. Fighters can also hitch a ride on Gogoat!

SWIRLIX

Shrouds itself in smoke and slows down nearby opponents. Those who stray too close to Swirlix have their movement reduced. Take advantage of this if you brought Swirlix into battle!

INKAY

Inkay's Topsy-Turvy move knocks over nearby fighters. It doesn't work on anybody in the air, though, so try jumping!

DEDENNE

Its Discharge attack creates an electrical burst with Dedenne in the center. Fighters caught in this take multiple hits.

XERNEAS

Turns the user gold and greatly enhances their launching power for a time.

BEWEAR

Deals a devastating uppercut to any foe that gets too close.

PYUKUMUKU

If a fighter steps on Pyukumuku, it unleashes a punch with a launching effect. It does this every time it’s stepped on. You can pick it up too, so throw it at opponents!

TOGEDEMARU

Calls down a lightning bolt on itself in order to shoot out sparks from its body.

MIMIKYU

Mimikyu drags a nearby opponent into its body and attacks them. While inside Mimikyu, the opponent cannot move. If the opponent has more than 90% damage after the attack, they're instantly KO'd.

TAPU KOKO

Creates an electric field that stuns opponents. It also shoots out electricity.

SOLGALEO

Enters its Radiant Sun phase and charges at enemies, engulfed in flames.

LUNALA

Enters its Full Moon phase and shoots a powerful ray from a distance.

MARSHADOW

Leaps from an opponent’s shadow and lets loose with a powerful punch. When there are multiple opponents, it may change its target between punches.

GOLDEEN

Flops around. That's all. It's a fish out of water—what did you expect? If damage were dealt from enthusiasm, Goldeen would KO everyone with Splash. But it isn't. Not even when Goldeen comes from a Master Ball.)

MOLTRES

Moltres slowly rises after appearing. Even barely touching this Legendary Pokémon sends a fighter flying.

MEW

Nothing happens except a realization that you're quite lucky to have seen one.

ENTEI

Fire Spin has a gravitational effect, sucking in anyone who touches it. Once you're trapped in the fiery pillar, it does huge damage.

SUICUNE

Getting hit by Aurora Beam gives you a chance to cool off. Literally. Even touching Suicune right when it appears freezes you.

LUGIA

Lugia launches Aeroblast, a wide-range attack, from the back of the stage. This attack can't be blocked—do all you can to get clear!

LATIAS & LATIOS

Latias and Latios fly across the screen from the left and right, damaging anyone they hit and leaving gusts of wind in their wake.

KYOGRE

Hydro Pump pushes fighters off the stage. It's difficult to escape the power of this current.

DEOXYS

Hyper Beam draws in fighters, but it doesn't hurt for you to launch them toward Deoxys too.

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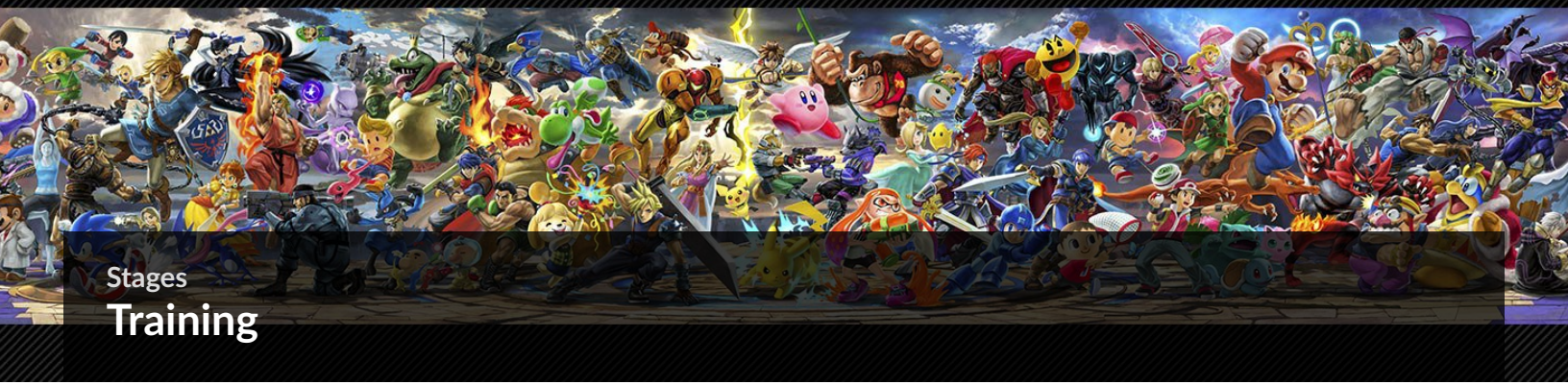
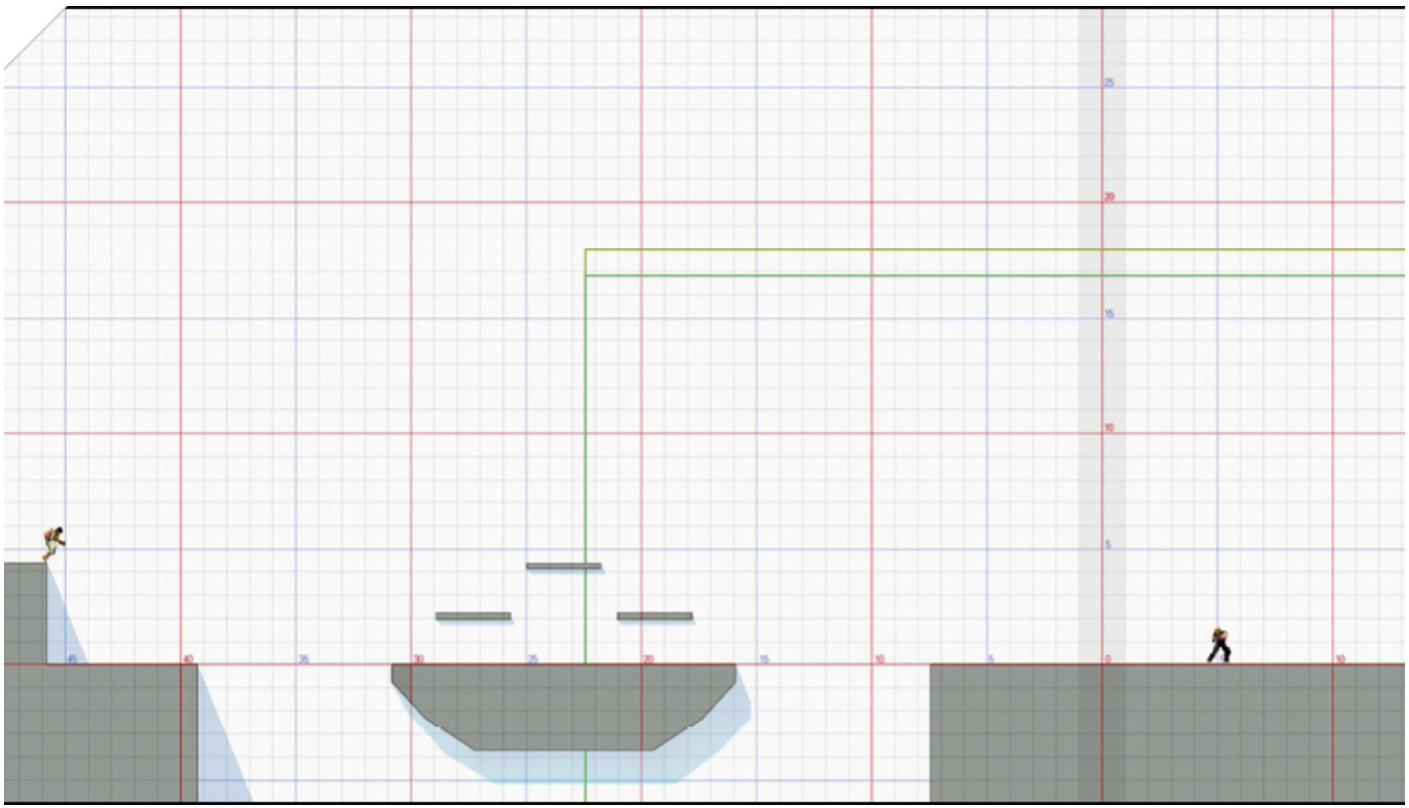
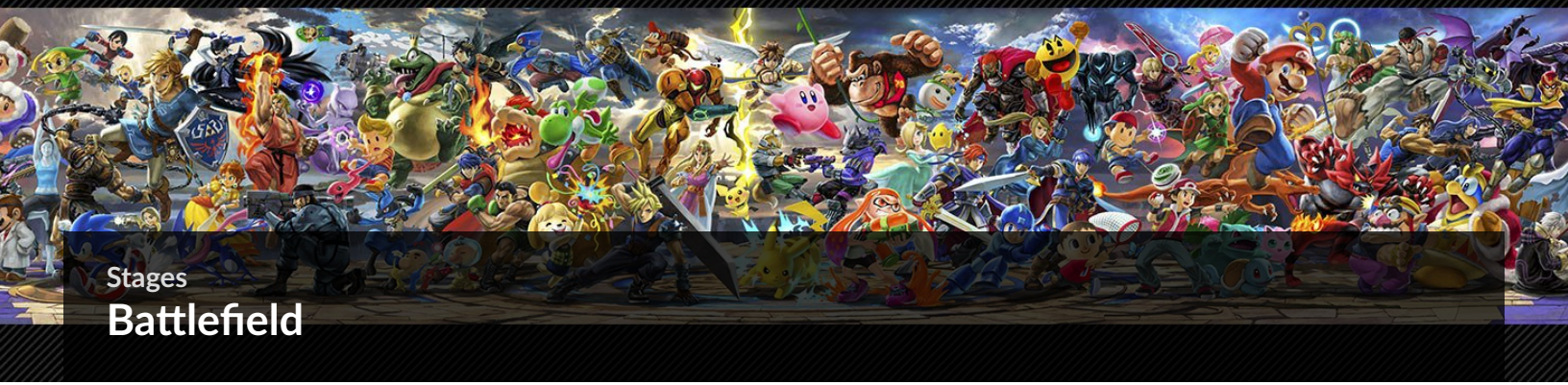


Stages

Training



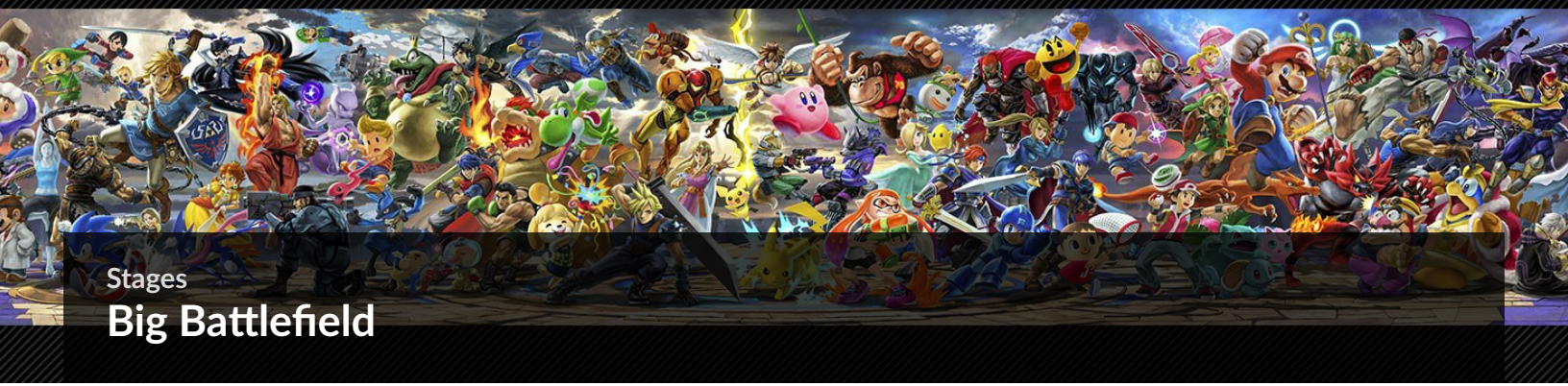
This stage was designed for battle practice. The right side of the stage is flat, while the left side has the same shape as the Battlefield stage.



Stages

Battlefield

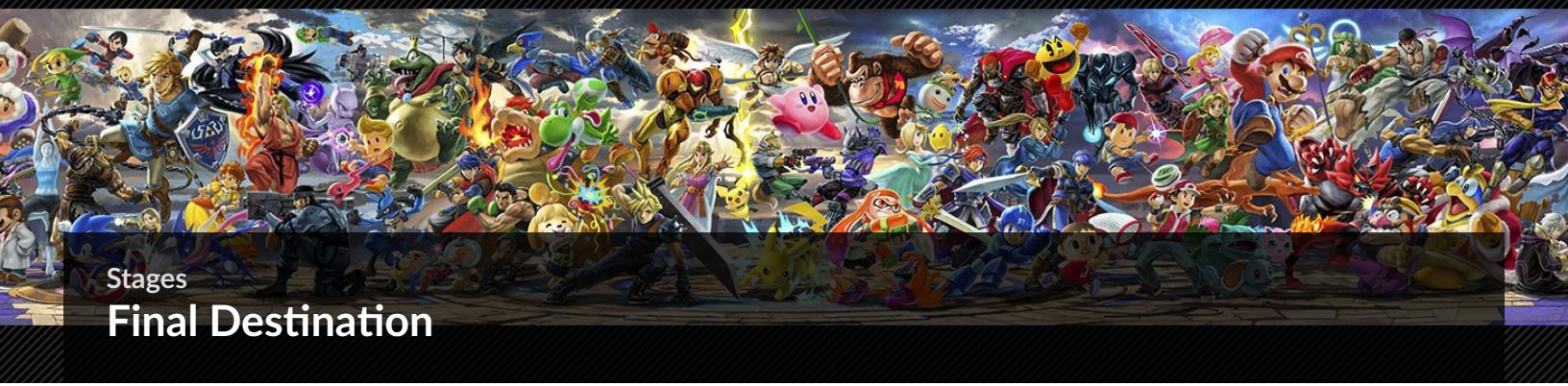
The Battlefield platform layout has been around since Dream Land in the original *Super Smash Bros.* It was first named Battlefield in Melee.



Stages

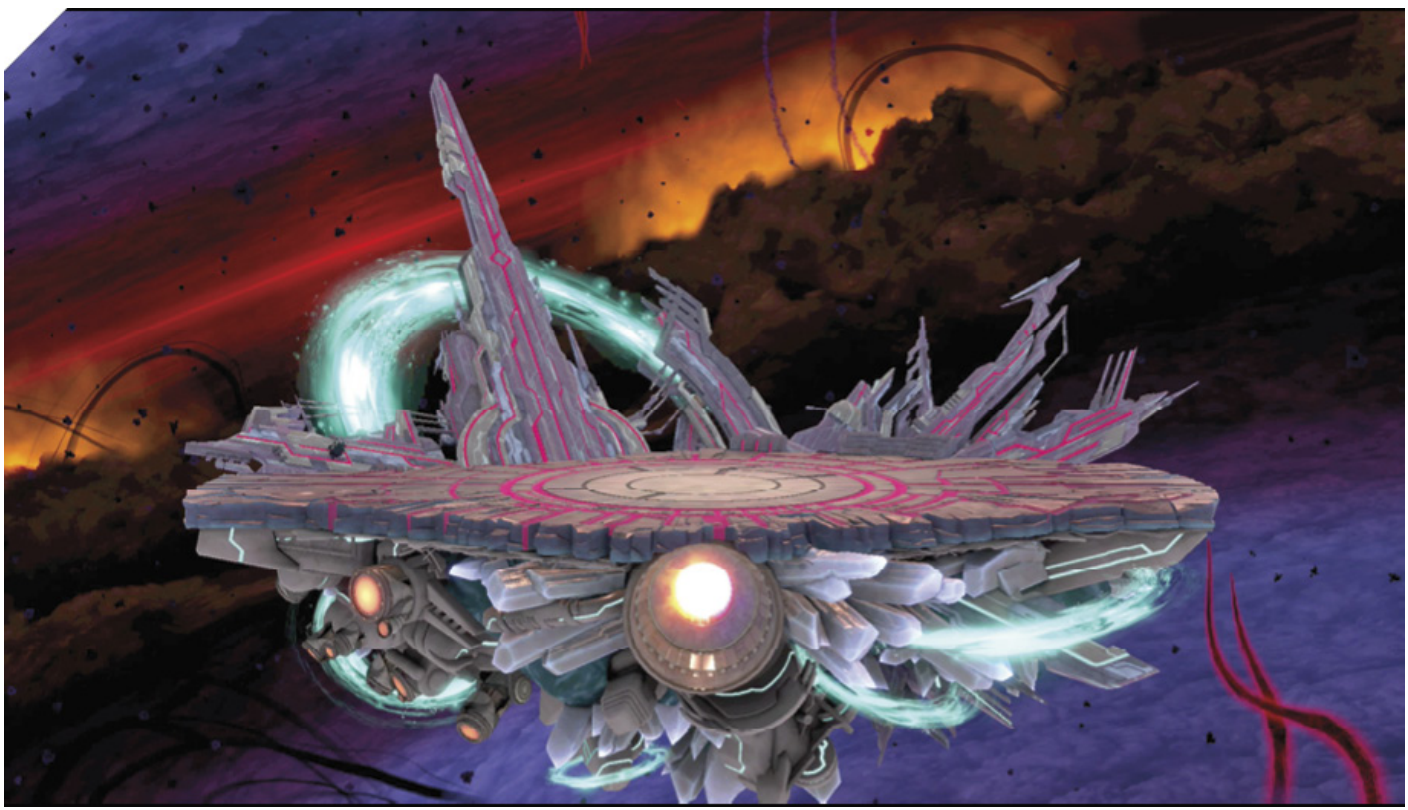
Big Battlefield

This stage is simply a bigger version of Battlefield. With six platforms, it's perfect for 8-Player Smash. Its Ω Form is identical to the regular Battlefield's.

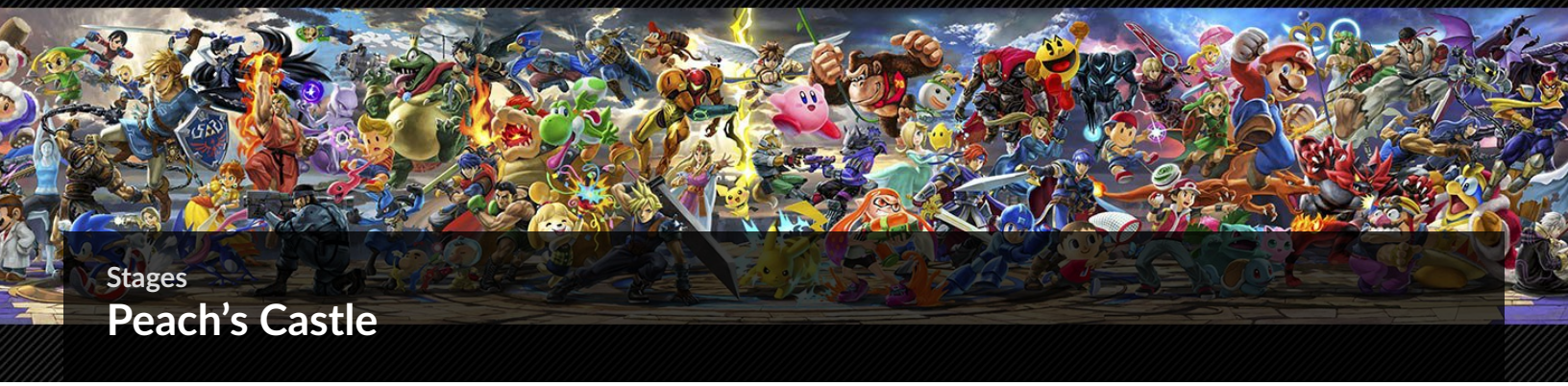


Stages

Final Destination



When you start a battle with five or more fighters, the length of Final Destination's platform increases by 1.5 times. The same is true of each stage's Ω Form.



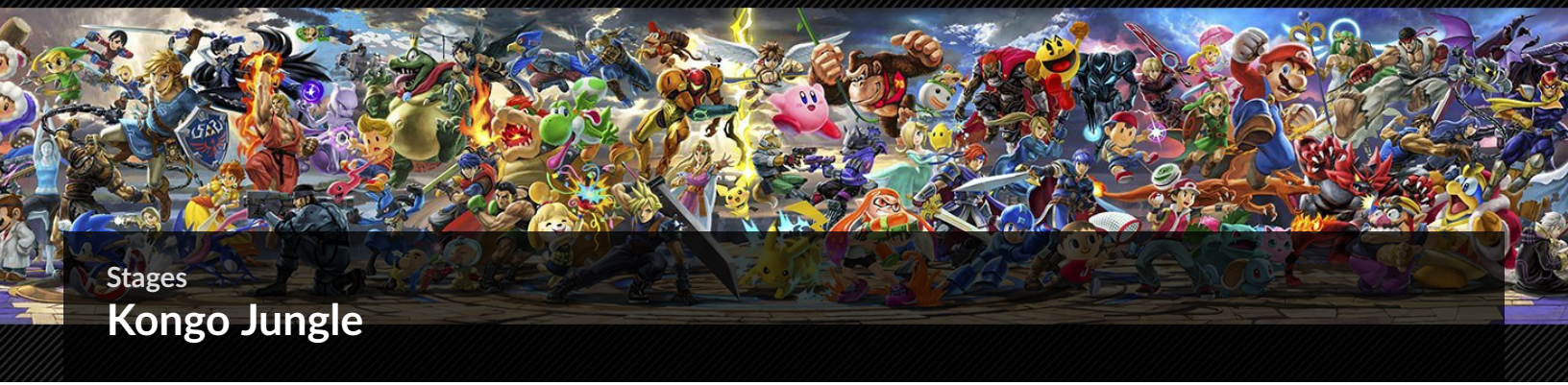
Stages

Peach's Castle

This stage is a revival of a stage from the original *Smash Bros.* for Nintendo 64. It features a sliding stone platform and a floating bumper.

This stage's bumper is a faithful re-creation of the bumper from the original *Smash Bros.* It does 1% damage to anyone who bumps into it.

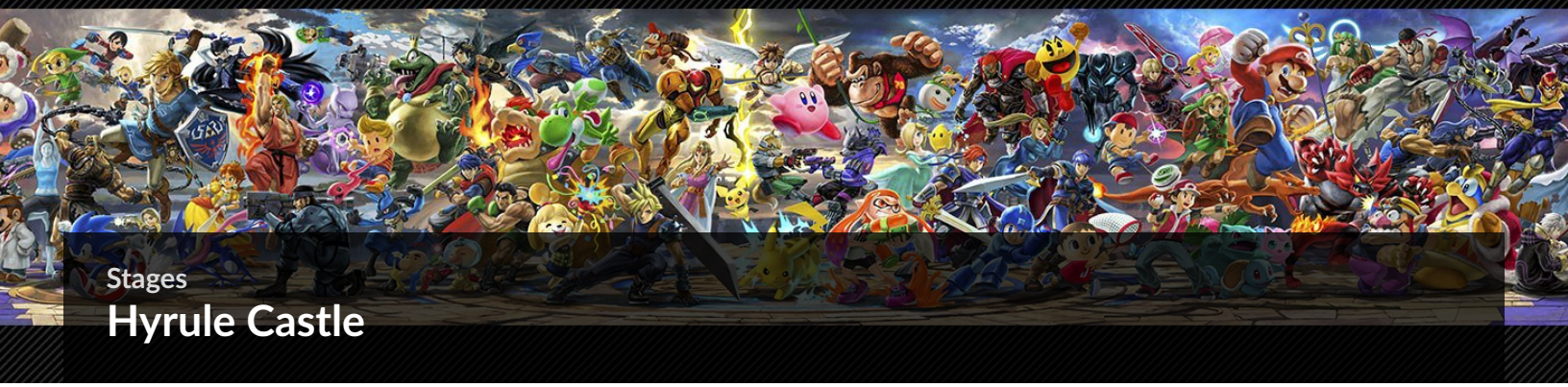
You can grab the edge of the sliding stone platform. When the platform is hidden, you can grab the edge of the center platform.



Stages

Kongo Jungle

The barrel cannon can help you recover even when all seems lost. Time your shot carefully, or you might launch off the screen instead! Oops!



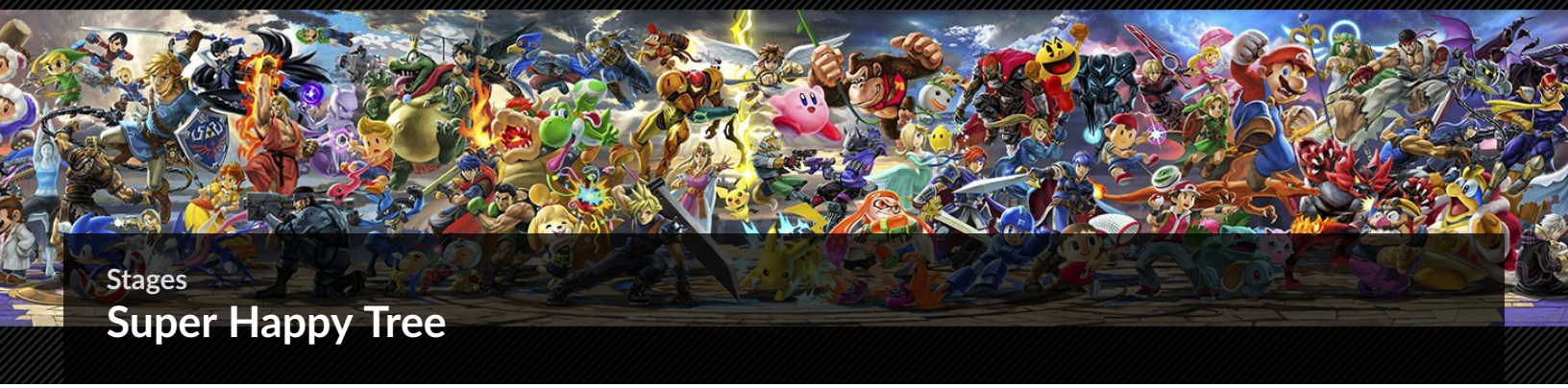
Stages

Hyrule Castle

This is a revival of the Hyrule Castle stage from the original *Smash Bros.* The platforms on the castle tower are great for up smash attacks!

The tornado that appears launches fighters vertically. If you've taken too much damage, it can launch you off the stage!

After being launched by the tornado, you're stunned for a moment. The more damage you have, the longer you're stunned.

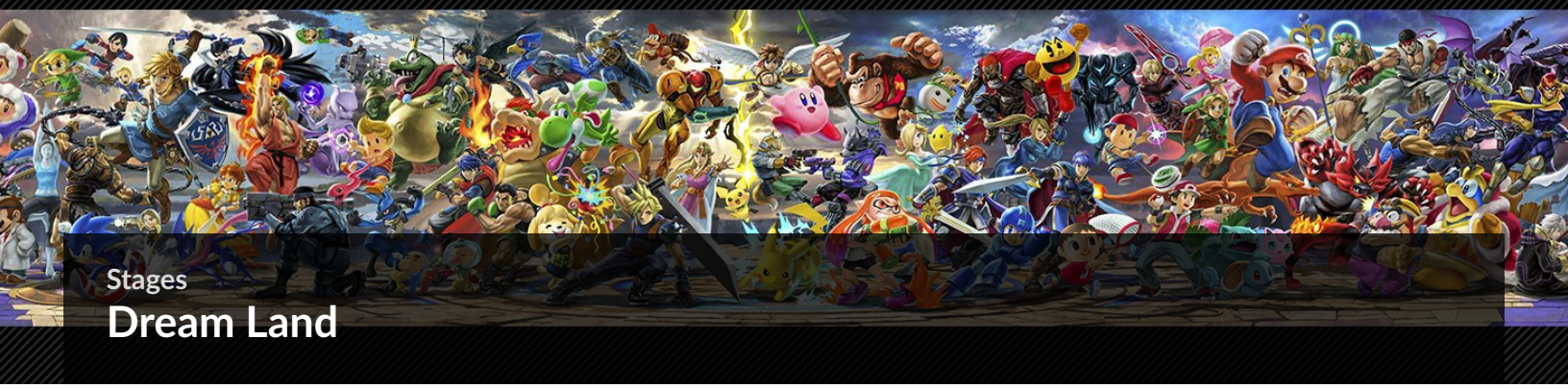


Stages

Super Happy Tree

A stage based on the Super Happy Tree stolen by Baby Bowser in *Yoshi's Story*. Without the tree, the Yoshis are powerless.

The clouds on either side of the stage disappear if you ride them for too long. You can also fall through to the bottom of the clouds, so be careful with down inputs.

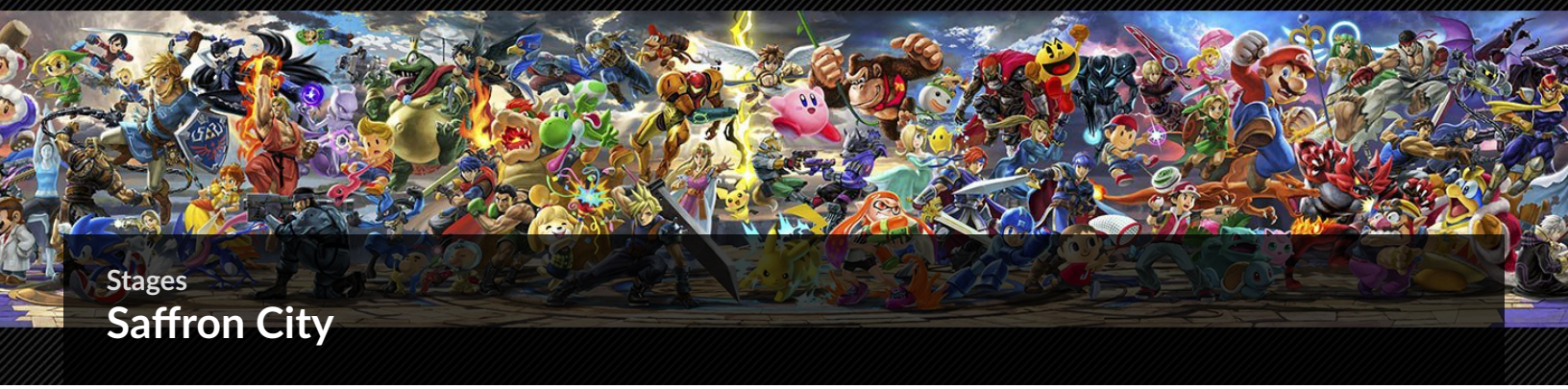


Stages

Dream Land

Whispy Woods blows air at whichever side of the stage has more fighters. If both sides have the same number of fighters, Whispy Woods randomly decides.

If you look behind the stage, you might see a Bronto Burt or King Dedede. Of course, if Dedede is fighting, he won't be back there.



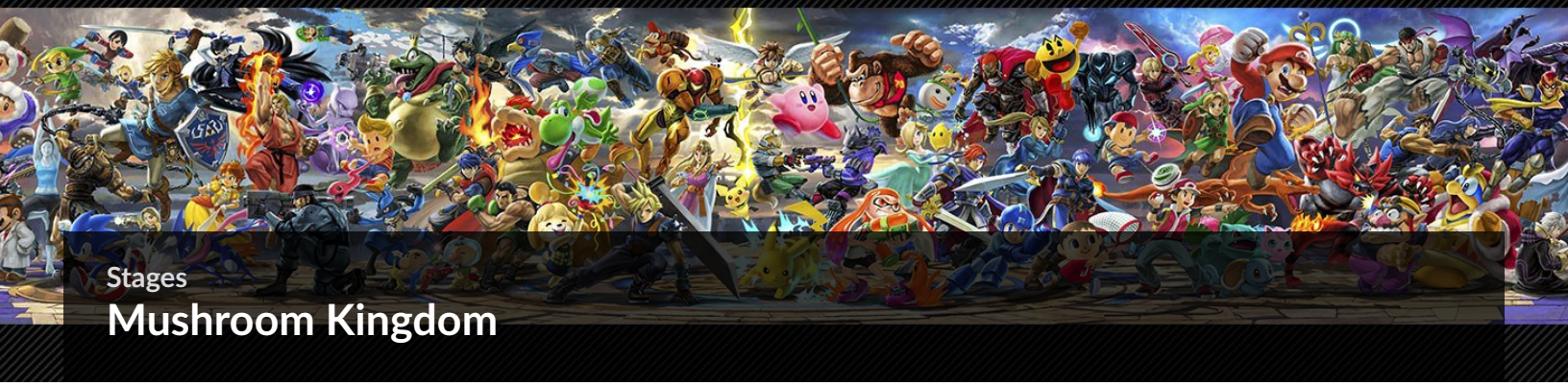
Stages

Saffron City

A stage based on Saffron City from *Pokémon Red & Pokémon Blue*. Pokémon appear from the doorway of the building at the center of the stage.

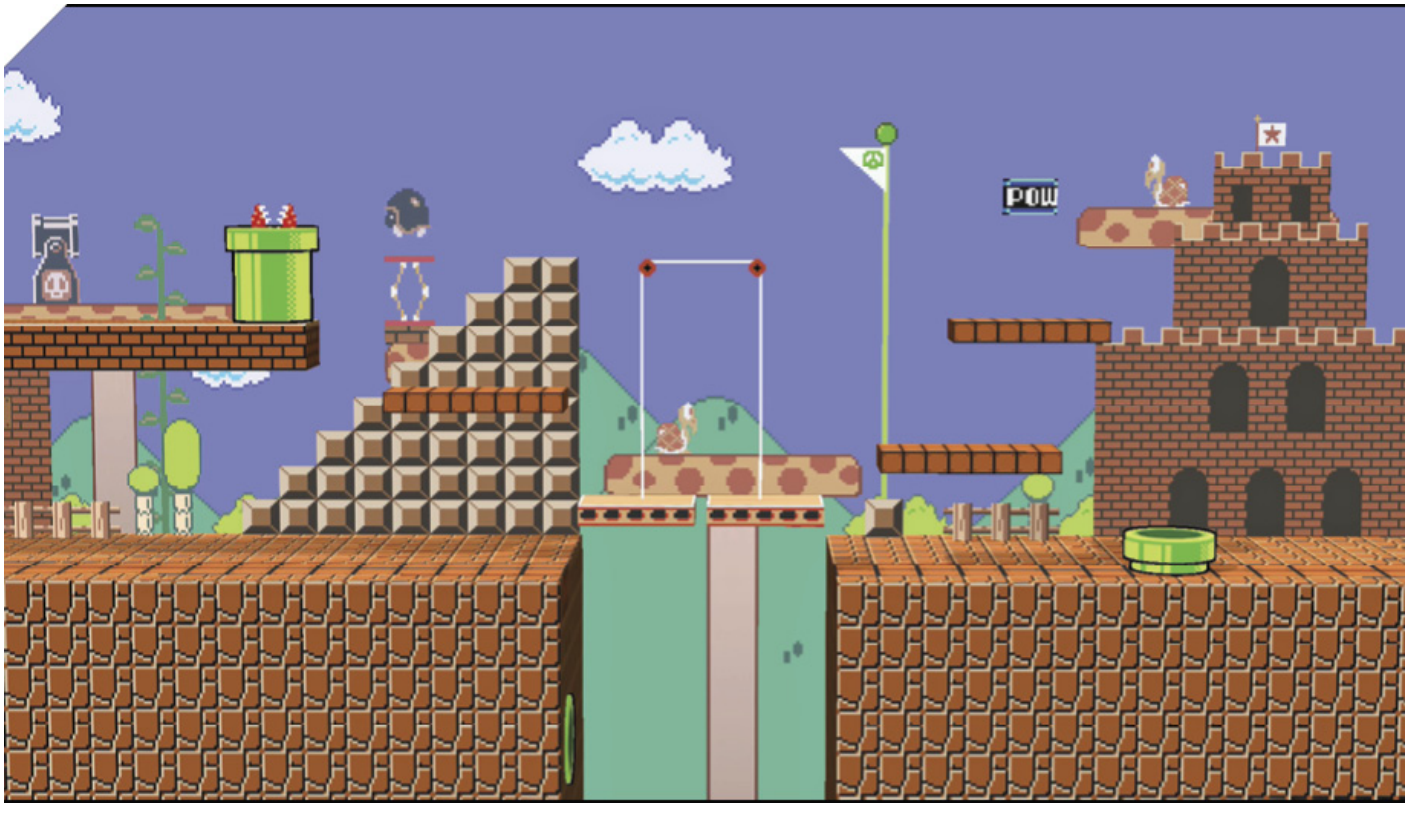
The Pokémon that appear during battle are Venusaur, Charmander, Porygon, Electrode, and Chansey. When the doorway glows, it's a sign that one will appear. Venusaur uses Razor Leaf, Charmander uses Flamethrower, Porygon uses Tackle, and there are other attacks as well. When Electrode appears, it shakes and then explodes.

Fighters like Ness have trouble recovering after falling between the buildings. Fighters like Fox, Pichu, and others who have wall jumps can get back easily.



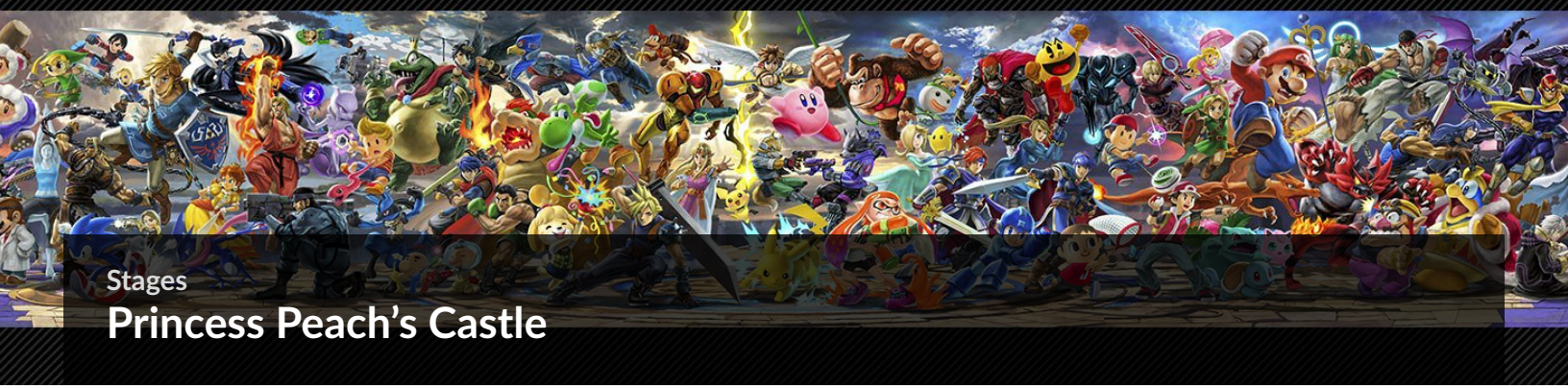
Stages

Mushroom Kingdom



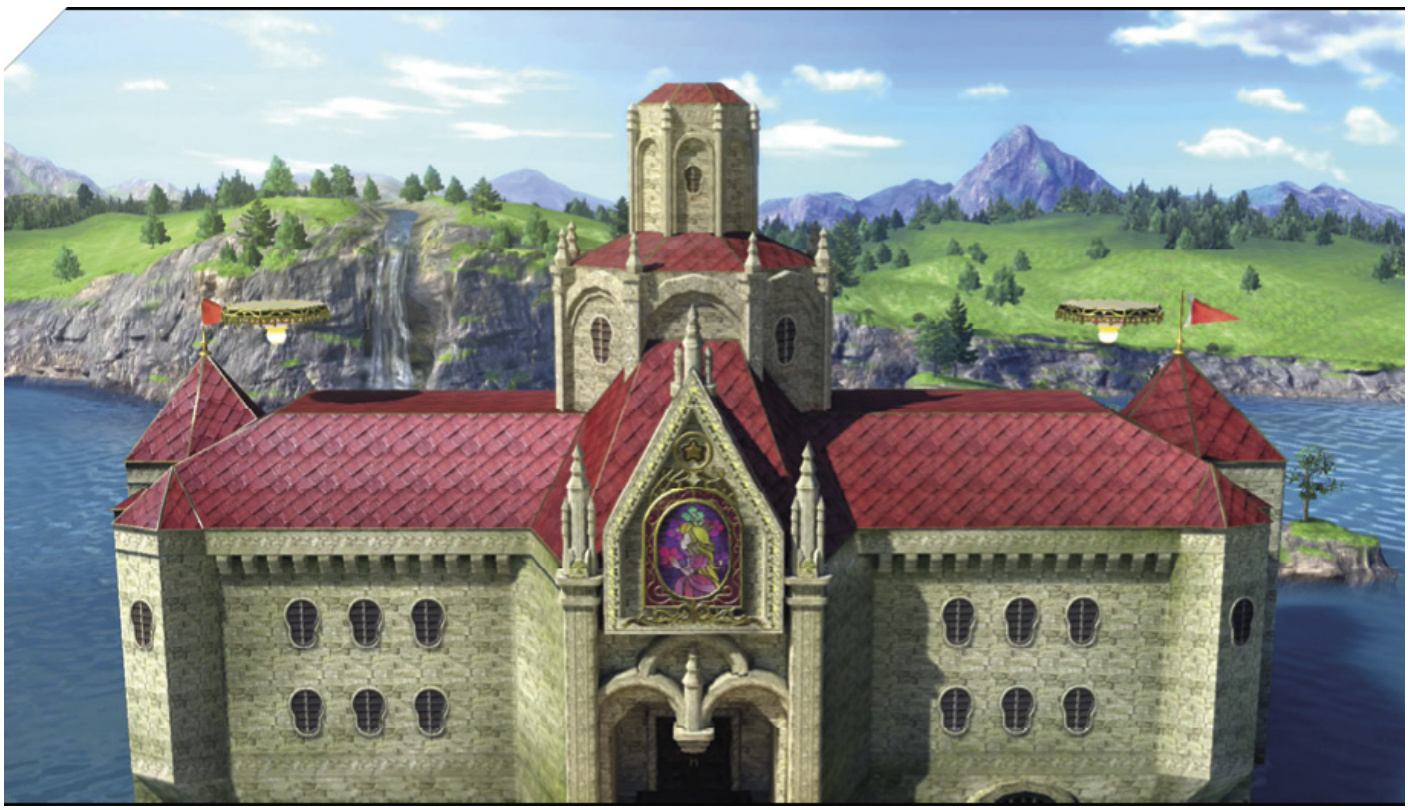
The three pipes located throughout the stage warp to one another. You can even enter the pipe at the edge of the cliff. A piranha plant sometimes sticks its head out of the pipe. You get hurt if you touch it, but you can send it flying by attacking it.

Attack the POW Block that appears on the stage to launch all fighters on the ground. Once it's been depleted, it reappears in one of four places on the stage a short time later.



Stages

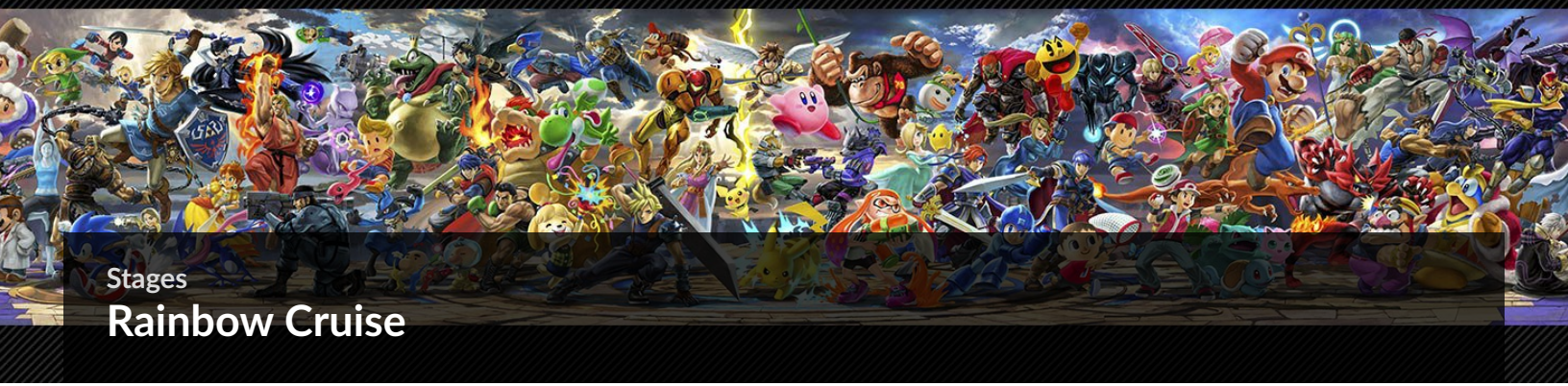
Princess Peach's Castle



The floating platforms located on both sides of the stage rise slowly when boarded by fighters. If you stay on them, they rise to a fixed height.

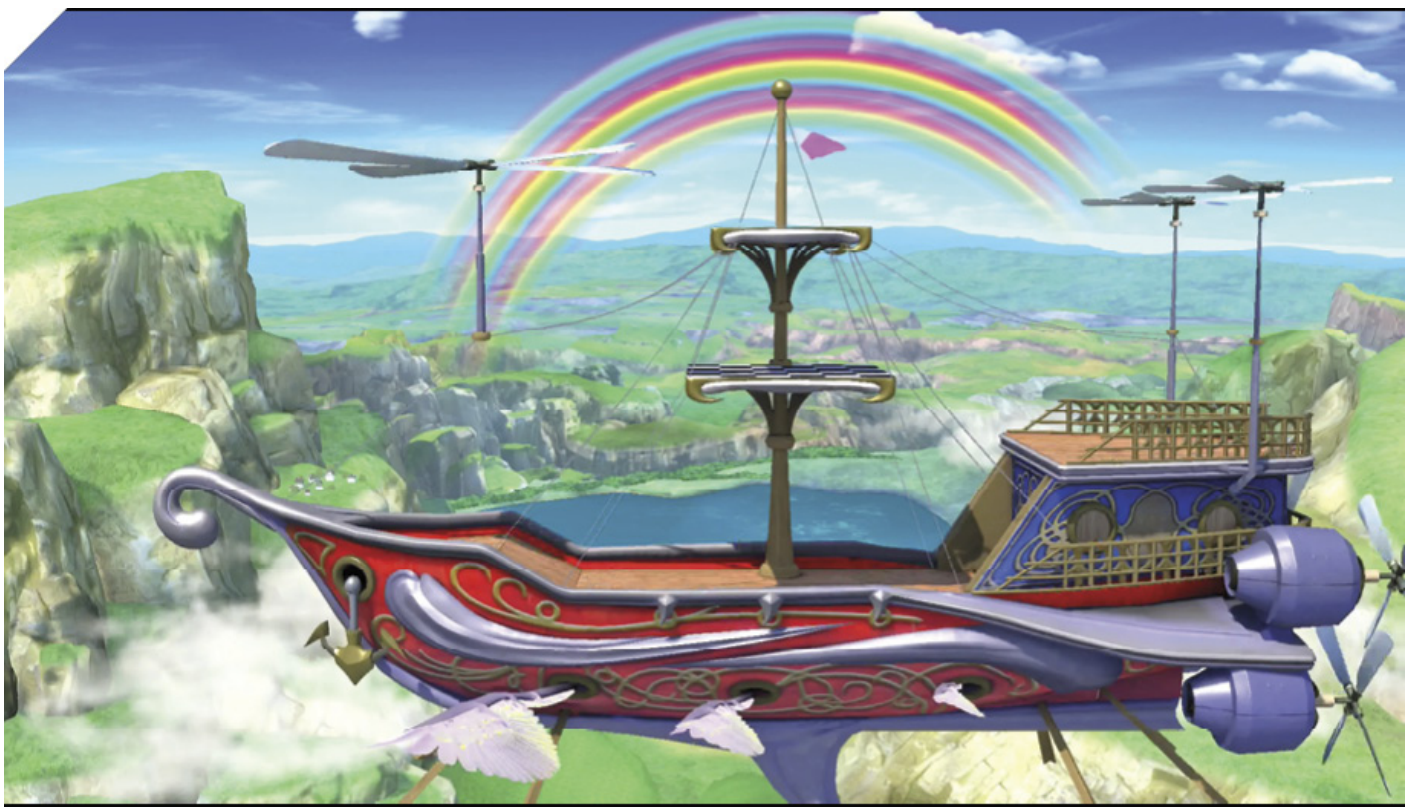
The giant Banzai Bill that flies toward the castle damages you if you touch it. The blast when it detonates is even stronger and sends you flying if you're caught in it.

Red, blue, and green switches appear at random. If you touch one, an ! Block appears and produces an item when it's attacked.

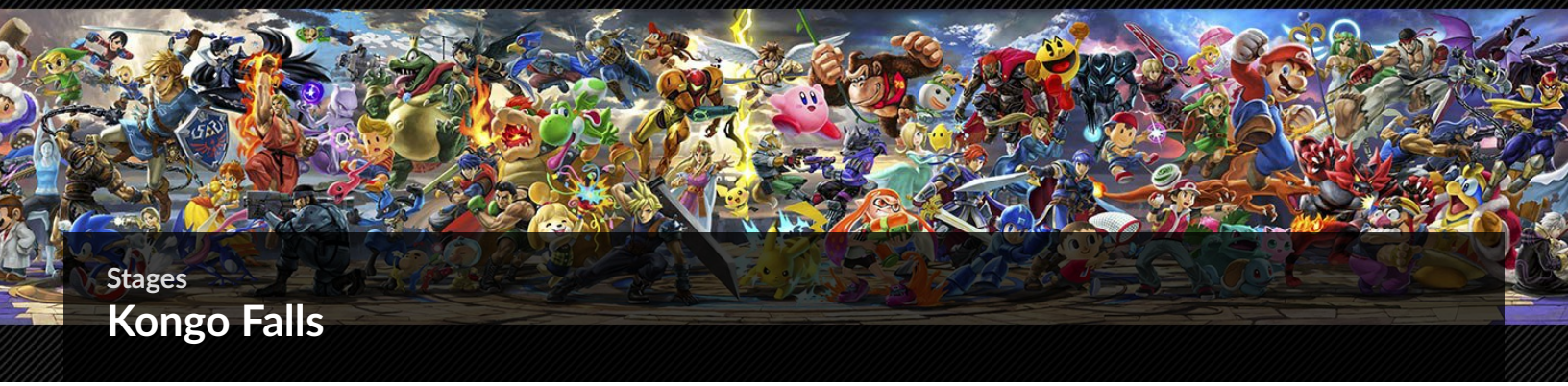


Stages

Rainbow Cruise



Once you finish a full lap, the course moves downward to return to the ship. The arrow indicates when this will happen. The scrolling speeds up through the lap, so be careful not to get left behind.



Stages

Kongo Falls

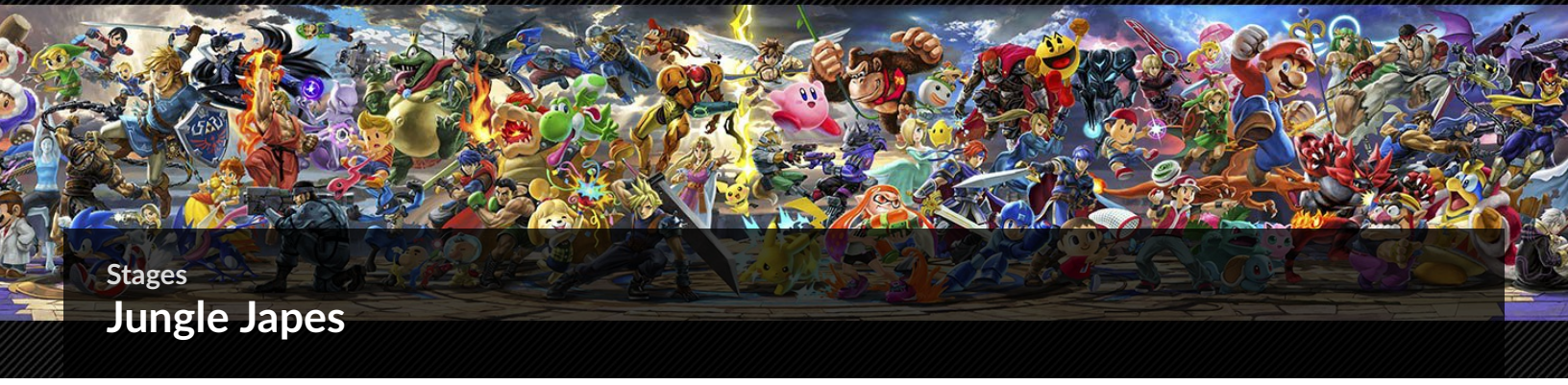
Kongo Falls features a barrel cannon you can use to recover from off the stage. It goes back and forth under the platforms. The rotation and movement of the barrel stop occasionally, so pay attention.

Sometimes floating objects are carried down the rapids and wash up on the stage—not only floating logs and wooden boxes, but Klaptraps!

Take care: If you touch a Klaptrap (the red crocodile), you take damage. Attack them to send them flying into your opponents!

When a Klaptrap enters the barrel cannon, the cannon can't be used until the Klaptrap is fired out. Try not to get hit by the Klaptrap!

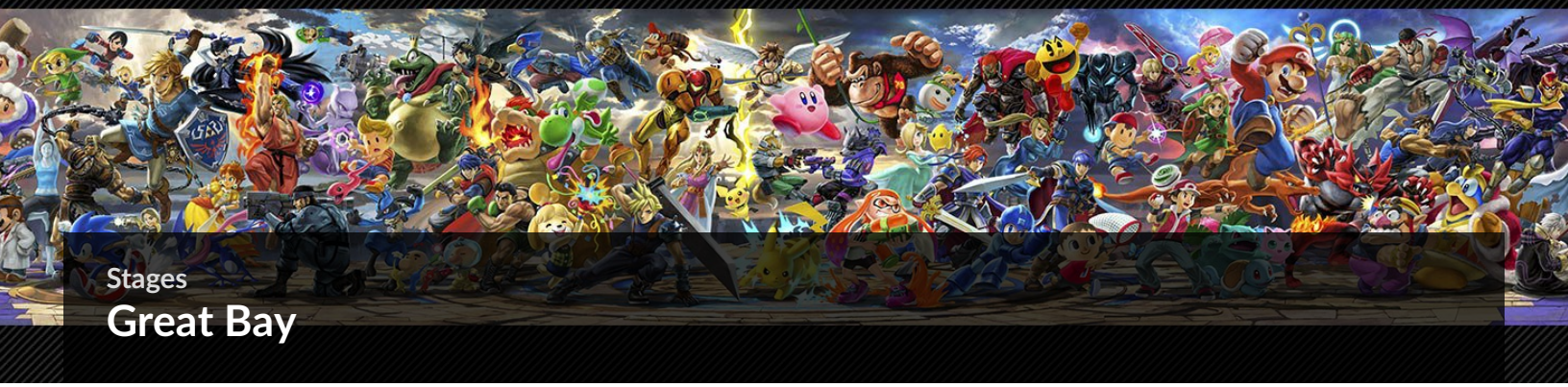
The floating logs being carried by the water sometimes get stuck in the waterfall! When that happens, you can use the logs as platforms for a short time.



Stages

Jungle Japes

The river below the stage flows quickly, so don't fall in! Try to knock foes into it instead!



Stages

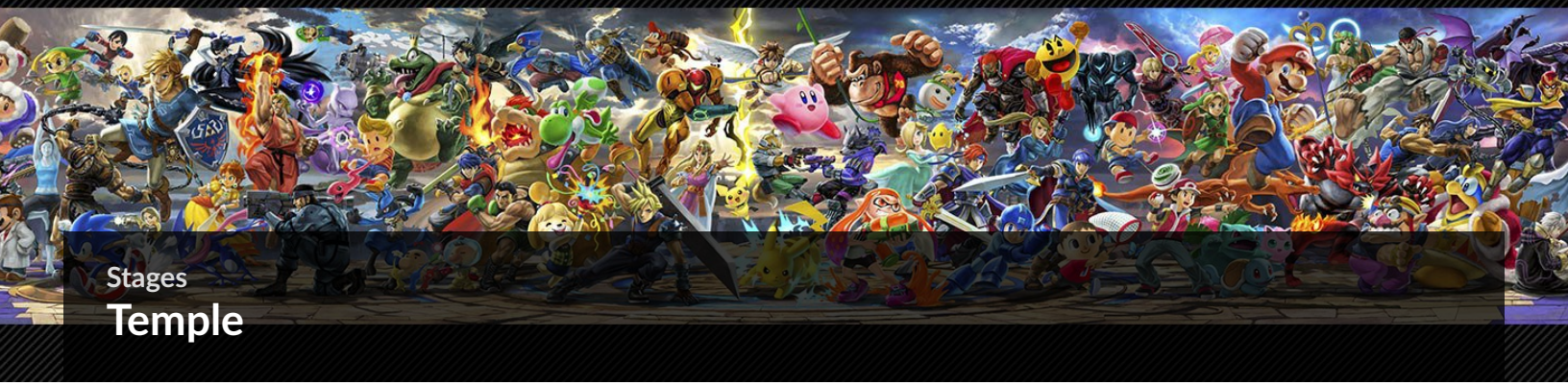
Great Bay

A stage based on Great Bay from *The Legend of Zelda: Majora's Mask*. As time passes, the Moon floating in the sky inches ever closer to the ground. You can see the Four Giants rally to stop it right before it hits the surface.

You can ride and grab the balloon attached to Tingle's back. If you stay on the balloon, it falls slowly until it pops. Attacks can also break it.

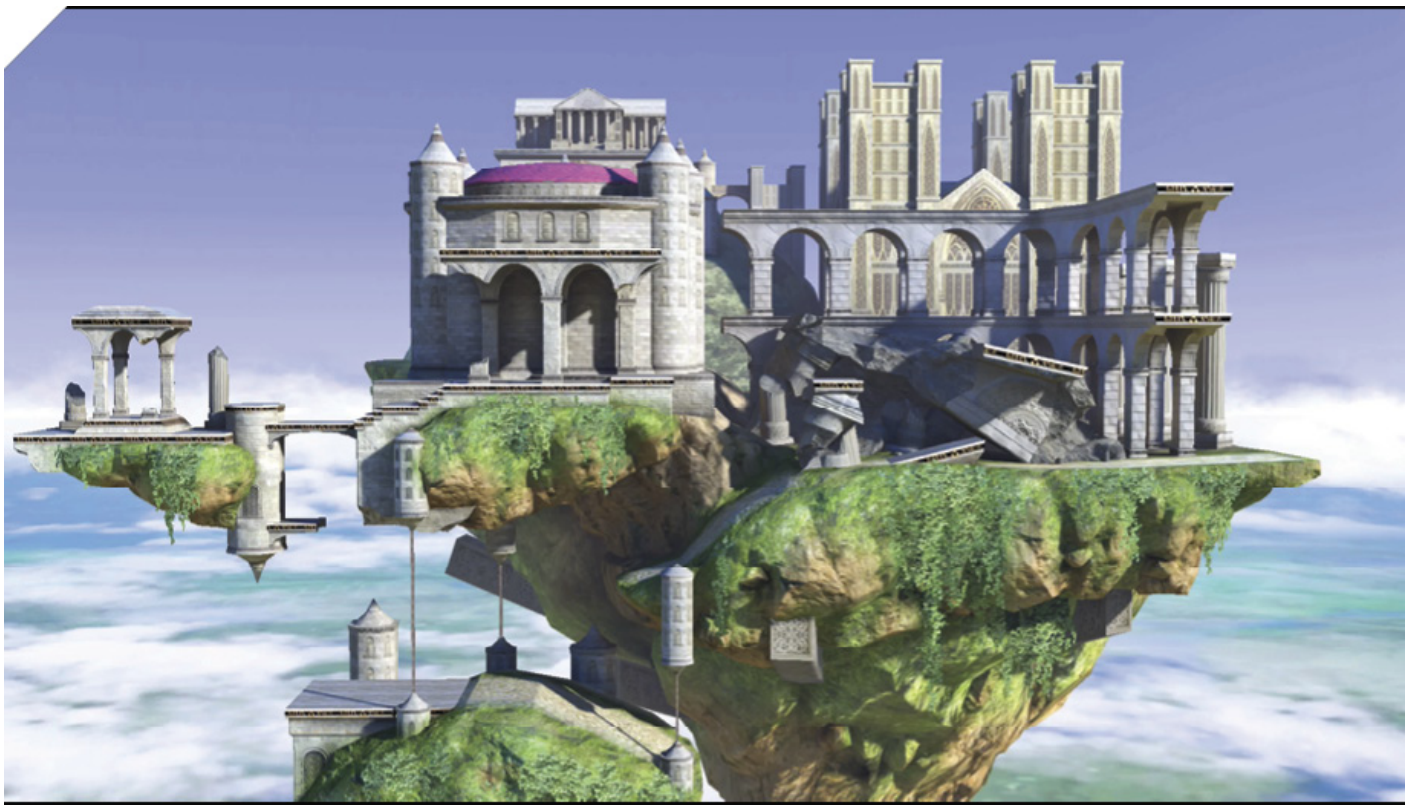
You can fight on the back of the turtle that emerges from the water with a great splash. He dives back under the water after a set amount of time.

You can't drop through the Marine Research Lab platform or the platforms floating on the water. The stone platform floating on the left side tilts depending on weight distribution.

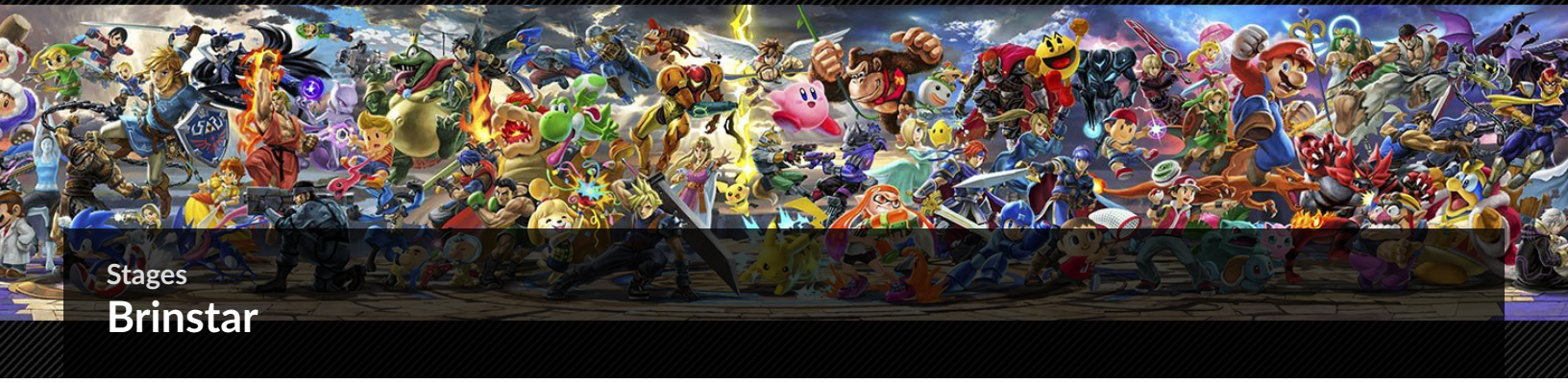


Stages

Temple

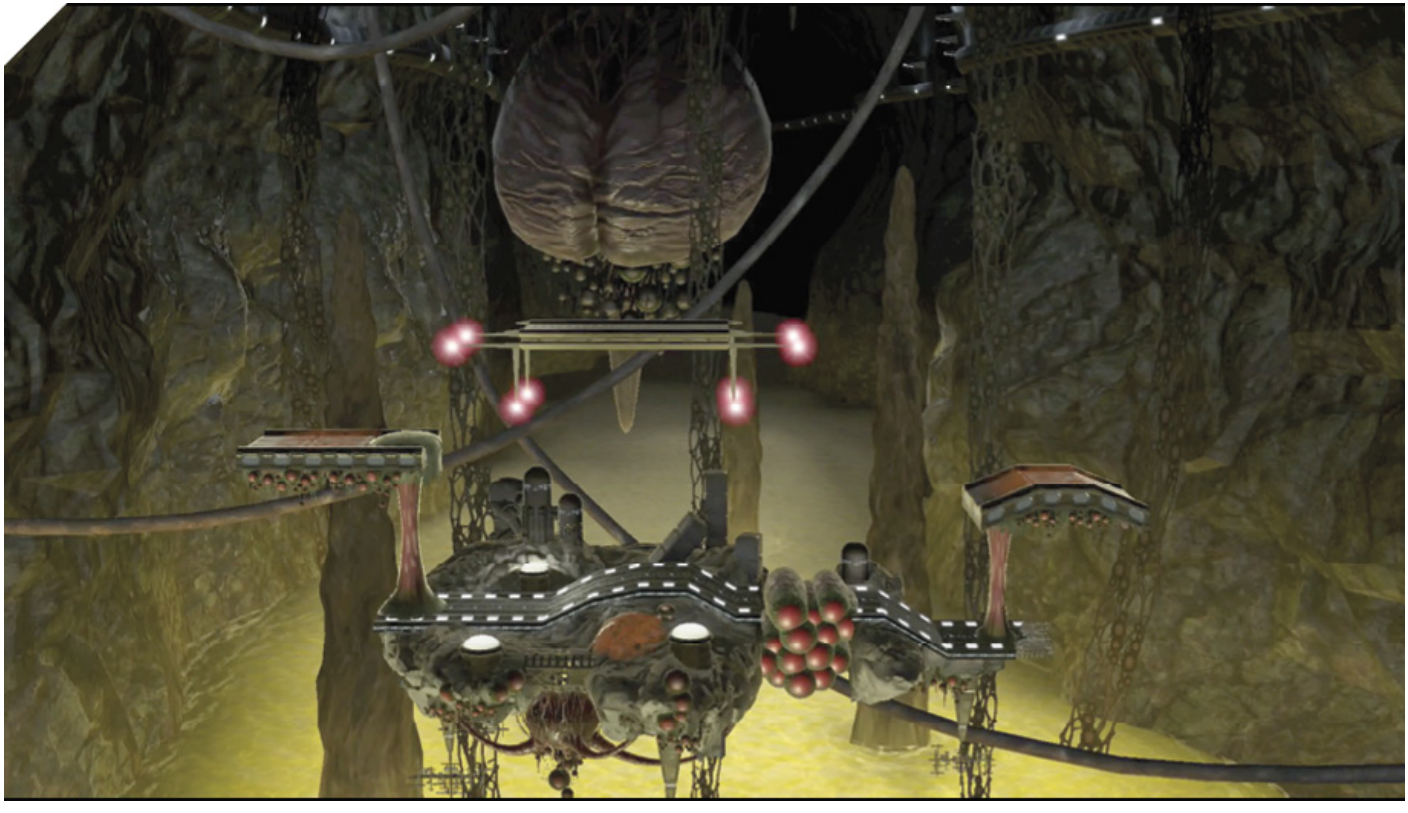


When your damage is high, try to fight in the cave around the middle of the stage. It's easy to break your fall against the walls and stay in the game.

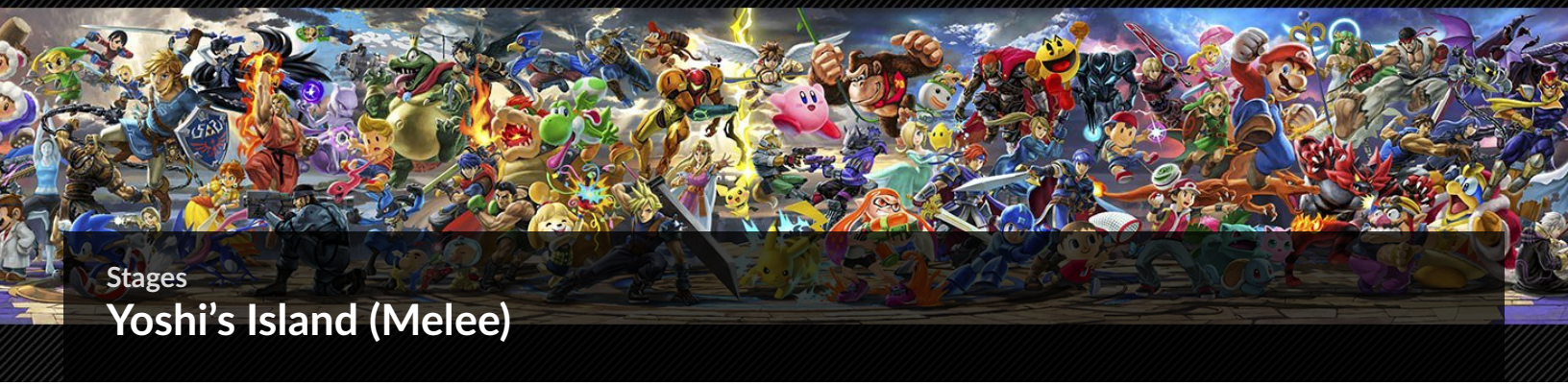


Stages

Brinstar



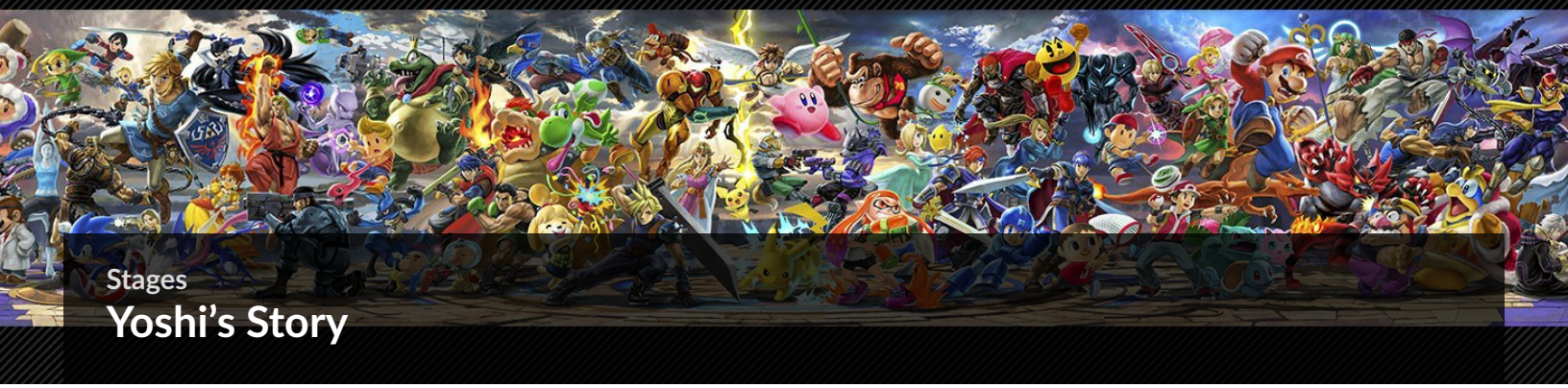
The level of the acid lake rises and falls. At its highest point, all platforms but the highest ones are swallowed up.



Stages

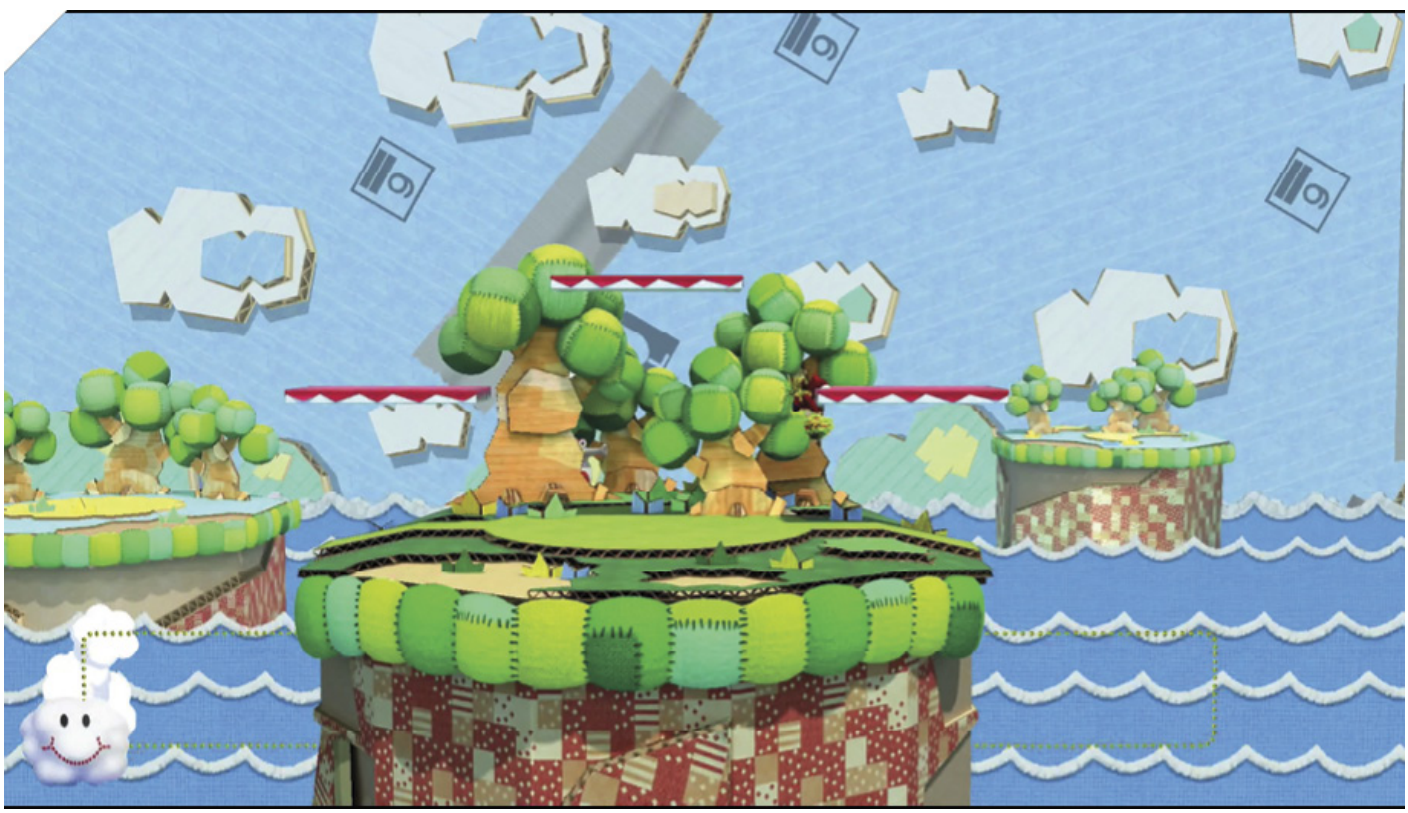
Yoshi's Island (Melee)

Attacking the Rotating Blocks makes them spin, and you can't stand on them until they stop. You can try, of course, if you like falling through.



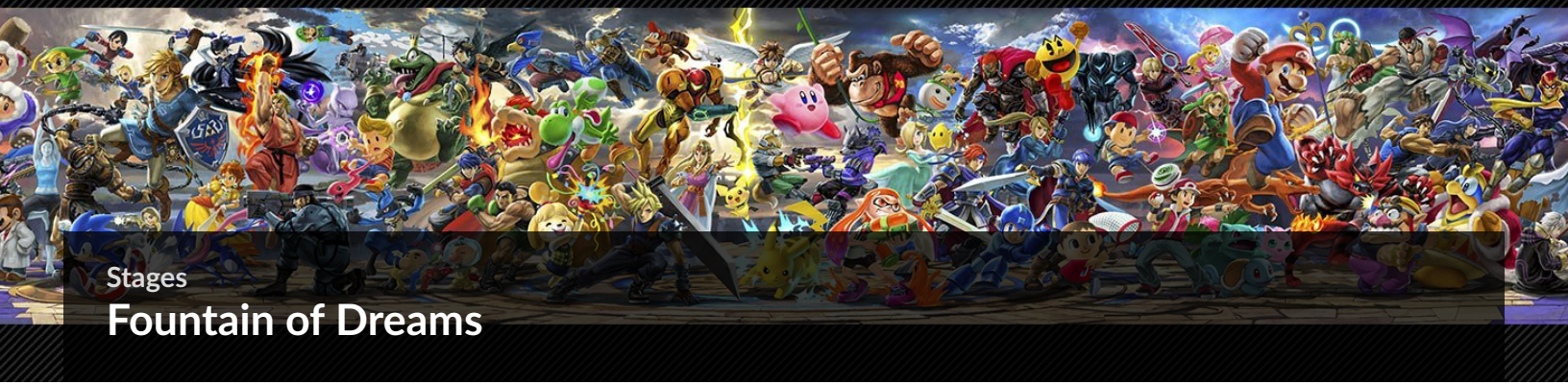
Stages

Yoshi's Story



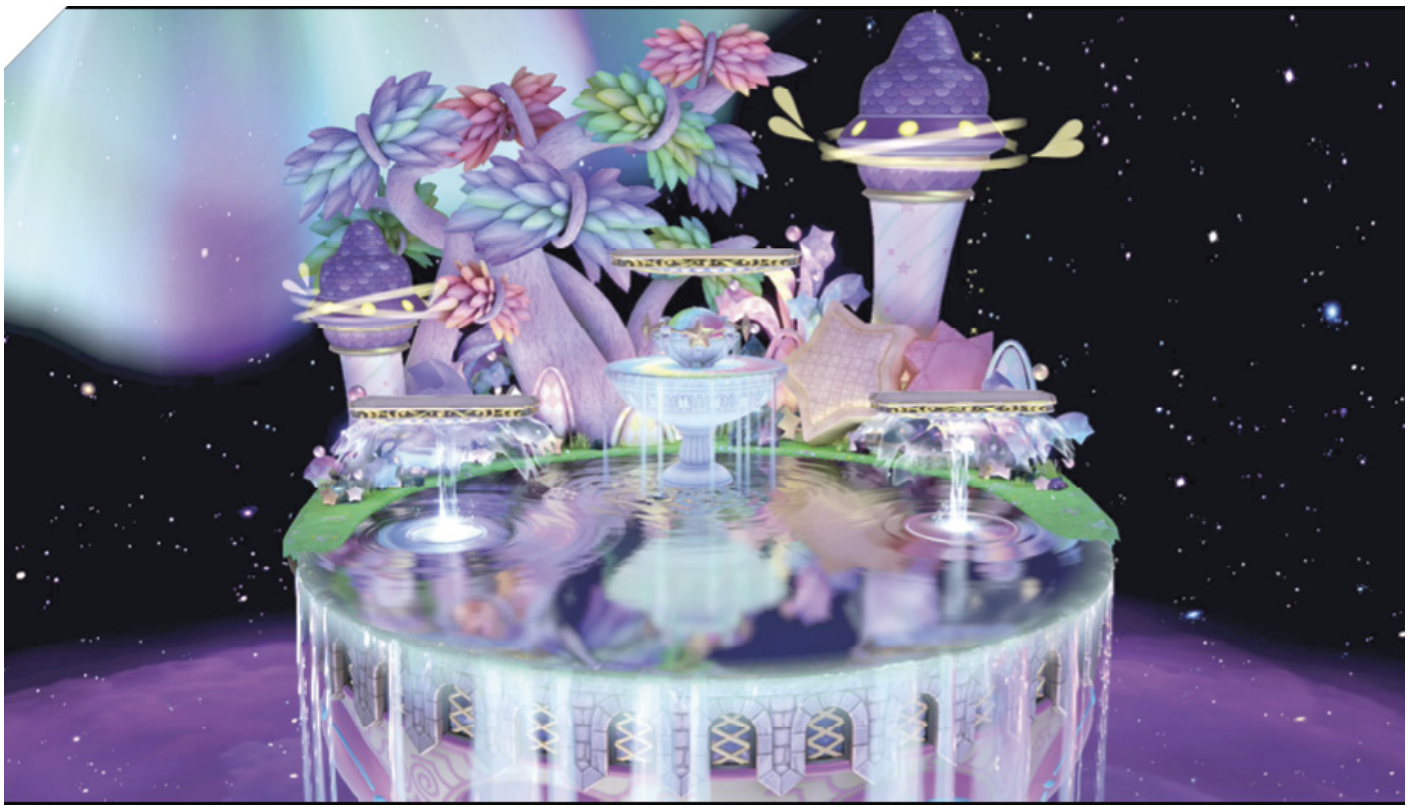
This stage is based on Page 1: Beginning from *Yoshi's Story*. A Pak E. Derm walks around in the background of the center platform.

During battle, a Shy Guy holding food flies across the screen. If you attack the Shy Guy, it drops the food, which you can then eat to heal yourself.

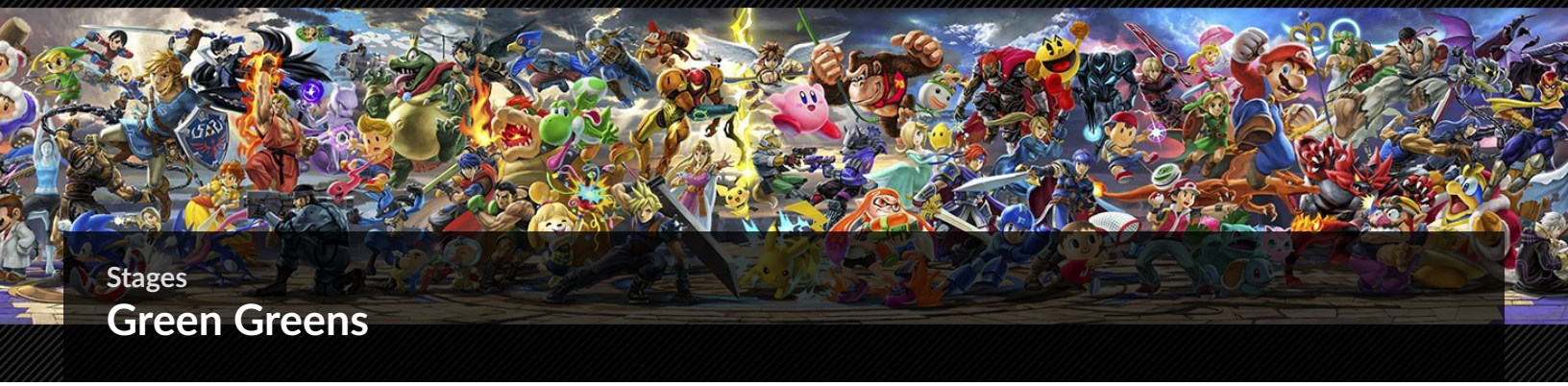


Stages

Fountain of Dreams



The platforms on the left and right move up and down due to the fountain. When the fountain stops, the platforms disappear.

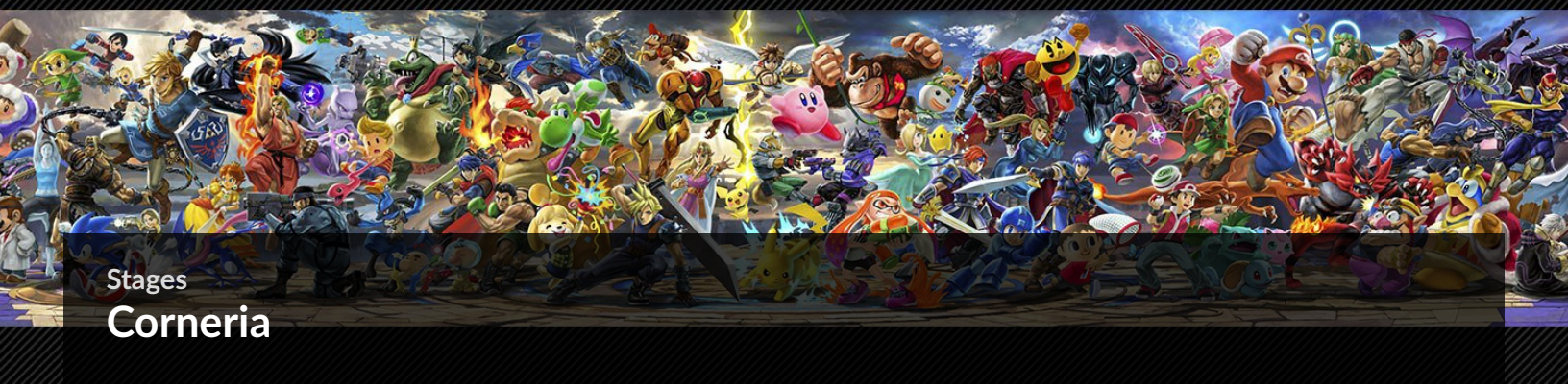


Stages

Green Greens

A stage based on Green Greens from *Kirby's Dream Land*. The tree in the center (Whispy Woods) was the boss of Stage 1. He cried when he was defeated.

Whispy Woods blows wind right and left to interfere with the fighters. You can eat the apples that fall from the tree to recover damage, or throw the apples at other fighters.



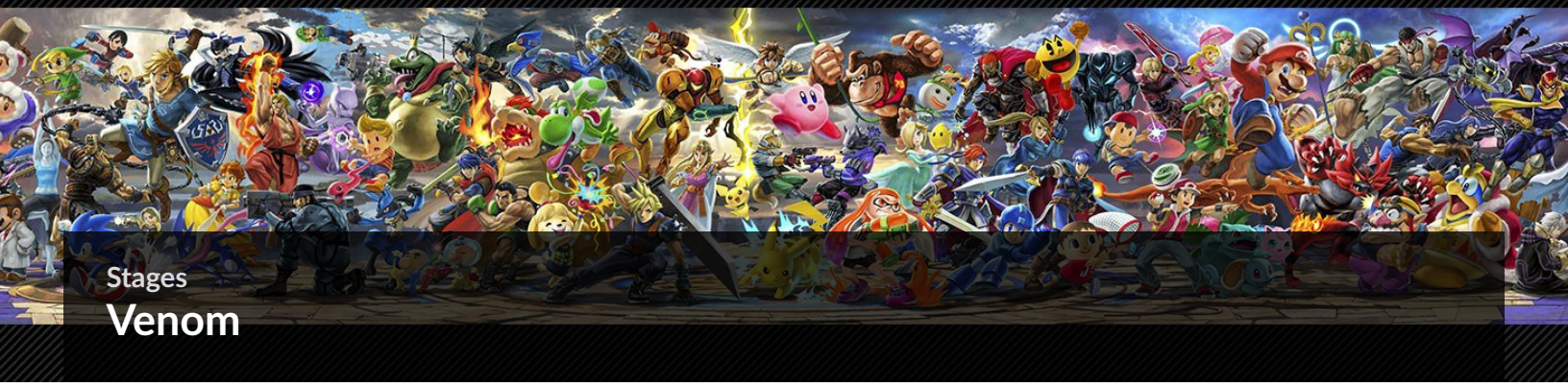
Stages

Corneria

The gun battery on the *Great Fox* can serve as a platform, but it damages you while the beam is charging. You can destroy it by attacking it, but it doesn't come back once it breaks.

You can jump on the Arwings that fly by. They fire beams, which you can use to your advantage if you reflect them. Sometimes Wolfens fly by, too.

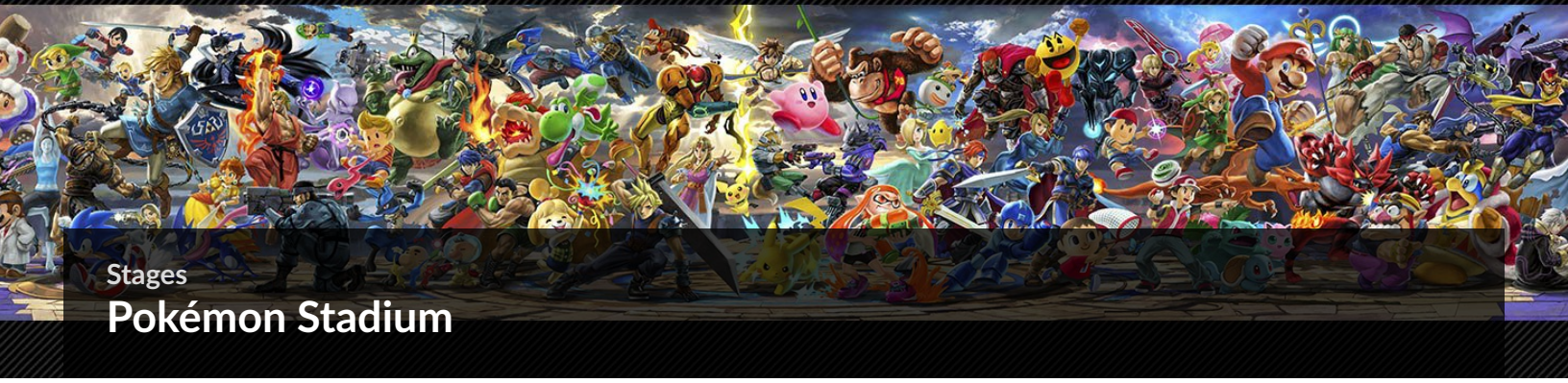
If you're playing as Fox or Falco, quickly press the down taunt to see a Star Fox transmission conversation.



Stages

Venom

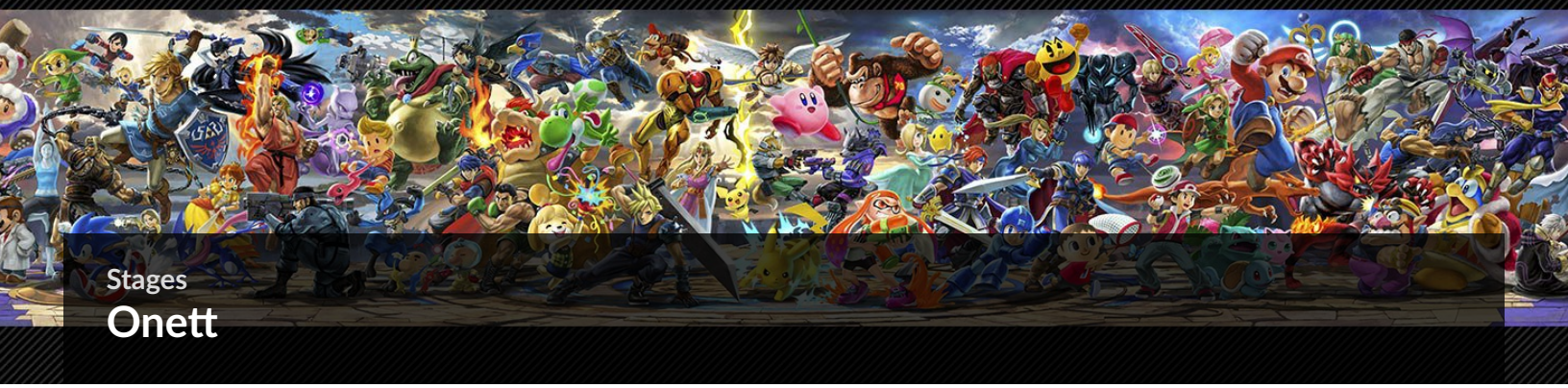
The Arwing fighters that fly through the stage every so often can be used as platforms. Also, fighters launched while in the cave section can fly into the ceiling or walls.



Stages

Pokémon Stadium

There are four types of stage transformations outside the normal stadium form—Fire, Water, Rock, and Grass.

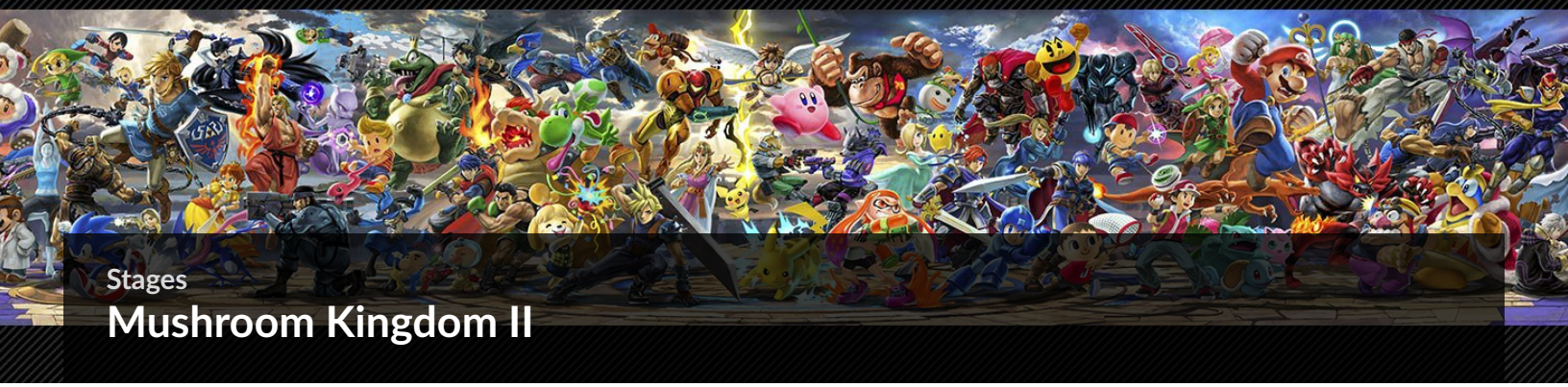


Stages

Onett

Step on the Drug Store's canopies five times, and the store's sign starts to come free. Do it twice more, and the canopies themselves collapse!

The cars that zoom by from the right-hand side of the screen deal a whopping 30% damage. Use a counterattack on them to deal even more!



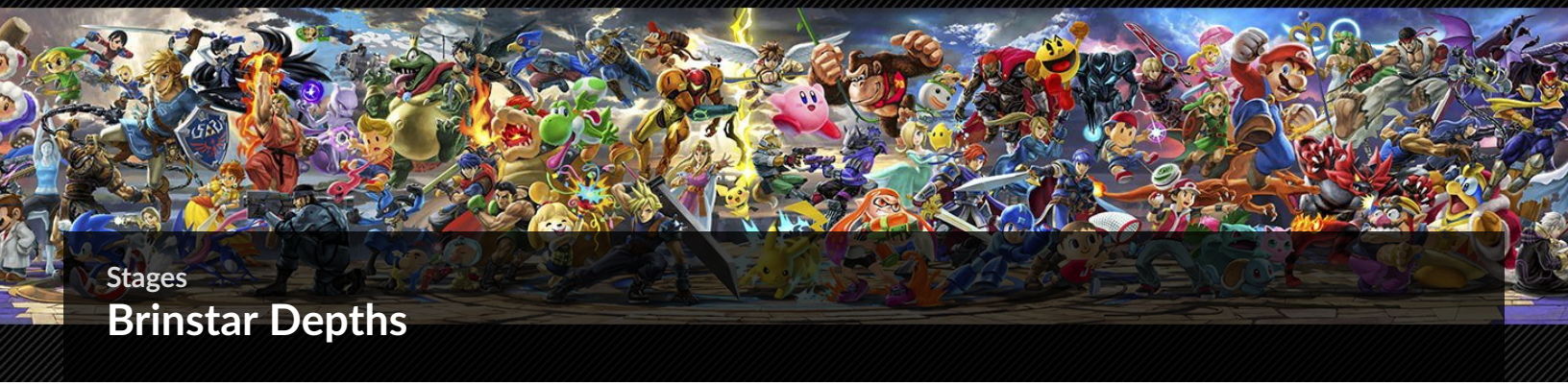
Stages

Mushroom Kingdom II

The original *Super Mario Bros. 2* also appeared in *Super Mario All-Stars*, released for the SNES. This stage re-creates that game's art style. Birdo shows up periodically to spit eggs and get in the way. If this annoys you, you can attack Birdo.

On this stage, Pidgits float through the air on flying carpets. You can ride on the flying carpet, but don't let the carpet take you off the screen!

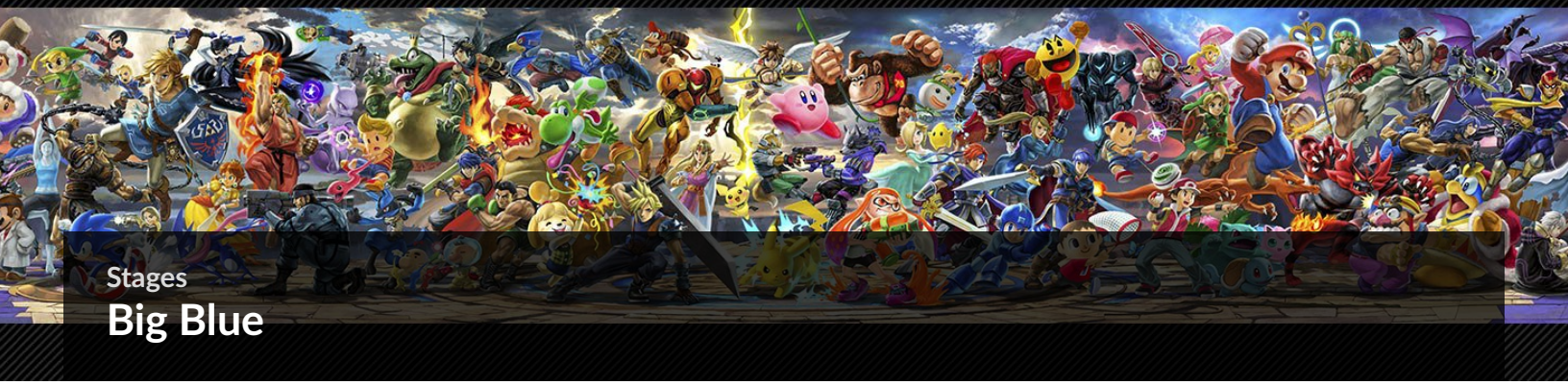
The logs that drift down the waterfall can be used as platforms. Just make sure you don't stay on them too long, or you'll be swallowed by the waterfall.



Stages

Brinstar Depths

Kraid attacks from the center of the stage, and the platform rotates. If Kraid attacks with his right arm, it rotates clockwise. If he attacks with his left arm, it rotates counterclockwise.

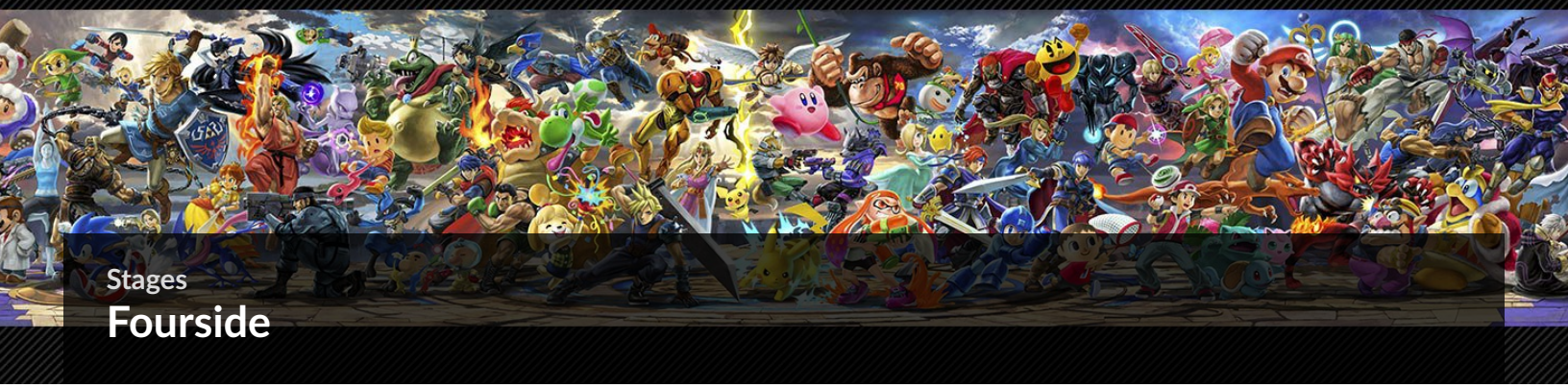


Stages

Big Blue

The large ship at the center of the stage when the fight begins is known as the Falcon Flyer. It appears again after some time has passed. You can grab on to the front and back of the ship.

The *F-Zero* racers flying over the course can be used as platforms. When three of them link together, they're long enough to run across. Don't fall onto the racetrack, or you may get hit by a racer!



Stages

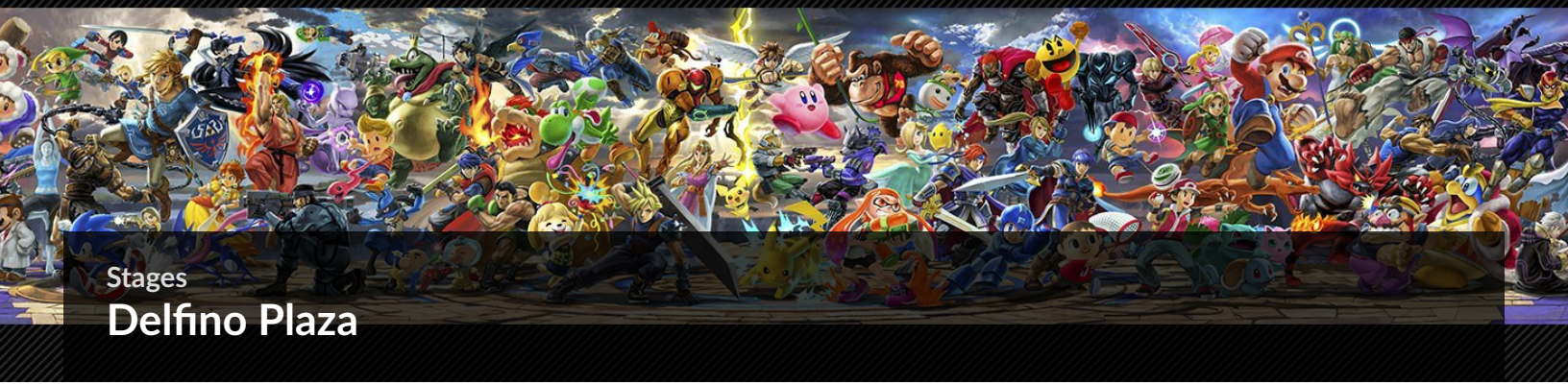
Fourside

A stage based on Fourside, the fourth city you visit in *EarthBound*.

A UFO sometimes appears from the sky above. You can jump up to it from below and fight on it.

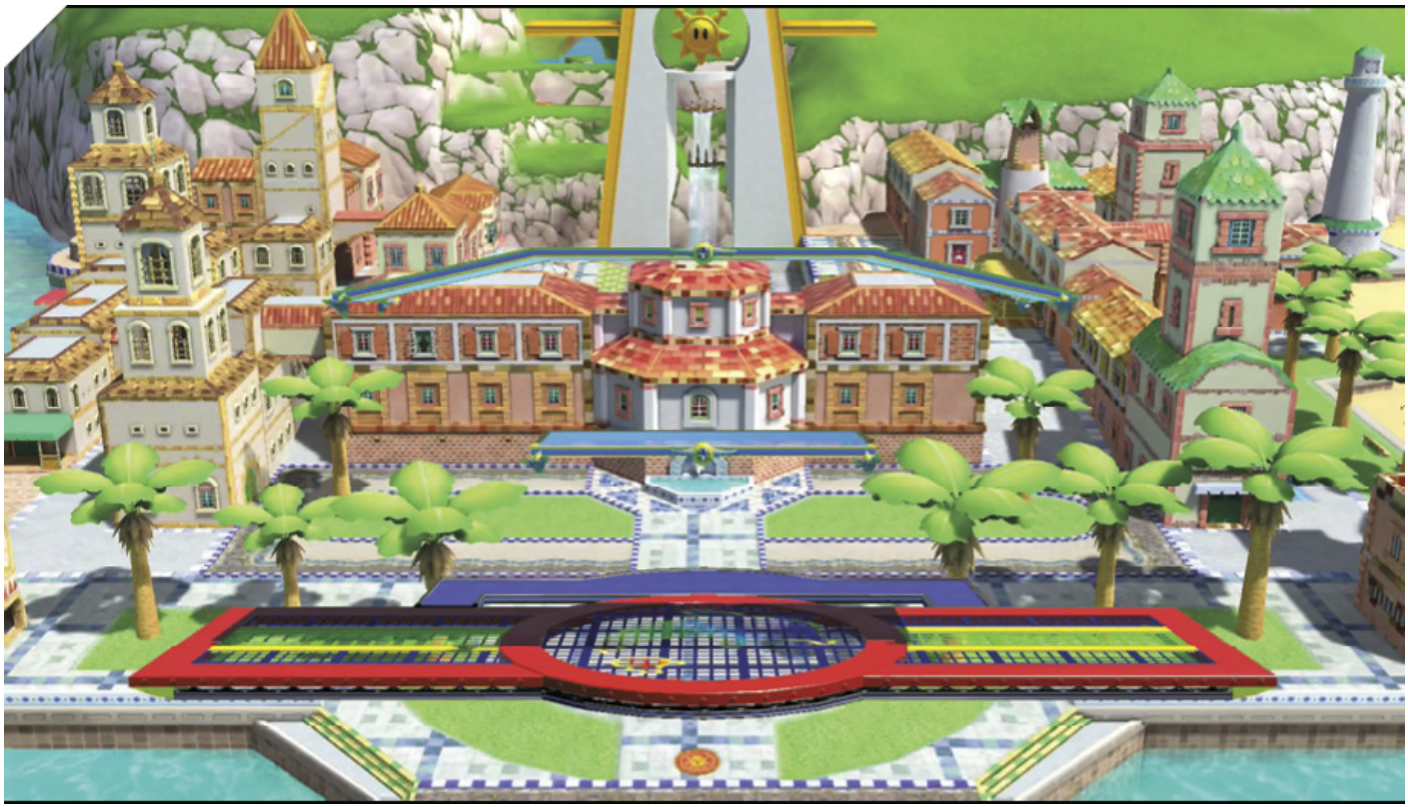
The steel girder platform held up by the crane slowly moves left and right. You can drop through it, so be careful when there's nothing below you.

If you fall into the thin, long gap between buildings, it can be hard to recover. However, fighters such as Mario and Sheik can use wall jumps to get back up.

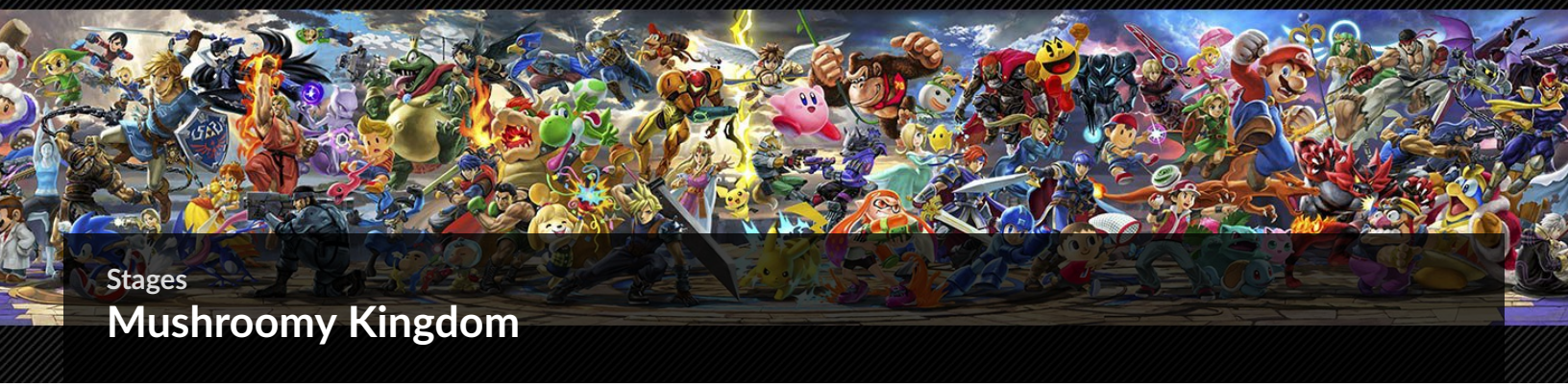


Stages

Delfino Plaza

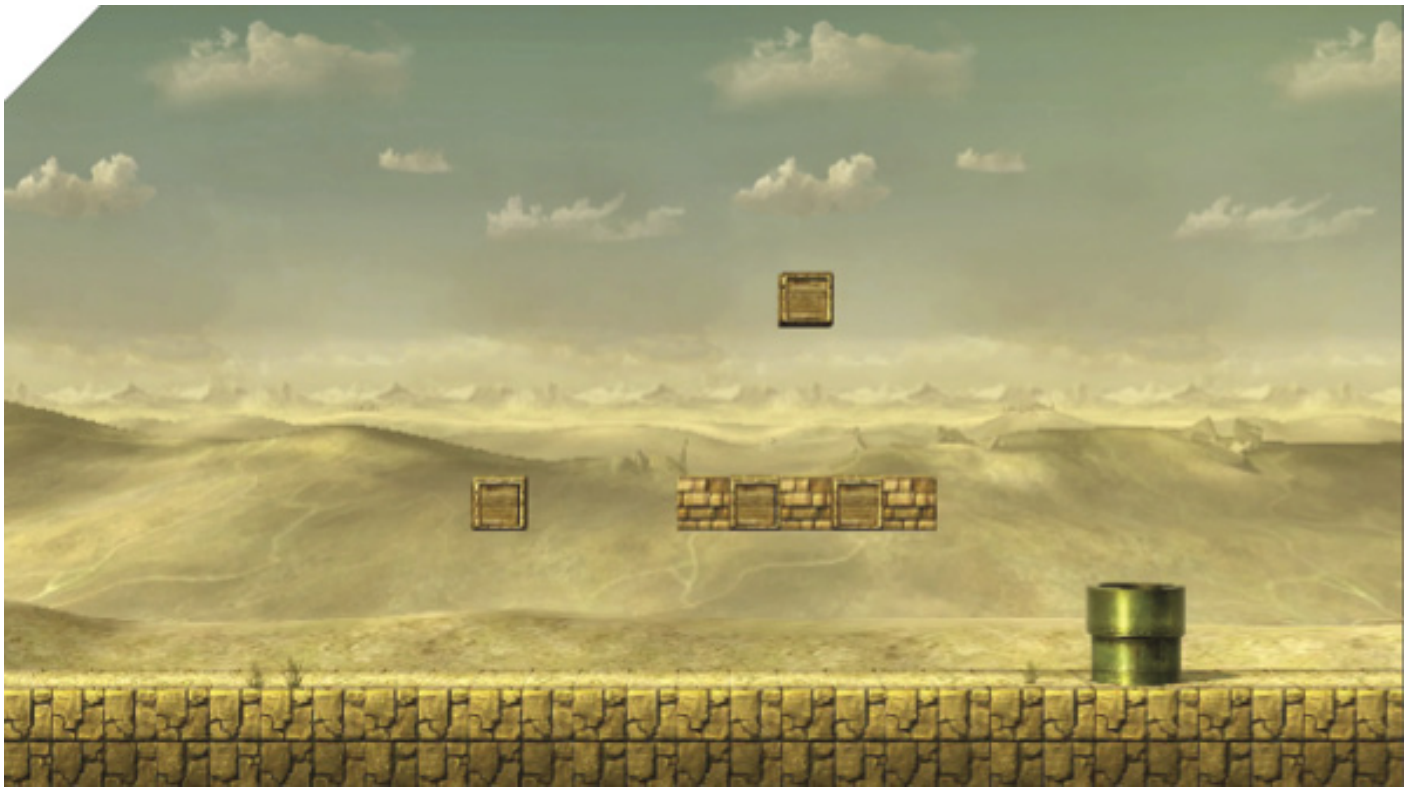


This stage takes you on a tour of a sunny island town. You can even go for a swim if you like, but stay in the water too long and you'll sink.



Stages

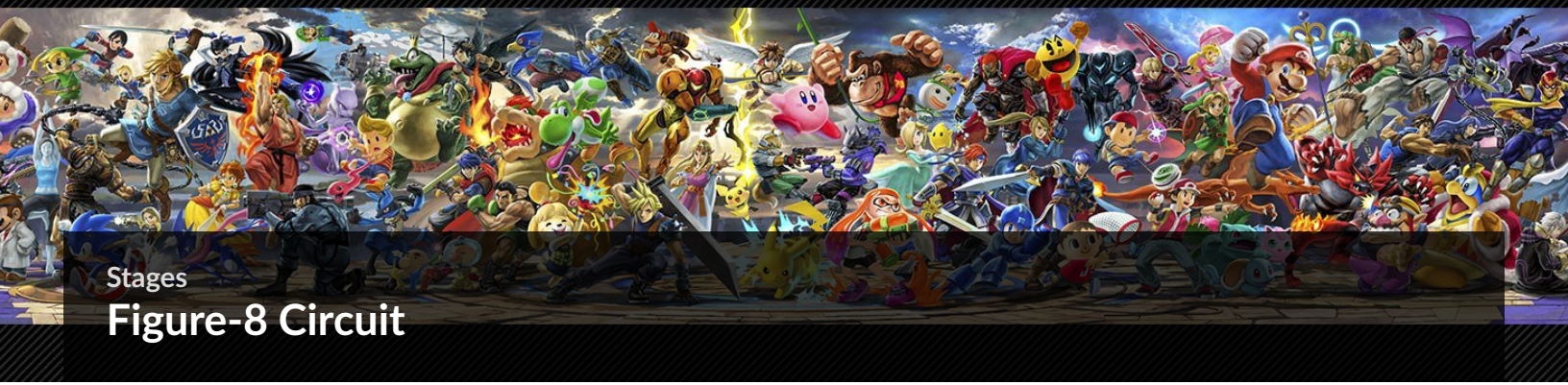
Mushroomy Kingdom



This stage is based on World 1-1 from *Super Mario Bros.* The placement of the blocks and pipes is the same as in the original game, but unlike the original, this stage scrolls automatically.

Attack the brick blocks to break them, or attack the ? Blocks to make items appear. Also, there's a block hidden where a 1-Up Mushroom was hidden in the original game. Can you find it?

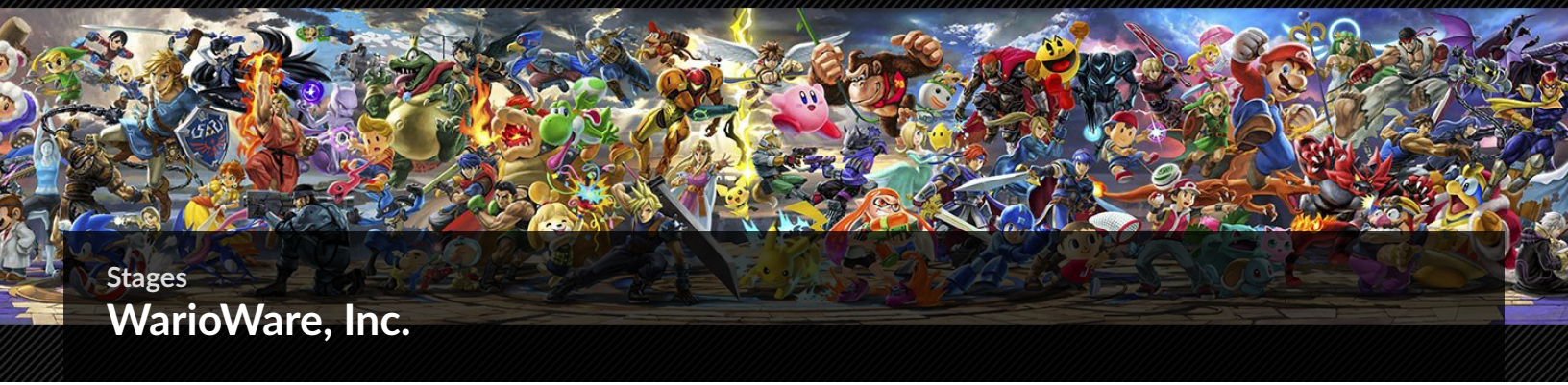
This stage features the familiar pipes and goal pole from the original game, but you can't enter the pipes or grab the pole. Sorry.



Stages

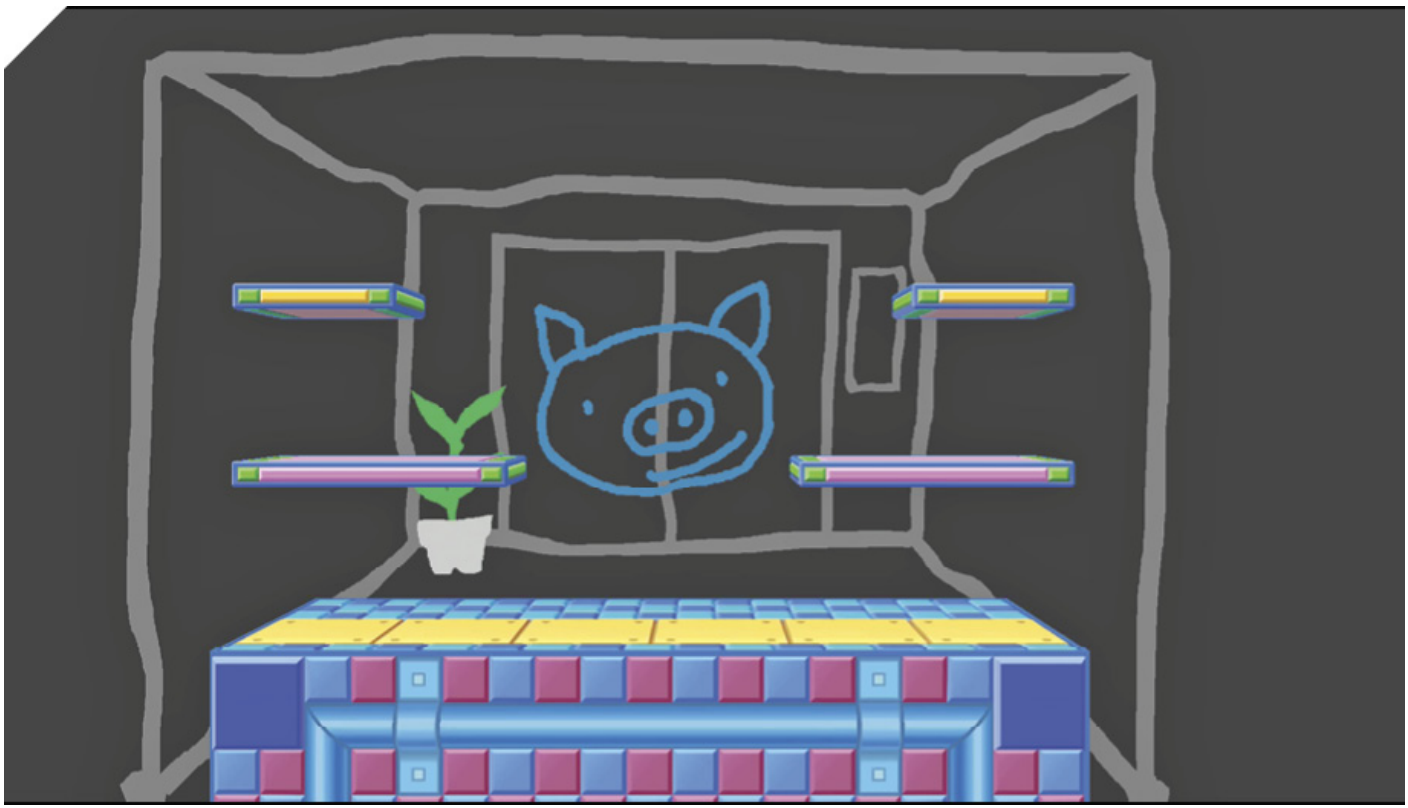
Figure-8 Circuit

The karts on this stage do more damage than the ones in *Mario Circuit*. The helpful map in the background always shows where they are!

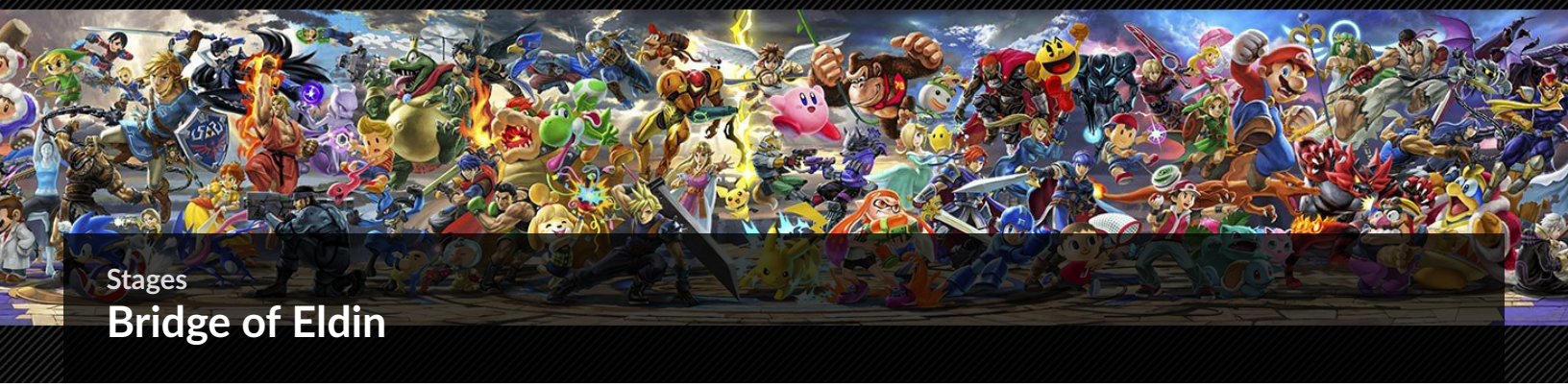


Stages

WarioWare, Inc.



When the microgame starts, follow the instructions to get items or other bonuses! You can become metal, giant, or other effects. It's really useful!



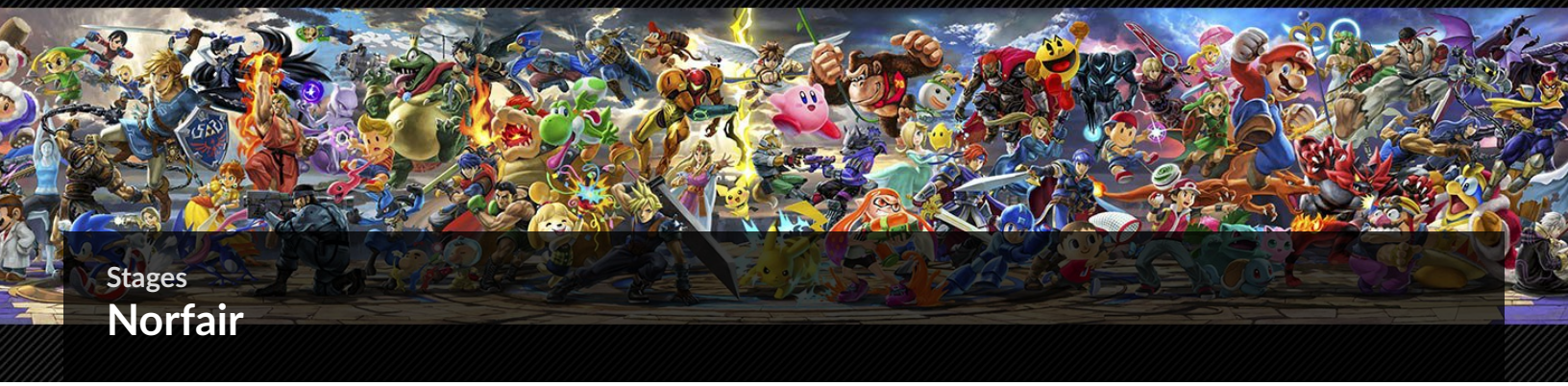
Stages

Bridge of Eldin

When the ground shakes, King Bulblin comes riding in from the left or right. The explosive he drops on the bridge is strong enough to blow it up.

After King Bulblin's explosive goes off, the bridge may look damaged beyond repair. Never fear! Soon enough, a portal appears to fix it right up.

When King Bulblin is flinching after being attacked, fighters he rams into don't get hurt. Sometimes a Bulblin appears, following along after King Bulblin. It doesn't really do much, but you can attack and defeat it. You meanie.

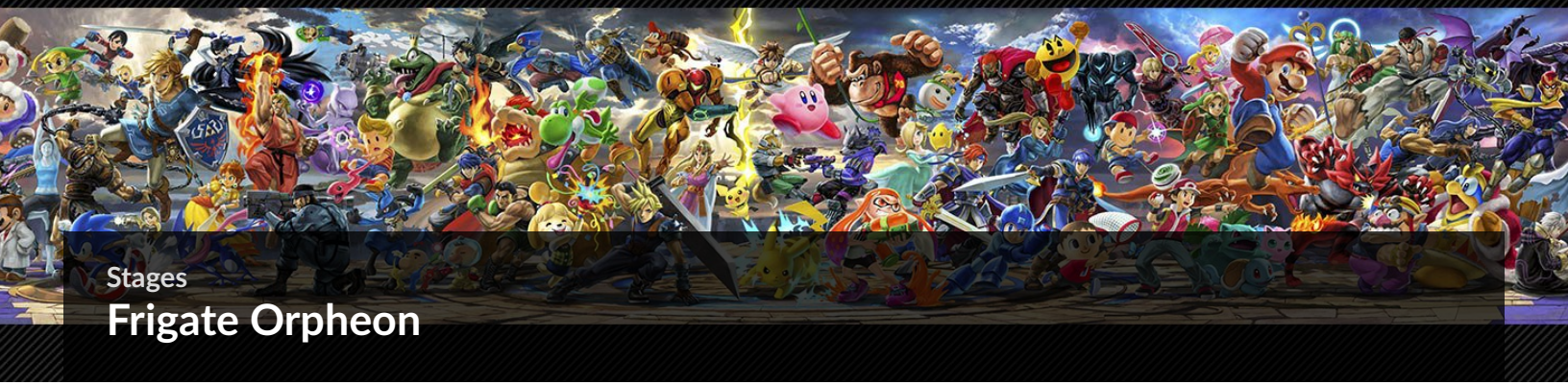


Stages

Norfair

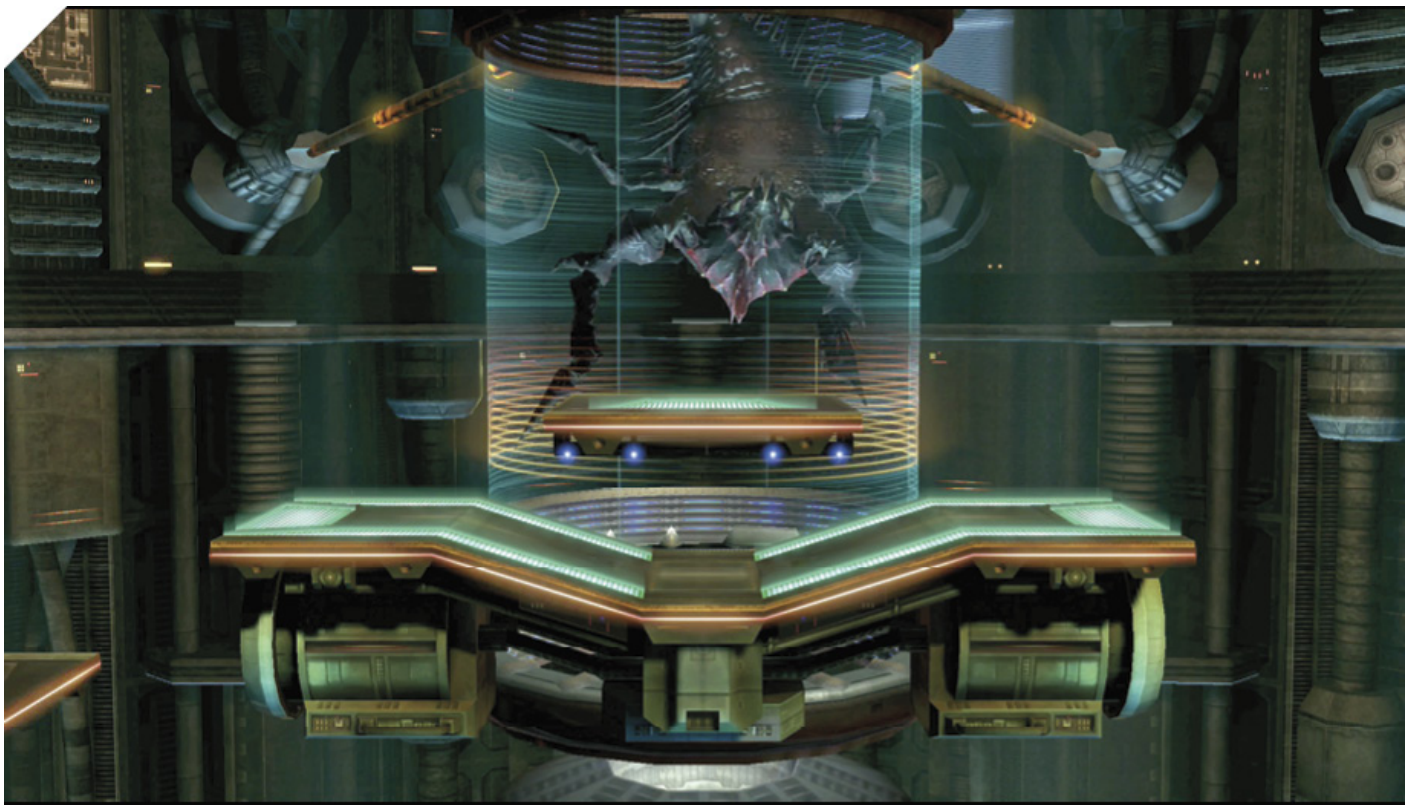
The magma that rises on this stage gradually covers all but the topmost platforms. Seriously, the floor is lava.

Watch out for that wave of magma in the distance! Good thing there's a shelter on that platform. It's up to you if you want to share the space…

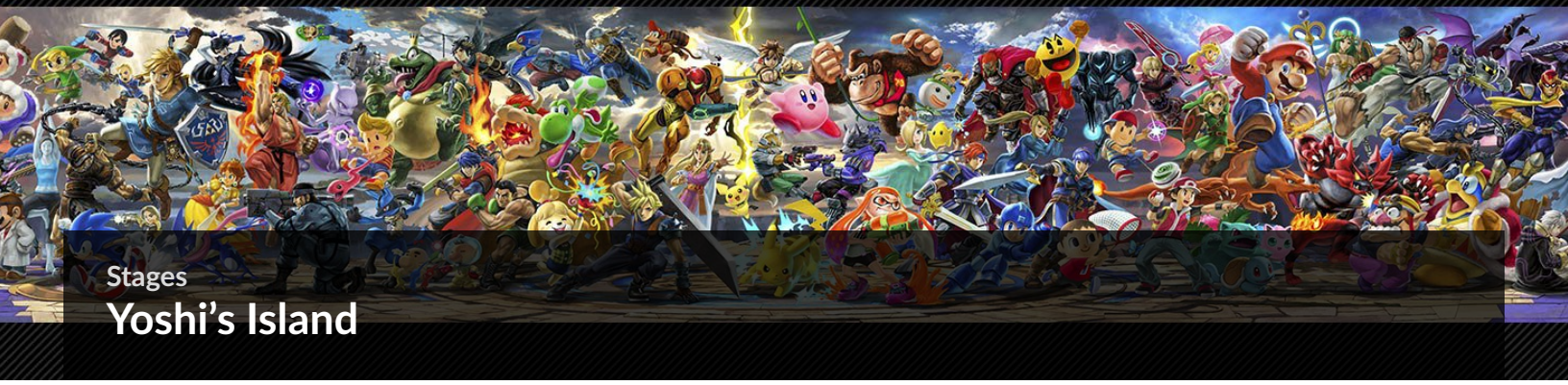


Stages

Frigate Orpheon



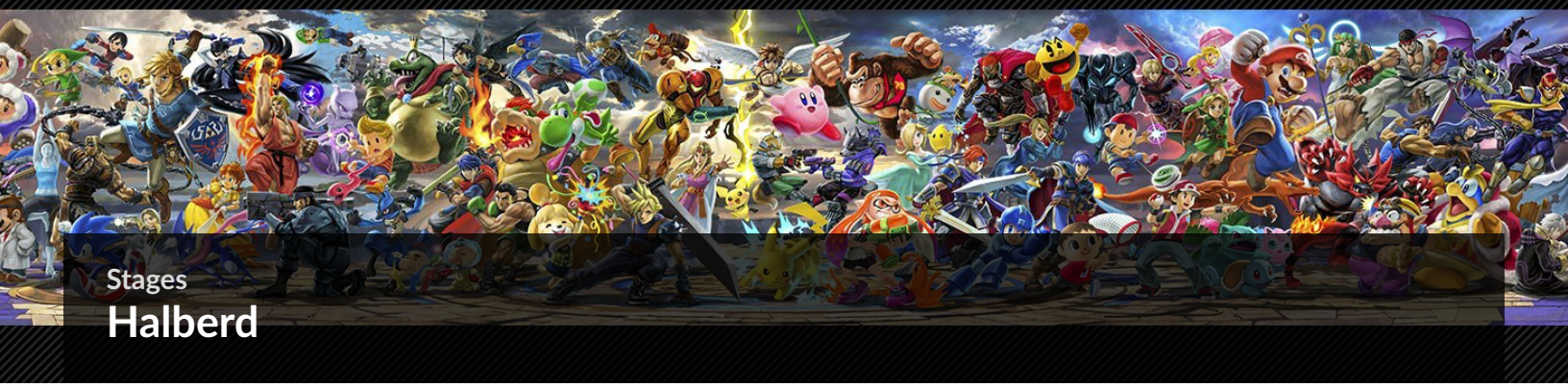
When the siren rings, the stage flips upside down. It stops once it turns 180 degrees. The layout of the stage is different after it flips.



Stages

Yoshi's Island

Fly Guys sometimes appear from the sky, carrying yummy food. Attack them to make them drop their tasty snacks!



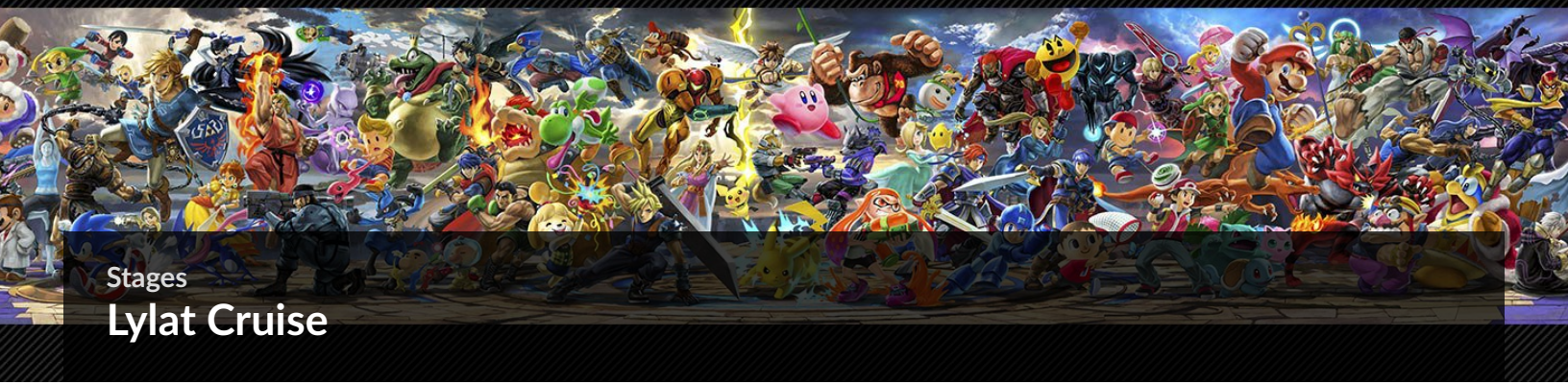
Stages

Halberd

The *Halberd's* main cannon fires shots that travel lazily through the air, exploding with surprising force when they hit a fighter or the ground.

Next to the cannon is a mechanical arm that sometimes attacks fighters. It freezes for a second; that's your cue to dodge!

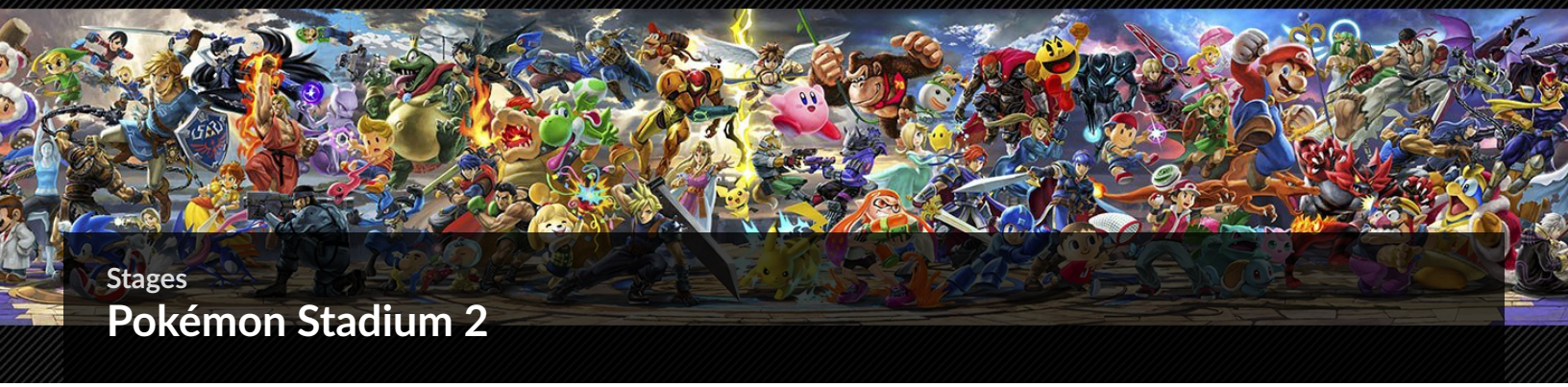
The Halberd's laser cannon is powerful but not very quick. Don't panic if it tries to target you—lead it toward your foes instead!



Stages

Lylat Cruise

When using Fox, Falco, or Wolf on this stage, you can press the down taunt button briefly to begin a smash taunt. It only works once per battle.



Stages

Pokémon Stadium 2

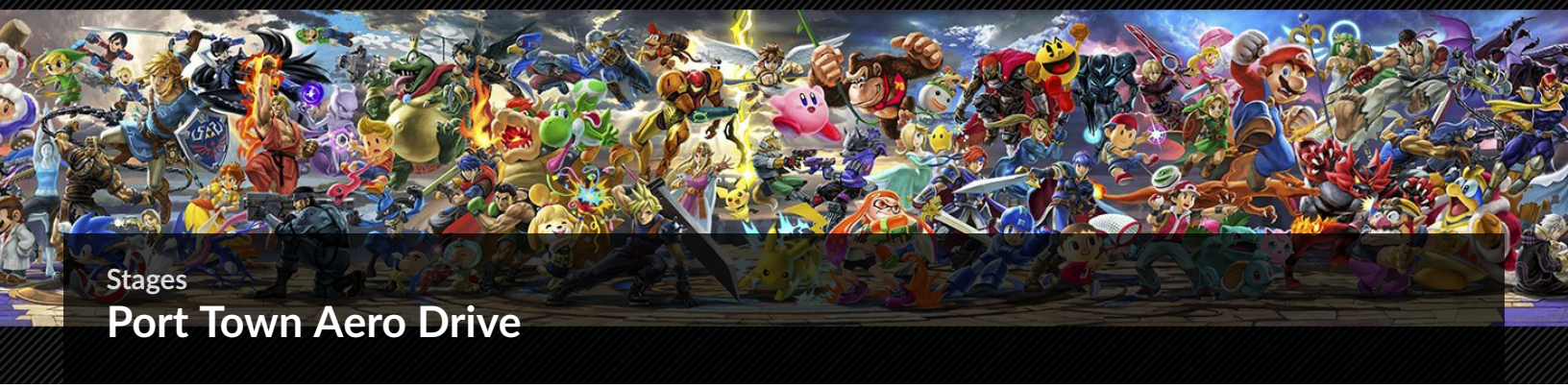
This stage randomly shifts into four elemental forms: Electric, Flying, Ice, and Ground. The Pokémon in the background match each theme.

This stage's Electric form has conveyor belts on both sides. Their speed and direction are randomly decided, so be careful when using them.

This stage's Flying form has a constant updraft, making fighters fall more slowly. However, the wind only extends above the platform…

When the stage is in its Ice form, the floors are slippery. Changing direction is more difficult, and you can't attack while skidding.

When the stage is in its Ground form, a small mountain appears just left of the stage's center. Mountains are great for stopping projectiles.

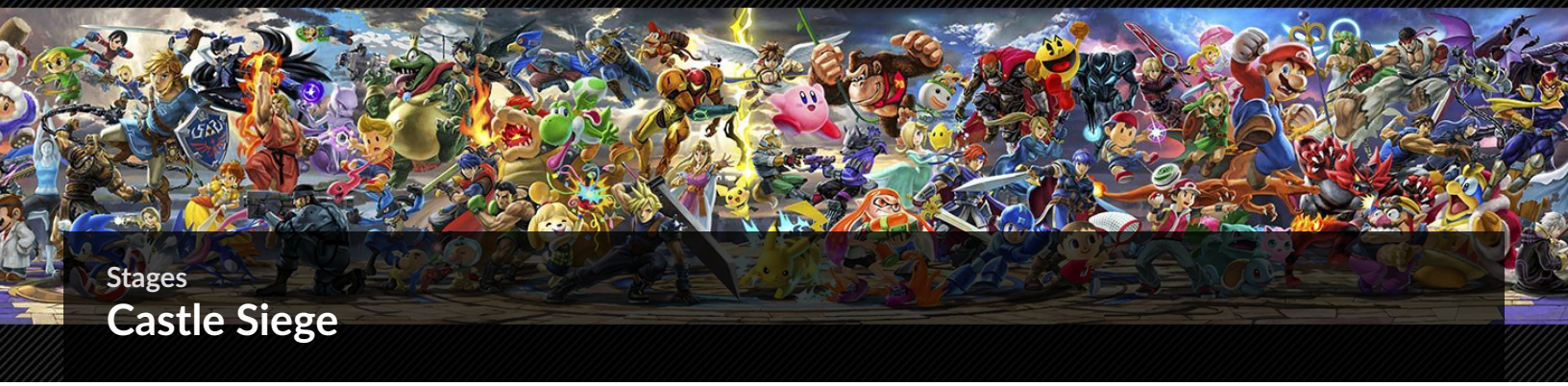


Stages

Port Town Aero Drive

The stage Port Town Aero Dive is based on a track from *F-Zero GX*. It's 16,690 meters long, and at its peak you can get a great view of Port Town from above.

When you descend onto the track, be careful of high-speed racing machines. In some places, they can even hit you on the floating platforms!



Stages

Castle Siege

This stage shifts from atop the castle walls, to the castle interior, to a vast underground cavern, and finally back to the start of the sequence.

The statues within the castle here don't stop attacks or projectiles. They're prone to collapsing after taking enough damage, though!

Stages

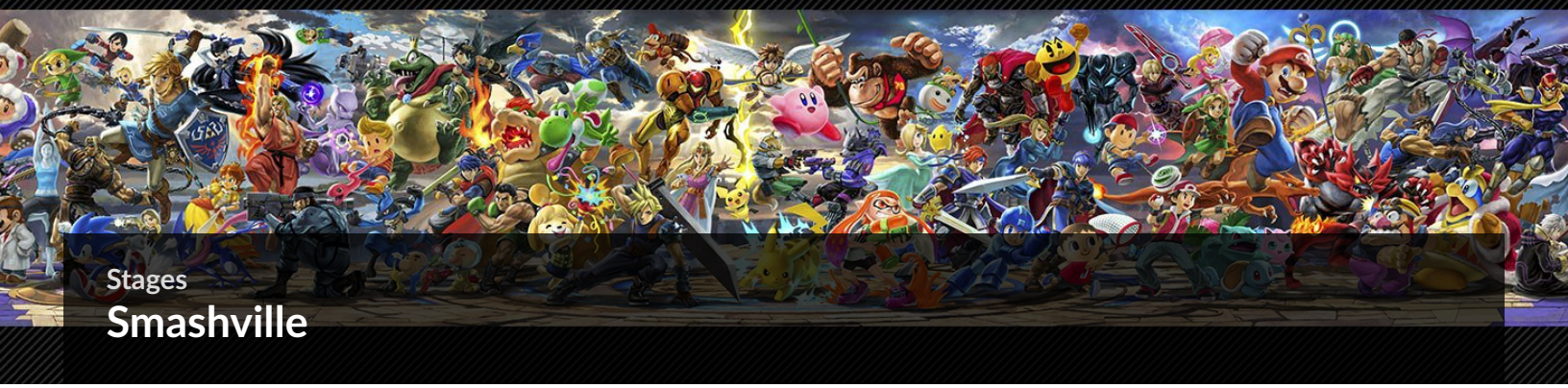
Distant Planet

The Red Bulborb appears on the right, opening its mouth and looking for food. Being eaten by the Red Bulborb counts as a KO.

The slanted hill on the left side of the stage floods with water when it rains. The strong current can sweep you off the edge. Watch out!

The objects labeled with numbers that blossom in the centers of the flowers are called Pellets. Bigger numbers deal more damage when thrown.

Occasionally you might see Onions float down. Hit them with Pellets to get items!

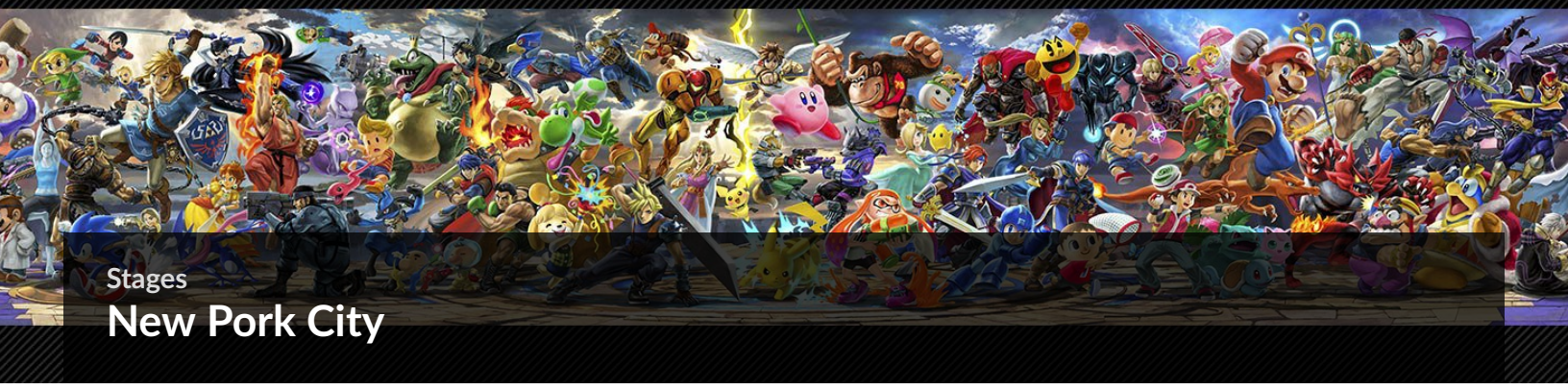


Stages

Smashville

Different residents appear randomly in the background of this stage. You'll see as many as 34 different ones, depending on the time of day.

The background changes based on what time it is in real life. Play on Saturday night at any time from 8:00 PM to 11:59 PM to see K.K. Slider perform!



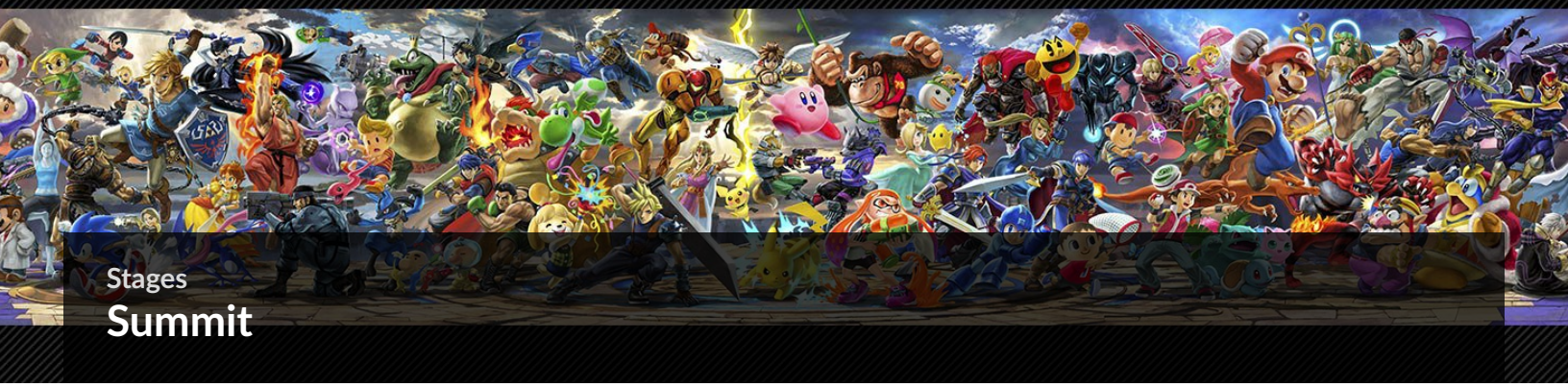
Stages

New Pork City

This stage is based on New Pork City from *Mother 3*. It's a gigantic stage—one of the largest in the game! The Ultimate Chimera may sometimes appear and wander around the stage. It chomps on any fighters it finds. You're KO'd if it gets its jaws on you!

Drop below the ship that swings back and forth to find the only breakable floor in the stage. If you break it at the right time, you can send the Ultimate Chimera plummeting down.

You may see a flying limousine moving around the stage from time to time. You can ride on it only when it appears below the platforms, but make sure it doesn't carry you off the screen.



Stages

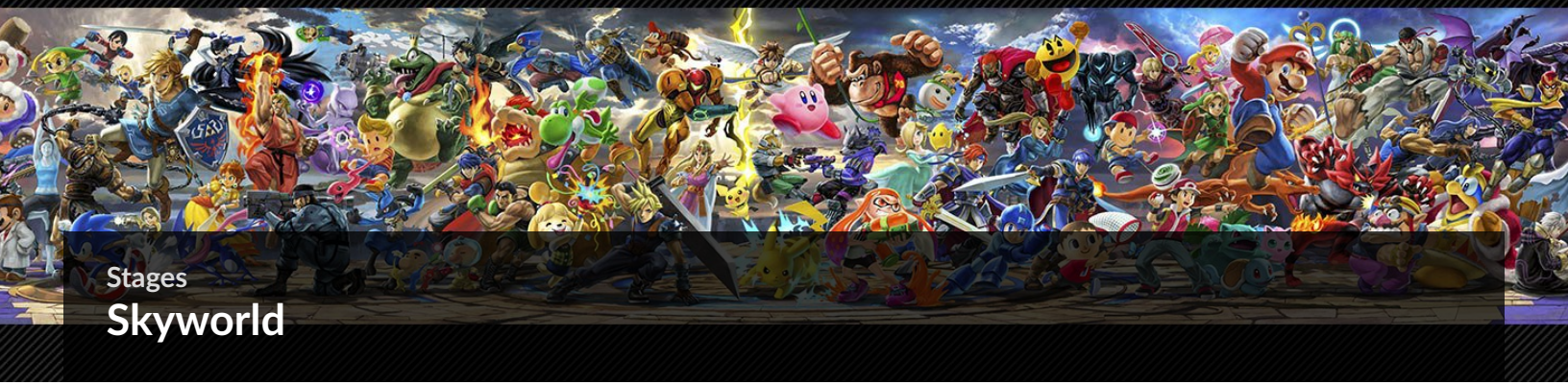
Summit

The peak you fight on doesn't change, but the conditions change drastically. You float on water, tilt diagonally, slide across snowdrifts, and plummet.

You slip if you run on the ice platforms, and icicles drop over the widest platform. Make good use of jumping and dodging when fighting here.

The polar bear wanders around in the background, sometimes jumping and causing the stage to sink. This causes the lowest level to be submerged underwater, so be careful.

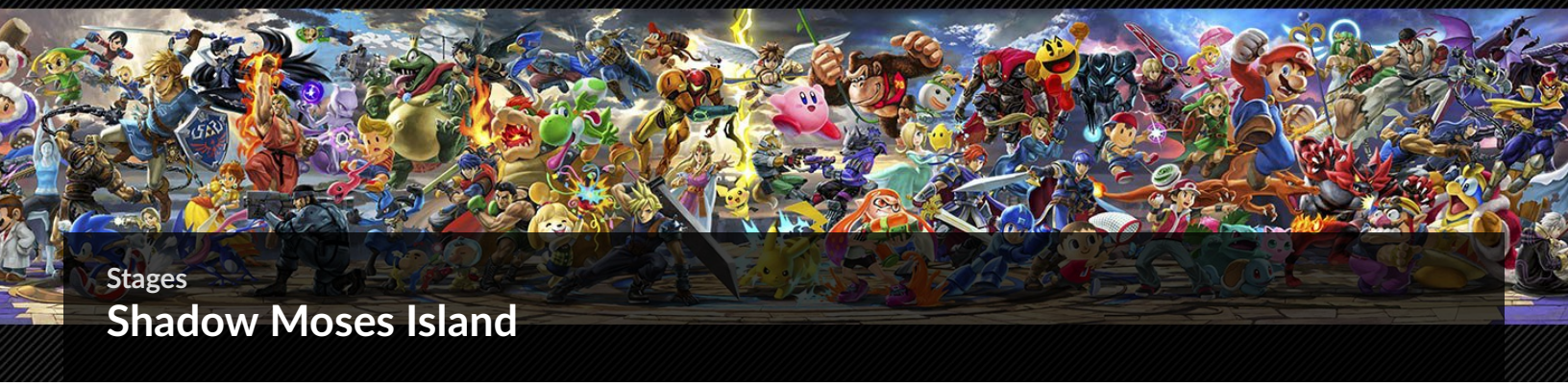
If you get close to the water's surface, fish sometimes suddenly appear. If even the tail of the fish touches you, you take damage—and you're KO'd if it eats you!



Stages

Skyworld

Skyworld's terrain is impenetrable, but you can grab the edges. Once destroyed, it leaves clouds that can't be grabbed but can be passed through.



Stages

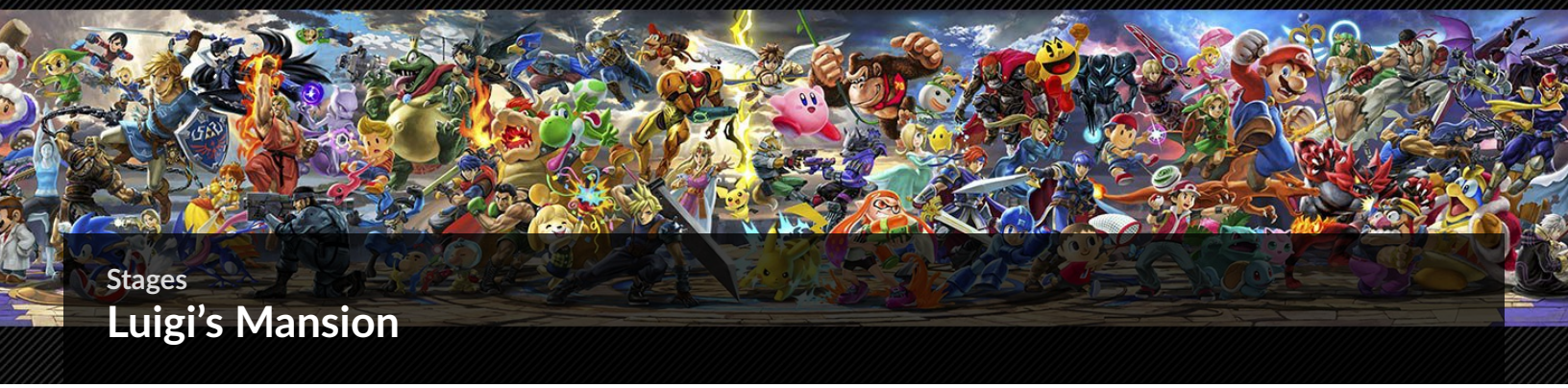
Shadow Moses Island

This stage is based on Shadow Moses Island from *Metal Gear Solid*. If you're spotted by the searchlight sweeping the stage, a "!" appears and an alarm sounds.

Watchtowers stand tall on both sides of the stage. Break the watchtowers to open up new areas.

While playing as Snake on this stage, it's possible to open Codec communications by inputting a down taunt quickly. When you do, Snake's support team shares advice about a current enemy.

On this stage, Snake has smash taunts that open Codec communications with Colonel Campbell, Otacon, and Mei Ling. These conversations may reveal sides of these characters you don't normally see…

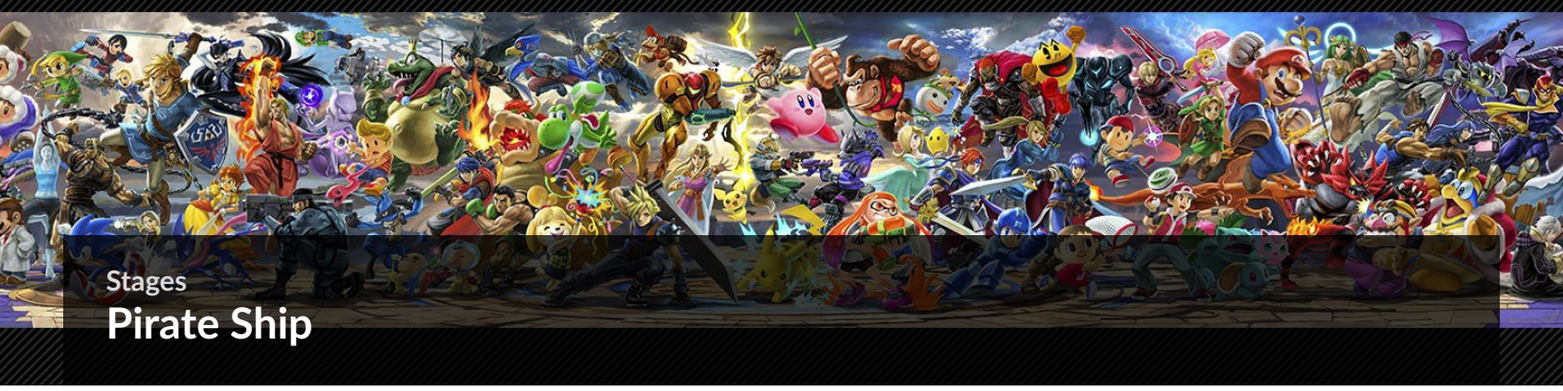


Stages

Luigi's Mansion

Each pillar supports a part of the building that collapses when that pillar is destroyed. A first-floor pillar can't be destroyed before a second.

Wait a little while after the whole mansion is destroyed, and with a mighty rumble, it rises from the ground, good as new!



Stages

Pirate Ship

Battles on this stage take place aboard a pirate ship traveling the Great Sea! Be careful—you never know what could happen at sea…

Any fighters that fall into the water are swept from left to right. Watch out for the bow of the ship—it's an instant KO if you hit it!

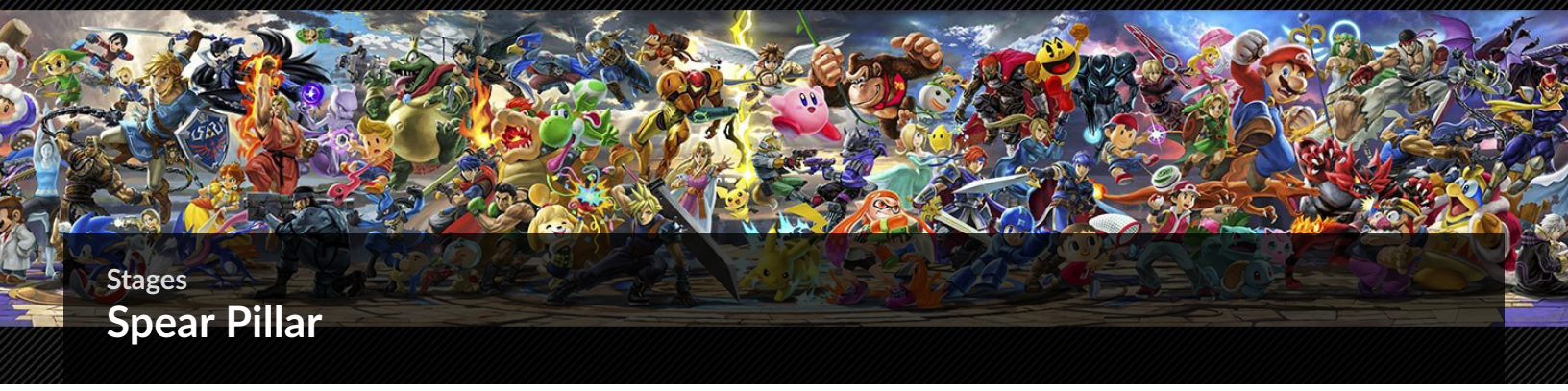
The ship occasionally sails past a watchtower, which fires projectiles as you pass by. The explosions can really hurt, so watch out!

The catapult that emerges on deck can launch fighters. The catapult fires more quickly if a fighter is standing on it.

Everyone is too busy fighting to steer the ship! The ship might run aground as you battle, but you can just carry the fight to the rocks if this happens.

The weather changes as the ship sails around. It can be sunny, cloudy, or rainy, but it only rains when a tornado is near.

Occasionally a tornado may appear and lift the ship into the air. This is the perfect time to KO opponents with meteor smashes!



Stages

Spear Pillar

A stage based on the ruins atop Mt. Coronet in the Sinnoh Region of *Pokémon Diamond and Pearl*.

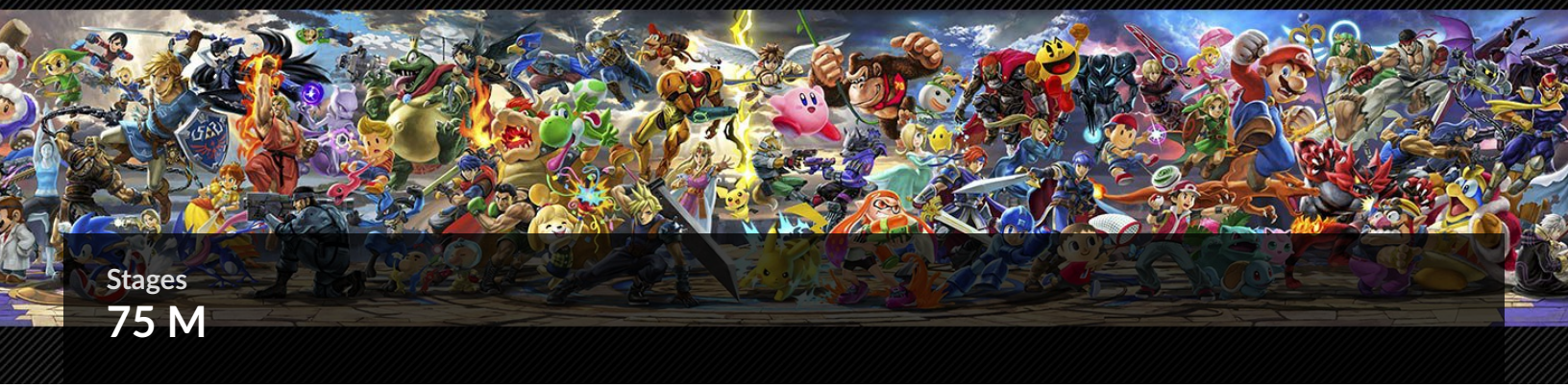
Pokémon appear in the throne area at the center of the ruins. Either Dialga, Palkia, or Cresselia appears.

Dialga and Palkia share three attack methods: tilting the screen, breaking the floor with an earthquake, and using laser attacks.

Aside from the three commonly shared attacks, Dialga can slow down all fighters and use Roar of Time to damage and launch any fighters it touches.

Aside from the three shared attacks, Palkia can cut all fighters' weights in half, flip the stage upside down, and mirror the stage. If the stage direction changes, fighters' inputs also change directions.

Cresselia attacks directly with sonic waves and boomerangs. Even if you hide in the cave, they travel through the ground and attack you.



Stages
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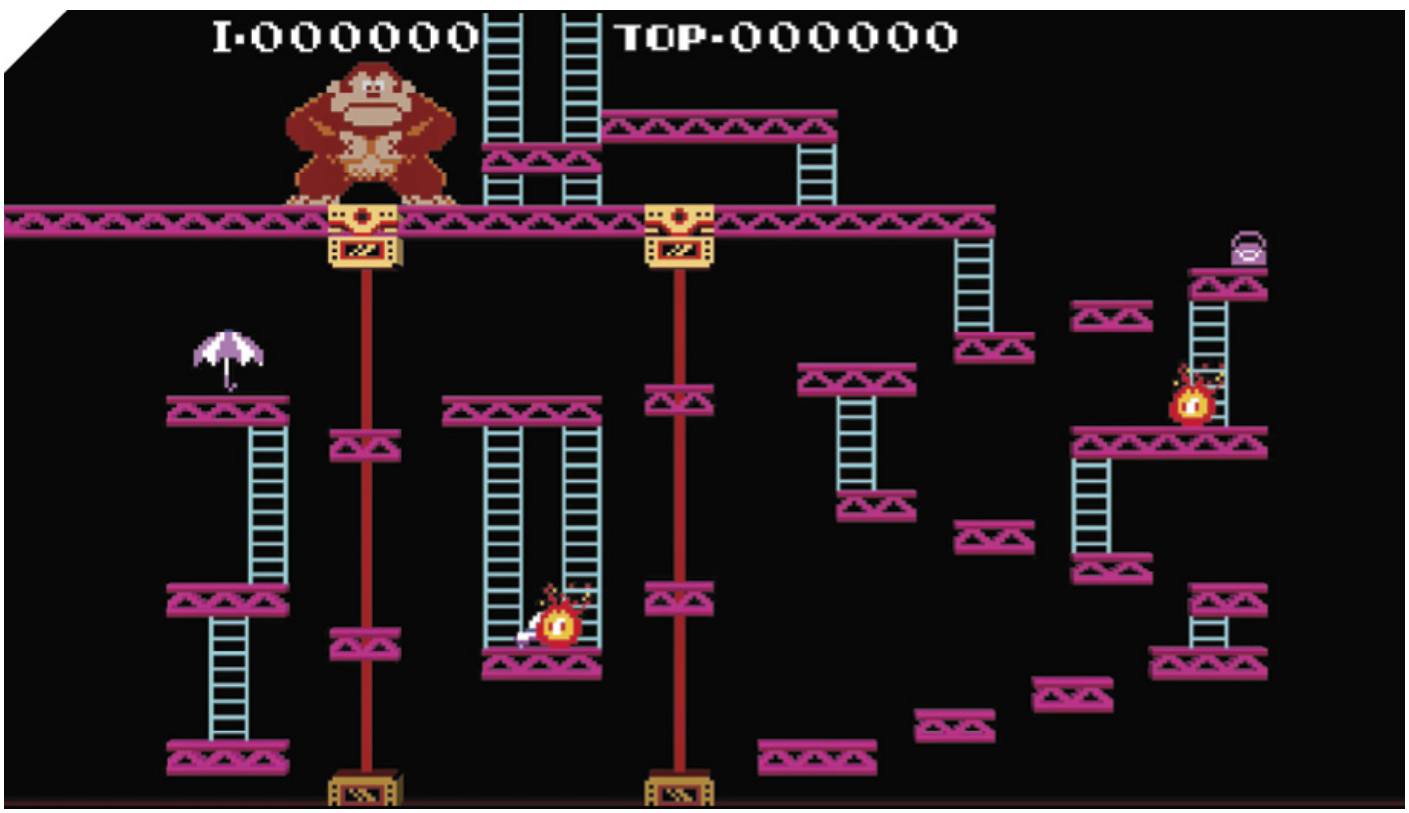
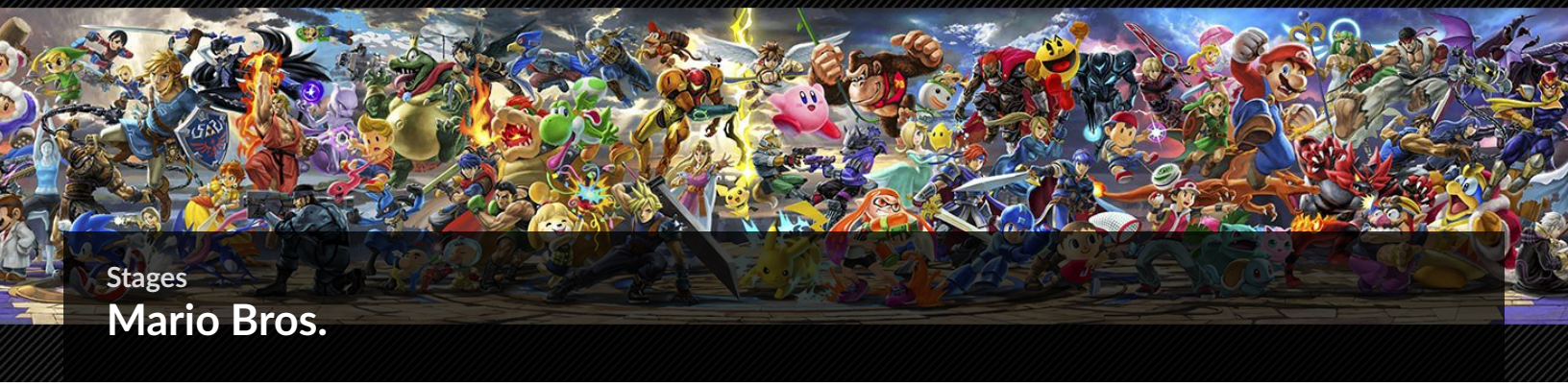


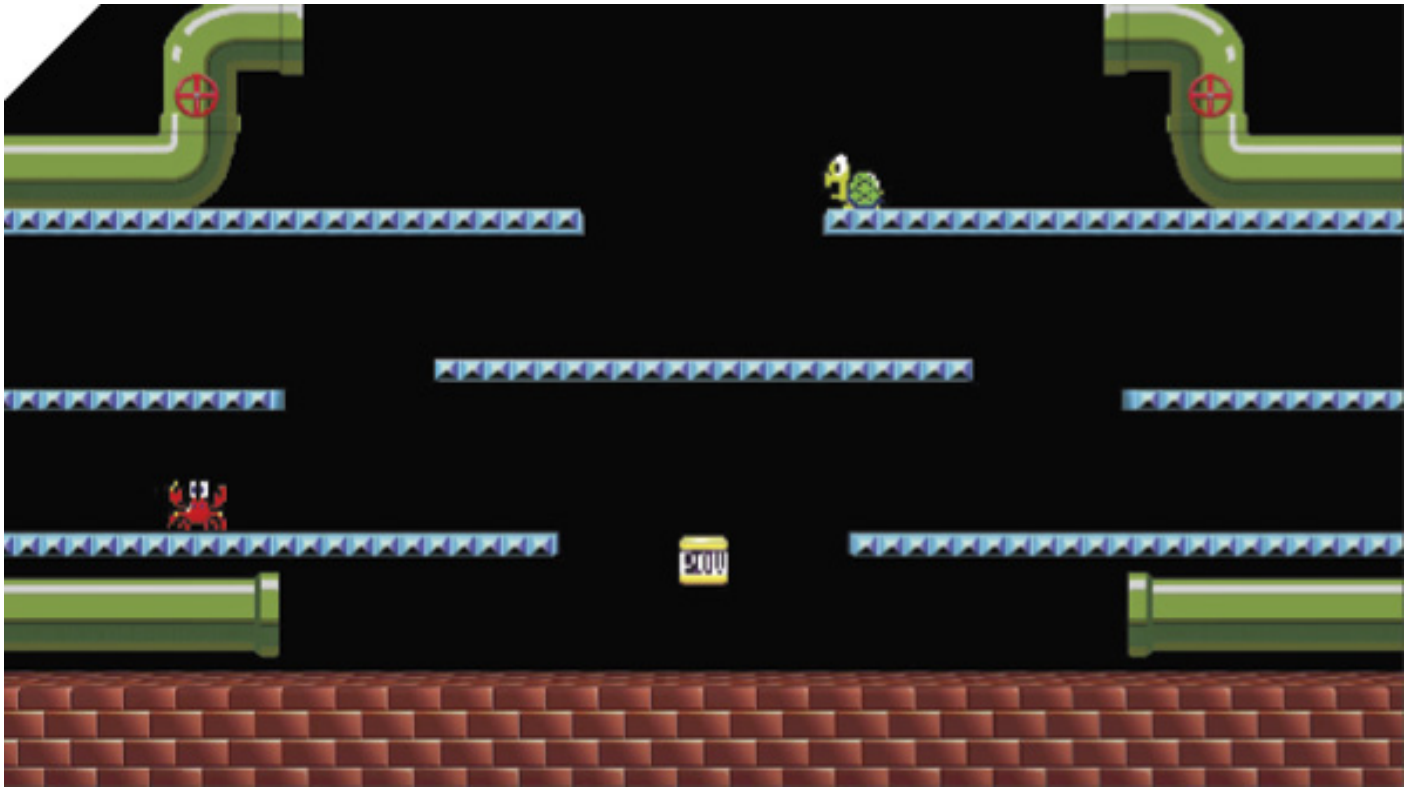
If you touch the enemies that move around on the platforms and ladders, you'll be launched. Try throwing your opponents into them!

Watch out when Donkey Kong steps forward. Jacks come flying from the left, which can hit multiple times and launch you off the screen.



Stages

Mario Bros.



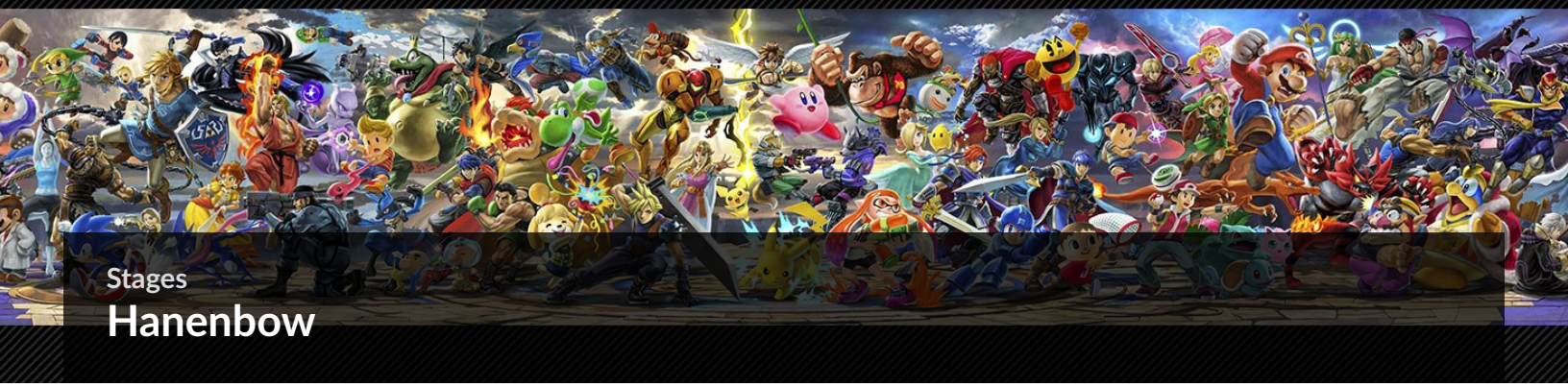
A stage based on the arcade version of *Mario Bros.* The turtles are named “Shellcreepers,” the crabs “Sidesteppers.”

You can flip over Shellcreepers and Sidesteppers if you attack them or headbutt the ground below them. When they change colors, their movement speed increases.

You can throw Shellcreepers and Sidesteppers that have been flipped over. Hit other fighters with them to send the fighters flying.

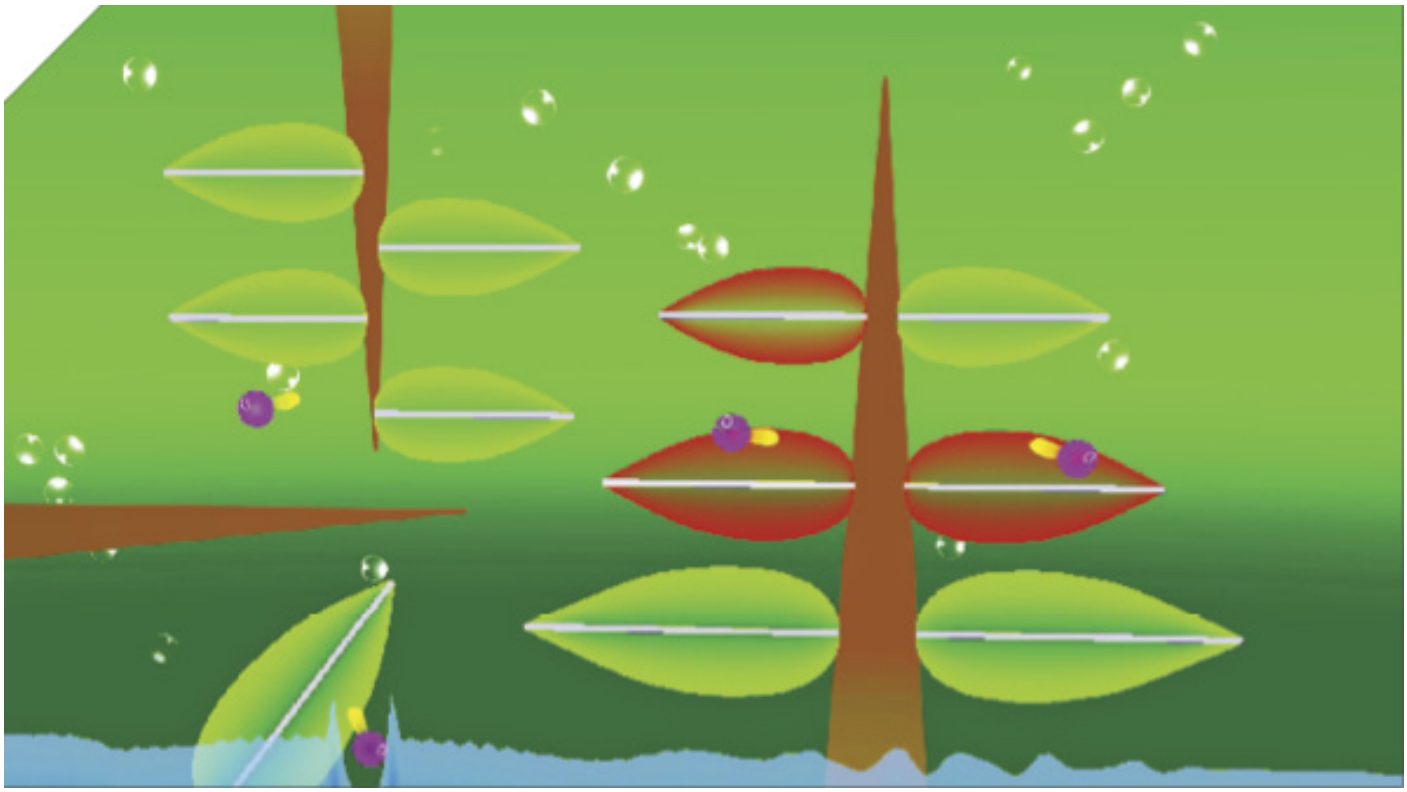
Shellcreepers and Sidesteppers can be flipped over by attacking or headbutting the POW Block from below. Do this three times to destroy the block, but it comes back after a while.

The fireballs in this stage travel across the screen and launch anyone they touch. They can’t be blocked, but they can be dodged. You can also evade them using the left and right looping structure of the stage.



Stages

Hanenbow



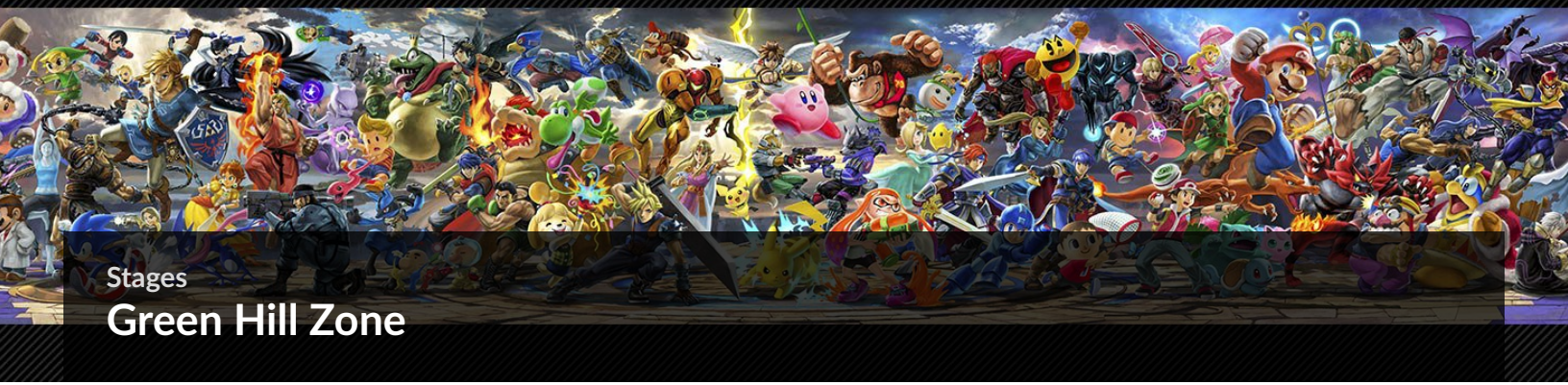
A stage based on *Electroplankton* for the Nintendo DS. The Hanenbows that jump from the water's surface change the leaves' colors and make a distinct sound.

This stage features Hanenbows that jump around the screen. When they hit a leaf, they make a sound, bounce off, and change the leaf's color.

The leaves serving as the stage's platforms change directions when attacked. This also changes the trajectory of the Hanenbows' jumps.

The leaves redden when attacked by fighters or jumped on by Hanenbows. If you turn the leaves of the tree on the right side of the screen red, a white flower blooms.

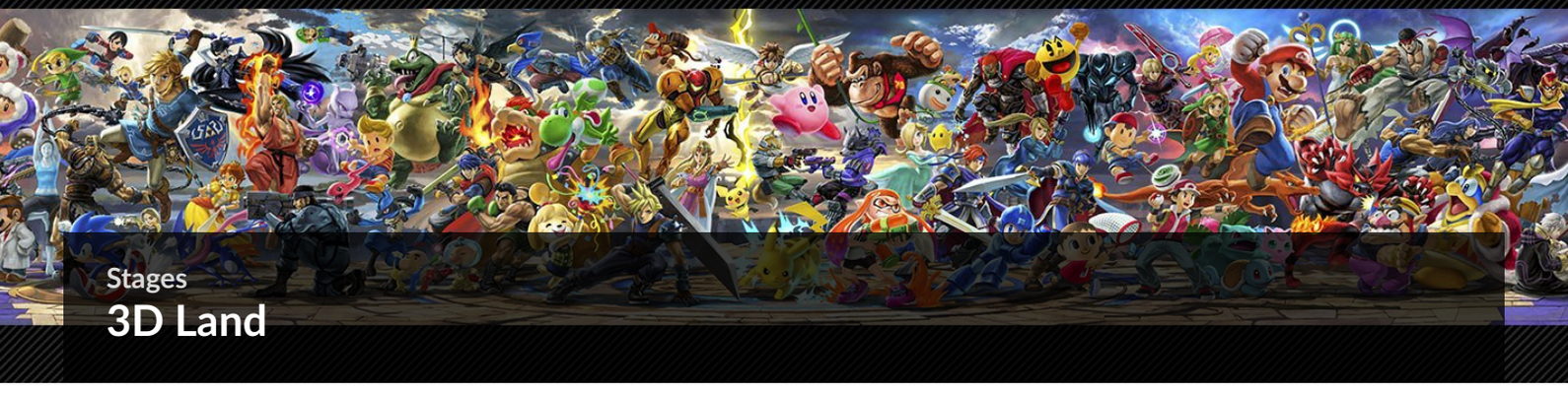
You cannot swim in the water at the bottom of the screen, but the edge of the large leaf at the bottom can be grabbed, so make use of it.



Stages

Green Hill Zone

The object with the blue ball on top is called a Point Marker. A Point Marker twirls when the ball is hit, dealing damage to anyone too close.



Stages

3D Land

The Brick Blocks that appear in the beginning can be easily broken by hitting them once from below. ? Blocks give you items! Super Leaves appear slightly more often than usual.

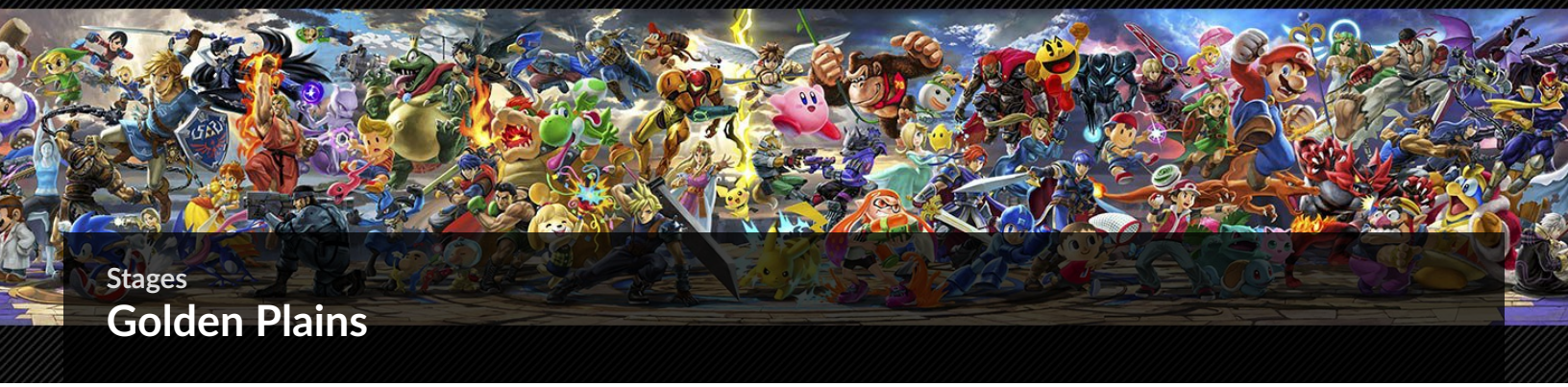
The mountain range partway through the stage has rocks sticking out from it. The platform tilts and pushes fighters, so watch out!

Pipes that shrink and grow appear throughout the stage. Time your jumps so you don't fall down! During the ocean scene, the lift travels along rails. Look ahead to spot where lifts are going next! Find the premium fighting spot!

Spike Pillars pop out of the ocean at random. They can break lifts and deal a lot of damage to unlucky fighters.

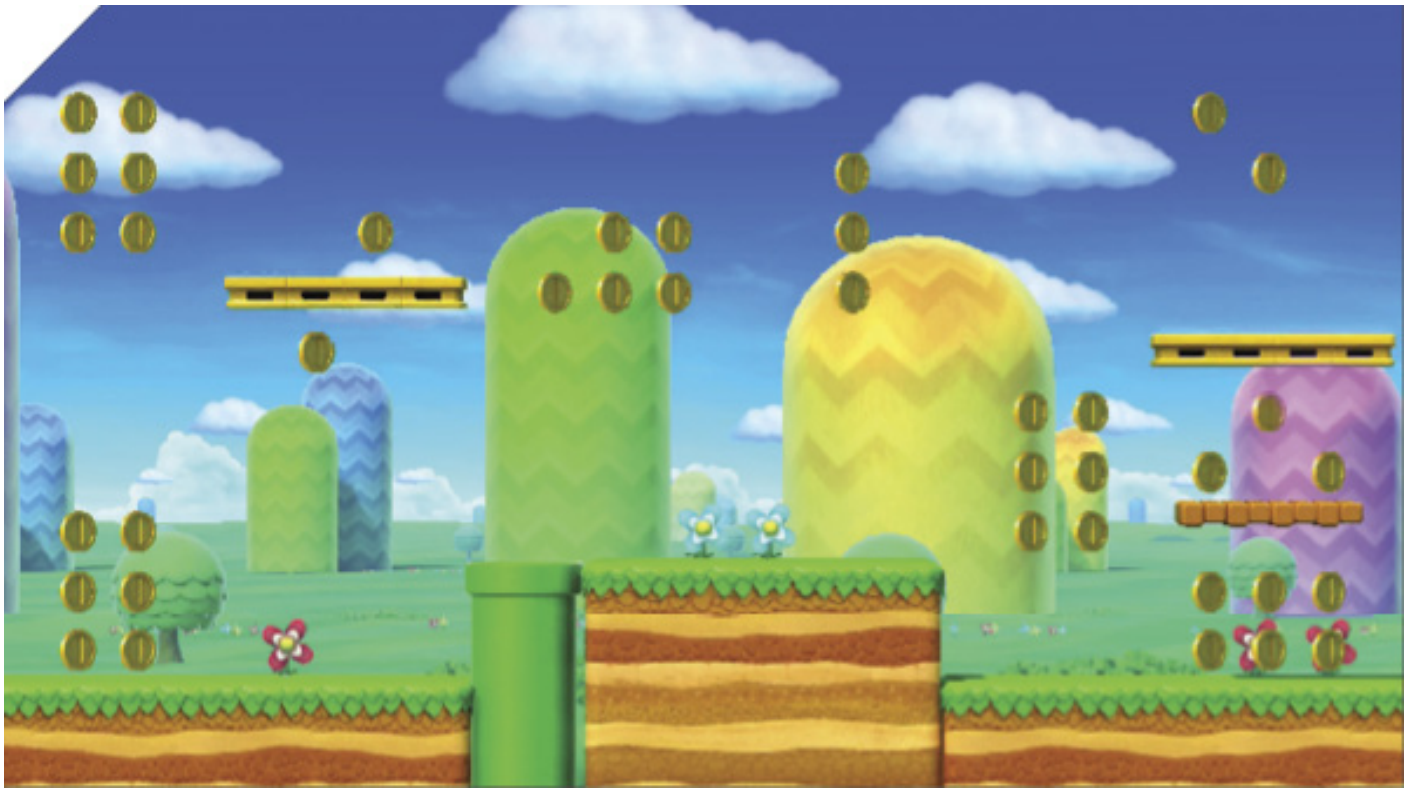
As tasty as they may sound, the Donut Blocks are not for eating. You can, however, jump on top of them for a bit before they collapse from your weight.

The Flip Panels at the beginning of this stage flip, gradually creating more places for you to stand. Note Blocks appear at the beginning of the stage. Jumping on them sends fighters flying into the sky! This rotating platform may seem like a good place to fight, but it tosses anyone who's still on it when it rotates!



Stages

Golden Plains

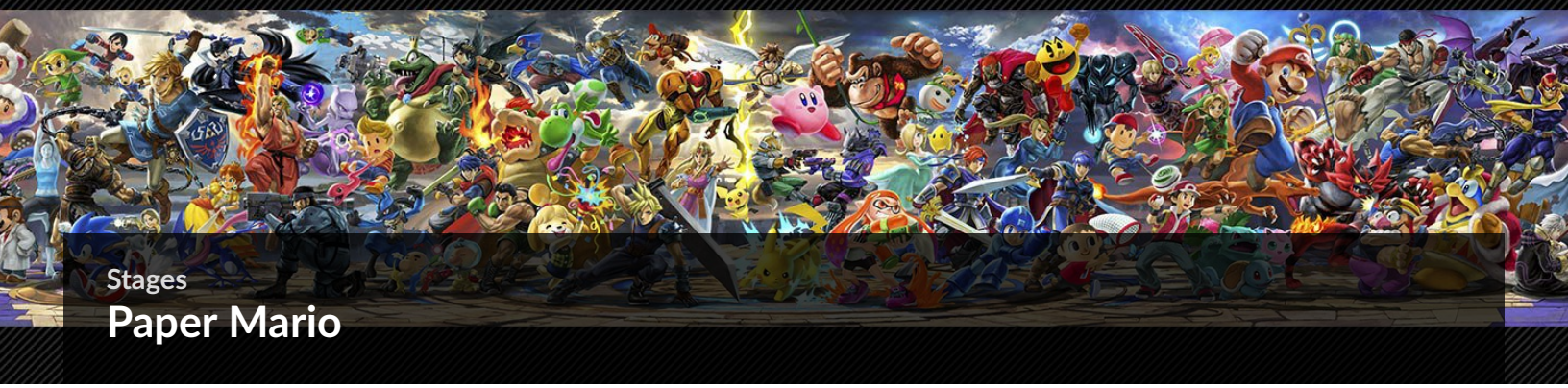


Step on the P Switch (or just hit it) to make blue coins appear. They don't stay around for long, so look lively!

Collect 100 coins and you turn to gold! You deal more damage and can launch opponents more than usual!

Touch the red ring to make eight red coins appear. One red coin is worth five regular coins!

The Scale Lifts tilt and fall if there's no one on the other side. Get two fighters on there to see who weighs more!

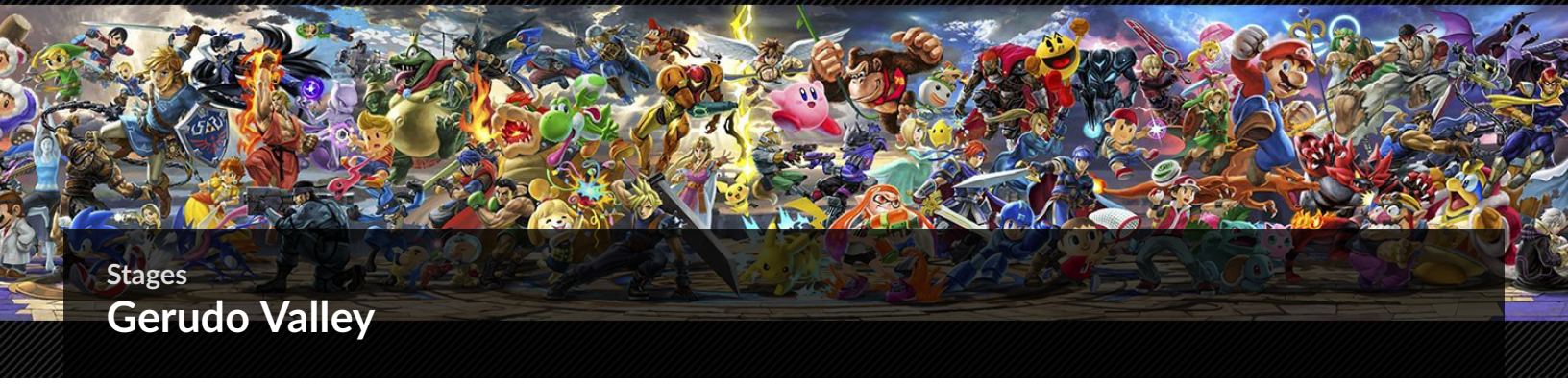


Stages

Paper Mario

Watch out for the gigantic fan on the part of the stage on land. It's much easier to be launched to the right when it spins!

Bowser's metal face appears and spins in the sky. If his eyes turn red, it's a good time to run! A Big Blooper appears on the ocean stage. Don't worry—it doesn't attack. It rocks the ship, though, generating some waves.



Stages

Gerudo Valley

Sometimes the wooden bridge breaks if you stand on it or attack it. It's a flimsy bridge and breaks over time, too.

Stages

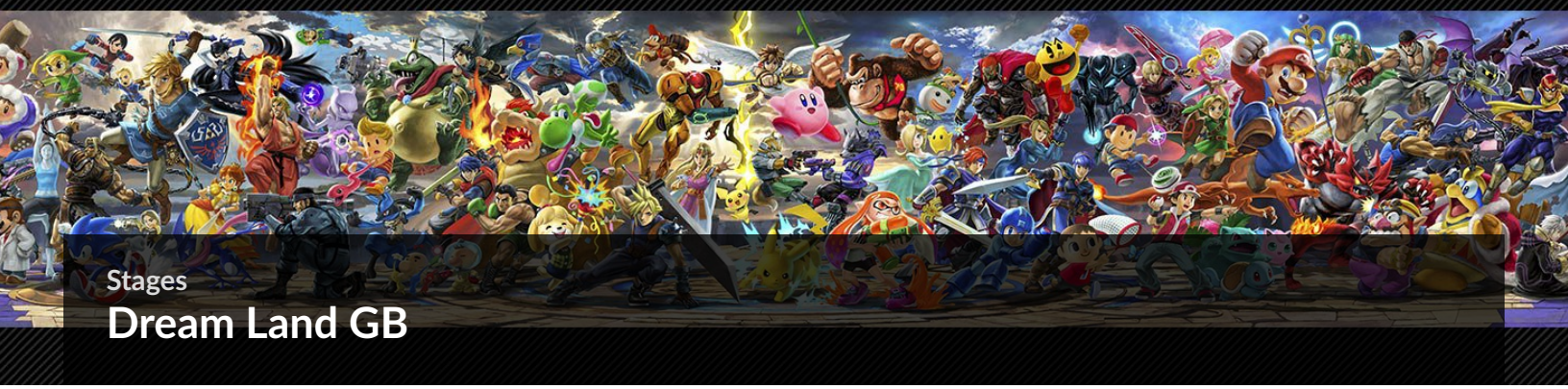
Spirit Train

This train travels left at extremely high speed. You need more luck than any one fighter has if you want to survive falling off the back.

If Link, Toon Link, or Young Link is busy in the battle, Alfonzo handles being the train's conductor. The Spirit Train can have several different cabooses. It could be Linebeck's shop, a coal car, a steel-frame car, or other cars!

Keep an eye on the black smoke from the Dark Train! It jumps before exploding, landing in a random place on the stage.

The Armored Train is pointy in front and tries to push the train you're on off the stage. Don't get pushed off during their conflict!



Stages

Dream Land GB

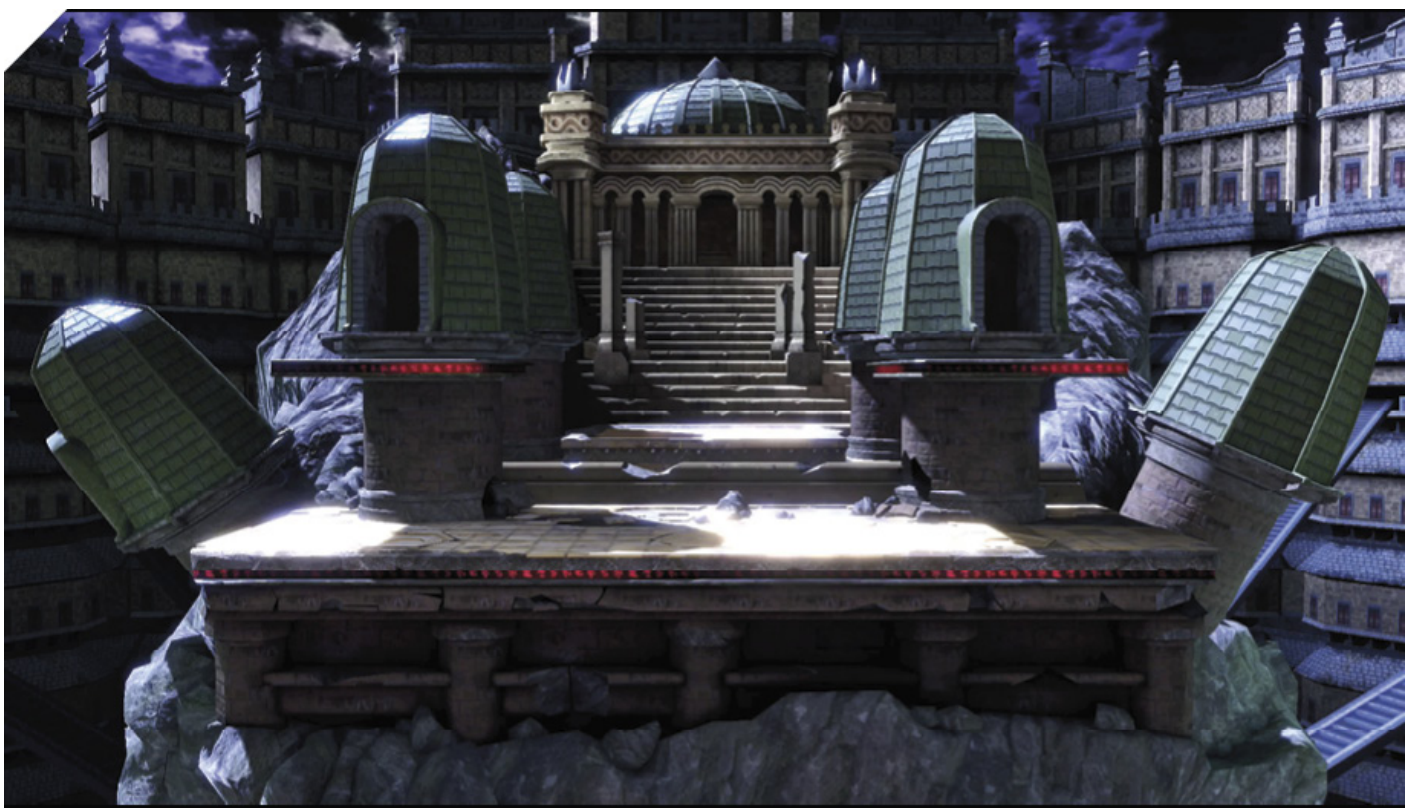
This stage resembles a Game Boy loaded up with the first title of the *Kirby* series, *Kirby's Dream Land*. The battery light even turns off at the end of the battle!

Starting with Green Greens, all five stages from the original game make an appearance. Seven events from the stages are re-created here.

Green Greens, Float Islands, and Bubbly Clouds sometimes have scrolling sections, so be mindful of the edges of the screen.

Stages

Unova Pokémon League

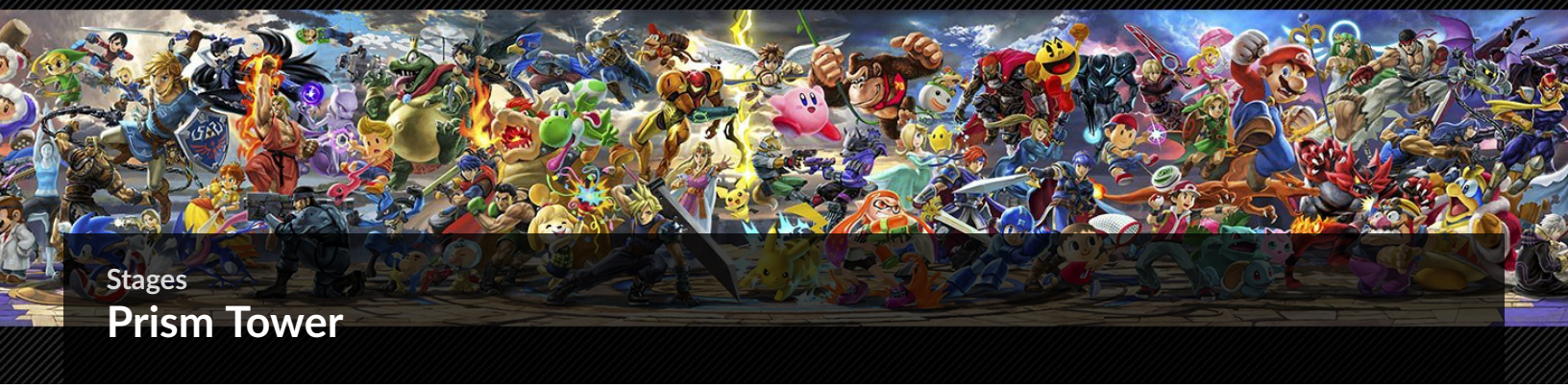


Stairs appear and connect to N's Castle. The stairs make the stage larger—change up your tactics with this new space!

Reshiram and Zekrom attack when they appear on this stage. You might see some other Pokémon, too!

Reshiram's Fusion Flare move unleashes a burst of flames, then destroys the stairs, so be careful! Zekrom, the Dragon/Electric-type Legendary Pokémon, charges in using Fusion Bolt, which breaks the stairs or leaves platforms askew.

Sometimes Milotic, Whimsicott, and Shaymin appear. Don't worry—these three are only here to watch.

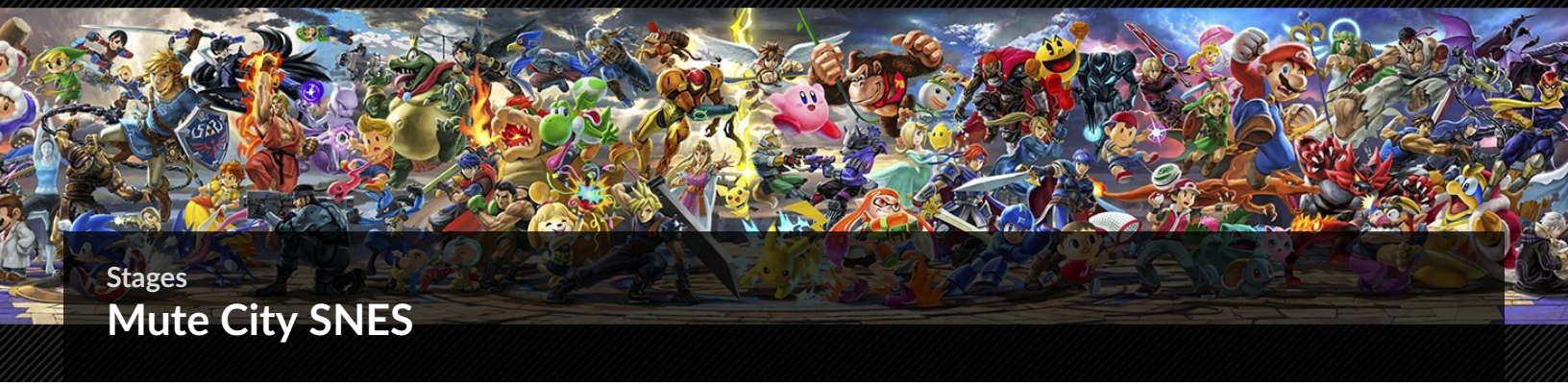


Stages

Prism Tower

Based on Prism Tower from *Pokémon X&Y*. The battle plays out in the surroundings of the tower, with time advancing through morning, noon, and night.

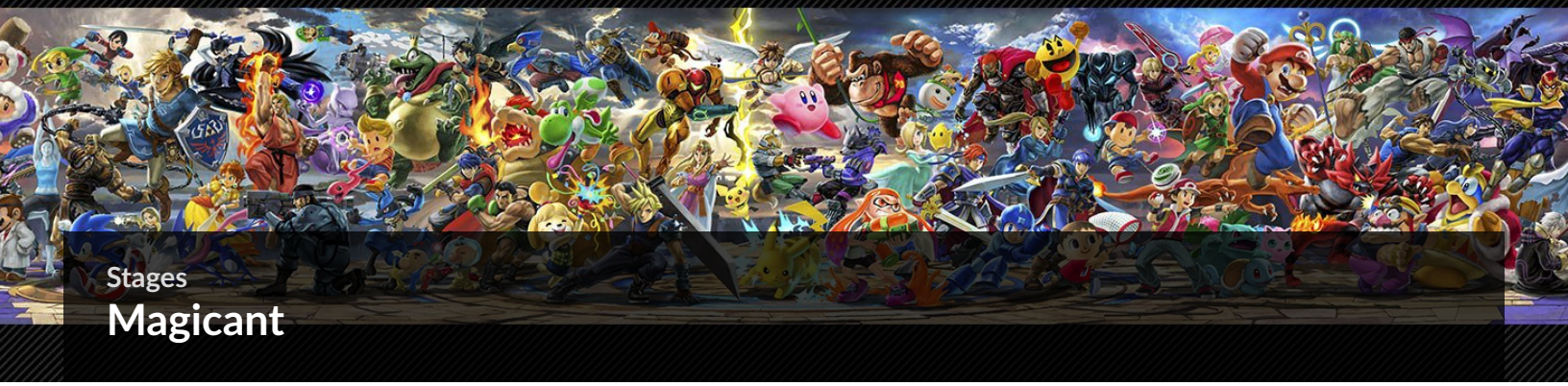
Although they don't take part in the battle, Helioptile, Magnemite, Emolga, Zapdos, and Yveltal appear. Can you spot them all?



Stages

Mute City SNES

This fight takes place on *F-Zero* machines in the middle of a race! Falling onto the course hurts and sends you flying through the air!



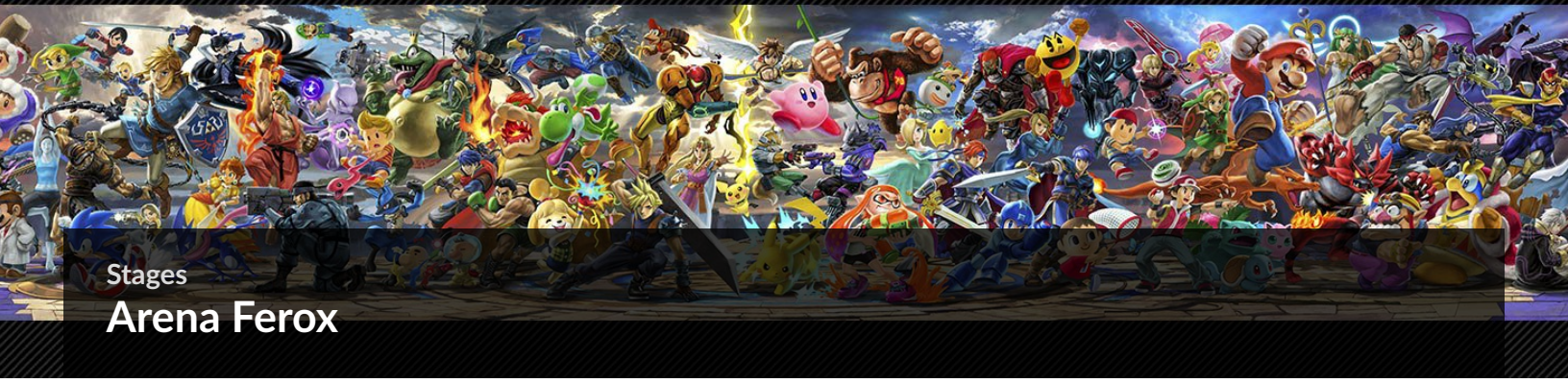
Stages

Magicant

Flying Man fights alongside the first person who touches him. Get to him before anyone else has a chance!

There are only five Flying Men. If all five are defeated, no more appear in the battle.

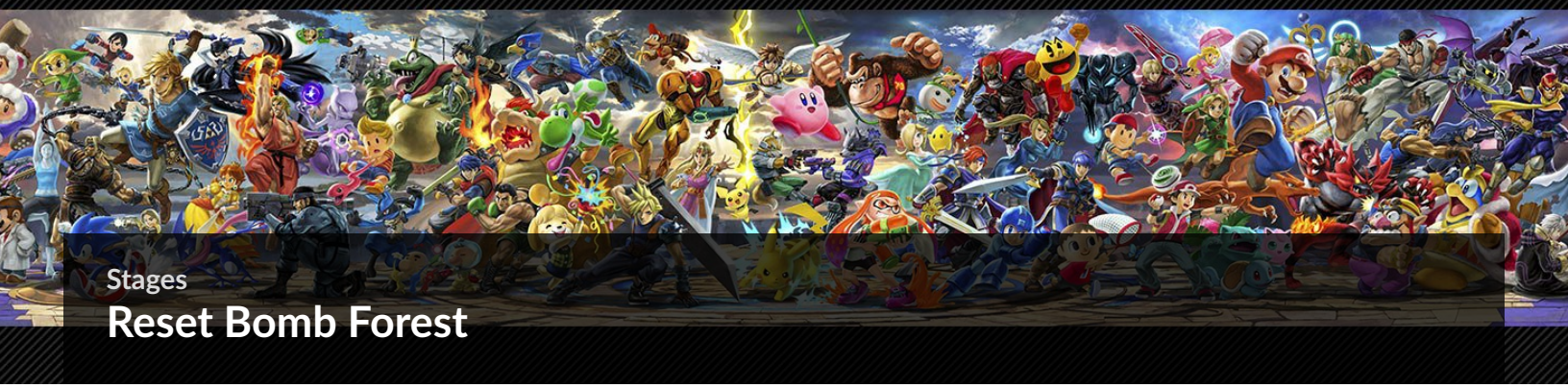
A giant tomato or iron octopus falls into the clouds, slowly sinking in until it falls out the other side. Standing on a giant tomato or an iron octopus causes it to sink through the clouds faster.



Stages

Arena Ferox

Four types of platforms appear on this stage. Some of them can be destroyed! The statues, too!

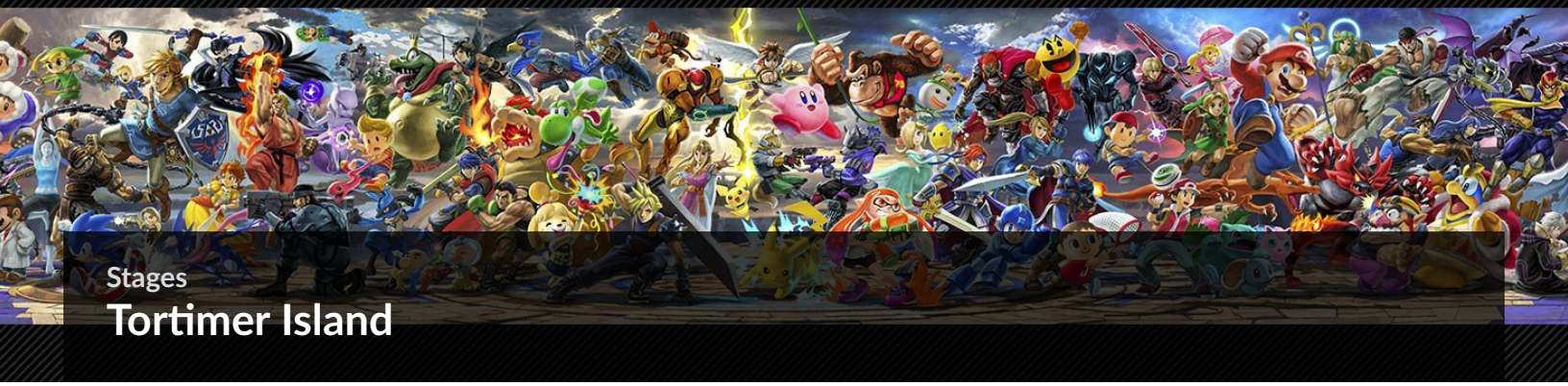


Stages

Reset Bomb Forest

A stage based on the concept of Chapter 11 of *Kid Icarus: Uprising*. In the stage's background you can see Viridi, the goddess of nature.

You can't defeat the Lurchthorns that drift below the platforms. If you touch them, you're launched upward, so you may be able to use them to your advantage when falling.



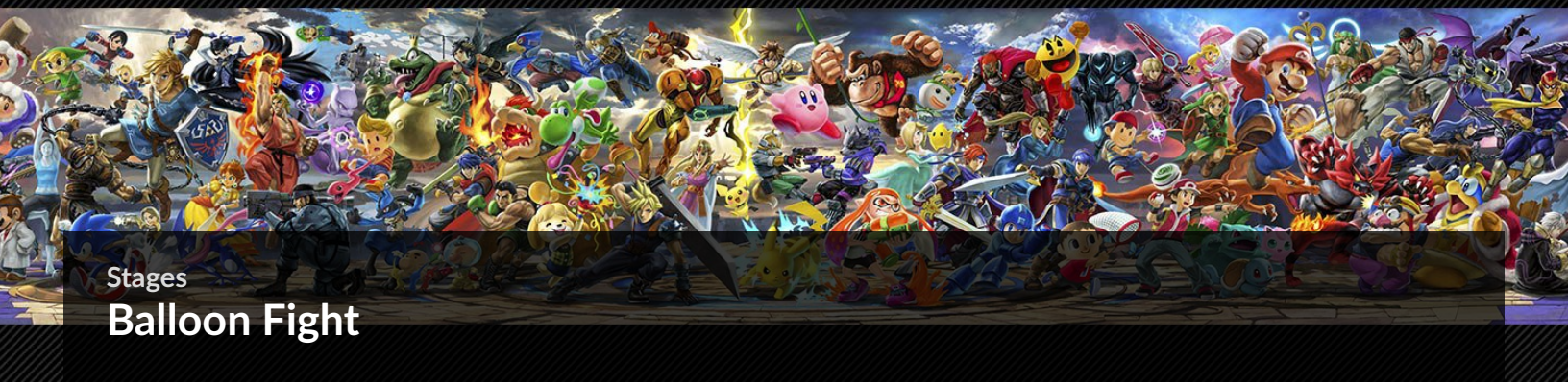
Stages

Tortimer Island

Kapp'n's boat sails out to sea after some time has passed. Disembark before he sails you off the stage!

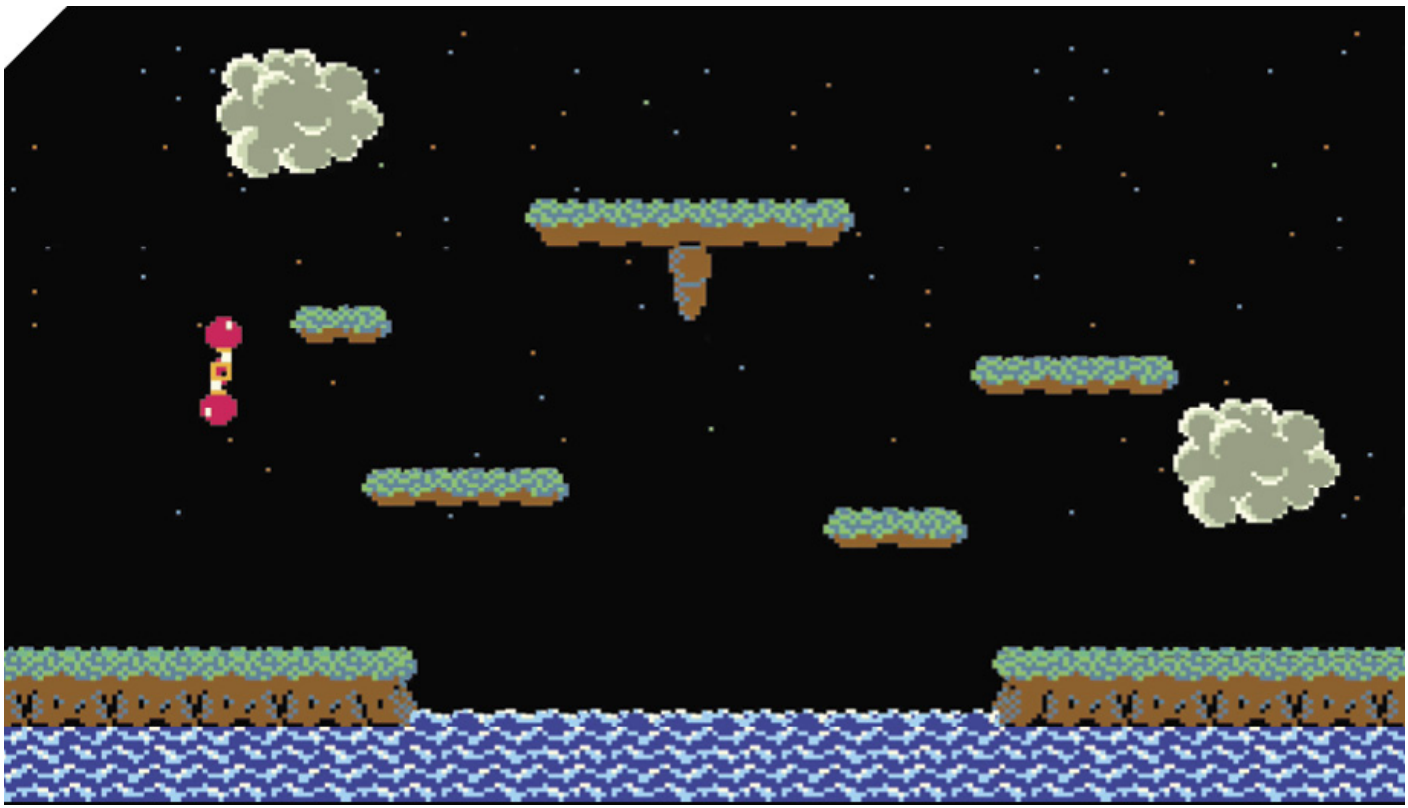
Beehives occasionally fall from the trees. Unless you like swarms of bees attacking you, don't hit those beehives.

The shallow waters around the island are home to some vicious sharks. They swim close and try to make a meal of an unsuspecting fighter. Durians and coconuts have no healing power, but sometimes they can explode when thrown.

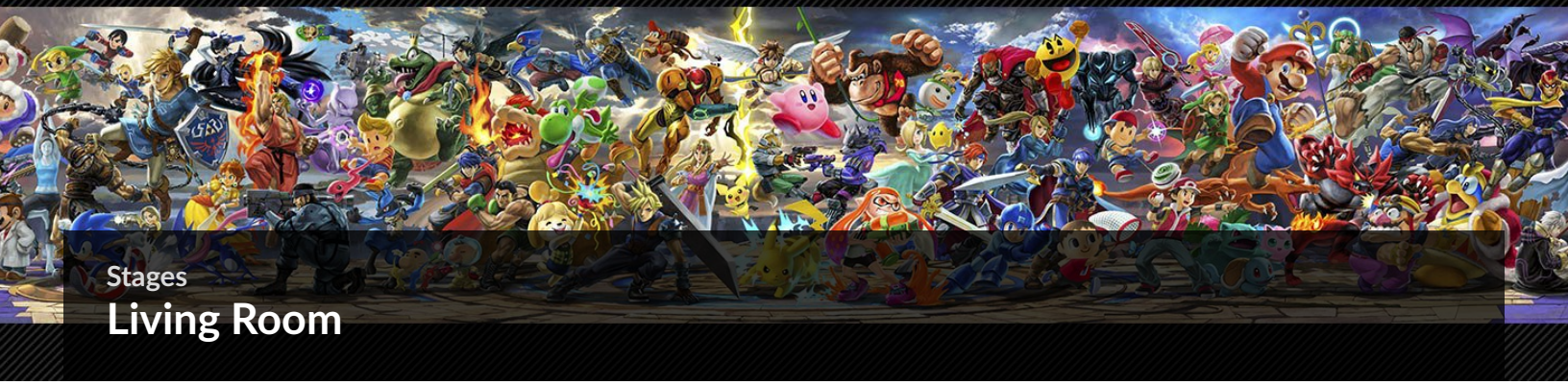


Stages

Balloon Fight

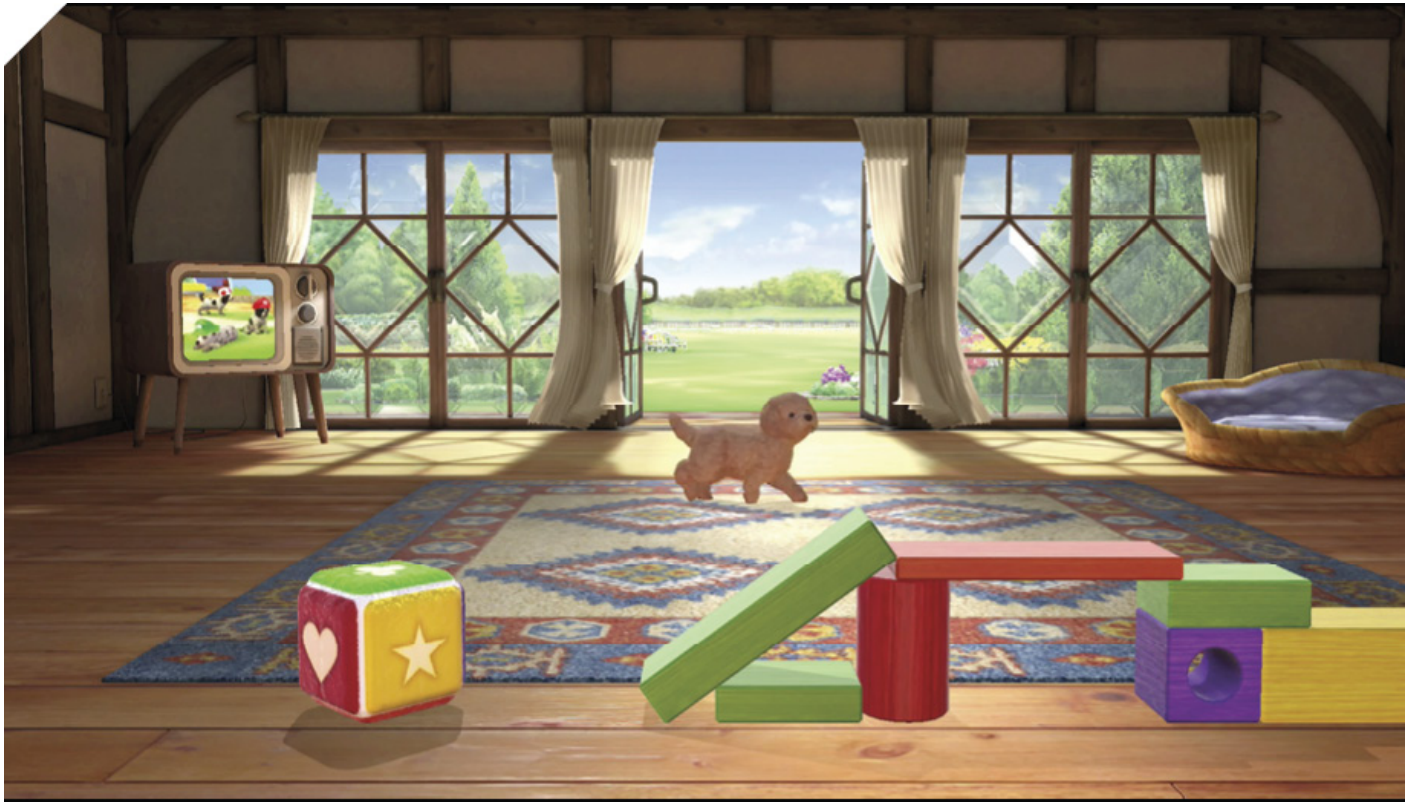


This stage loops back on itself if you run to the left or right. However, getting launched can still KO you. Beware the fish lurking beneath those pixelated waves—they surface and try to get a mouthful of a *Smash Bros.* fighter.

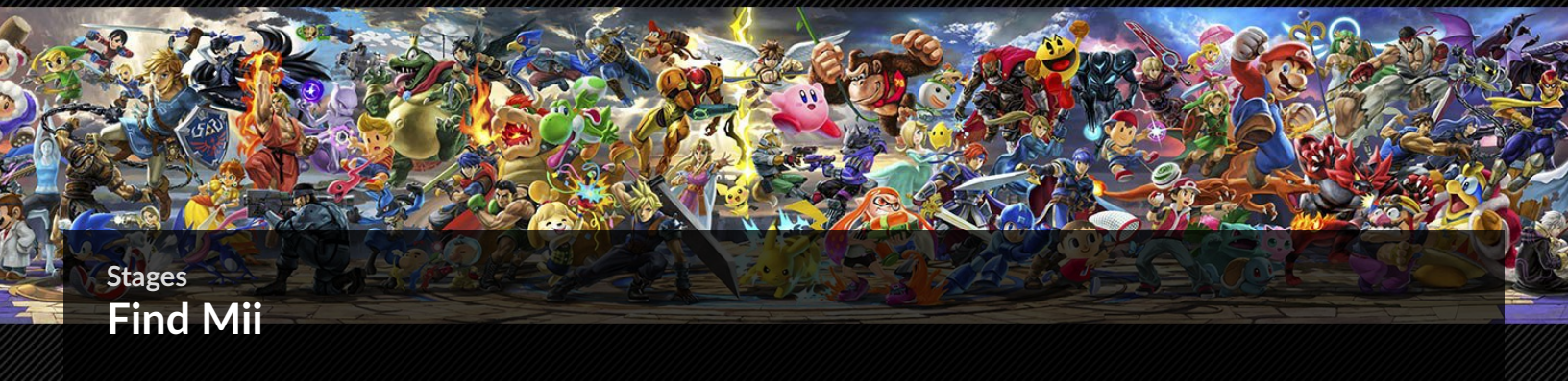


Stages

Living Room



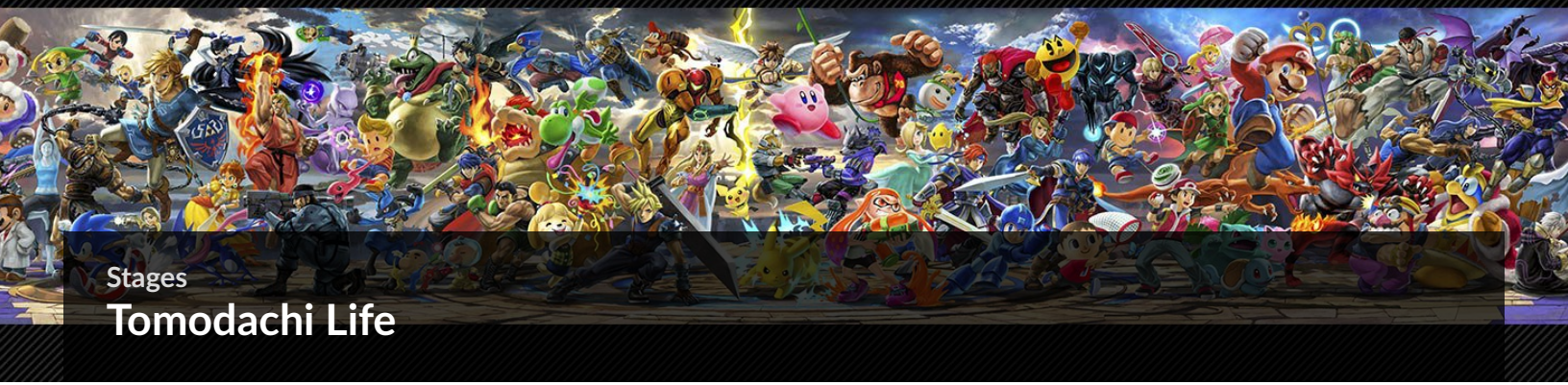
Five different kinds of puppies appear in the background. The breed changes randomly. Sometimes a kitten appears instead! The falling blocks are really painful if they land on you. Avoid damage by watching the shadows and moving before the blocks land.



Stages

Find Mii

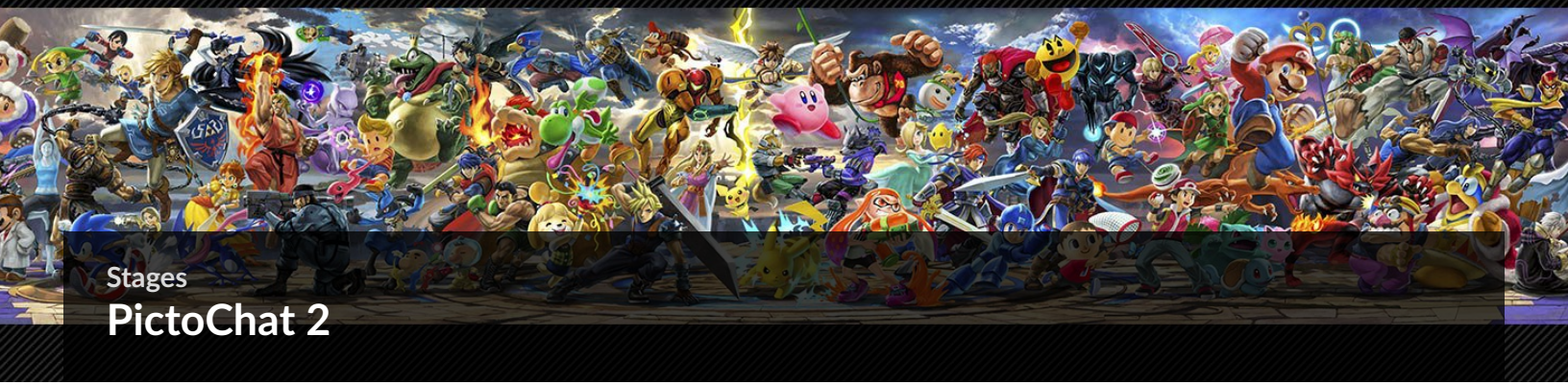
The Dark Emperor is capable of destroying the platforms in this stage. There are only two, so watch out! The faster you can rescue the Mii trapped in the cage, the faster the Dark Emperor leaves the battle. The Dark Emperor uses random magic during the battle. What effect his magic will have is displayed above the heads of the fighters.



Stages

Tomodachi Life

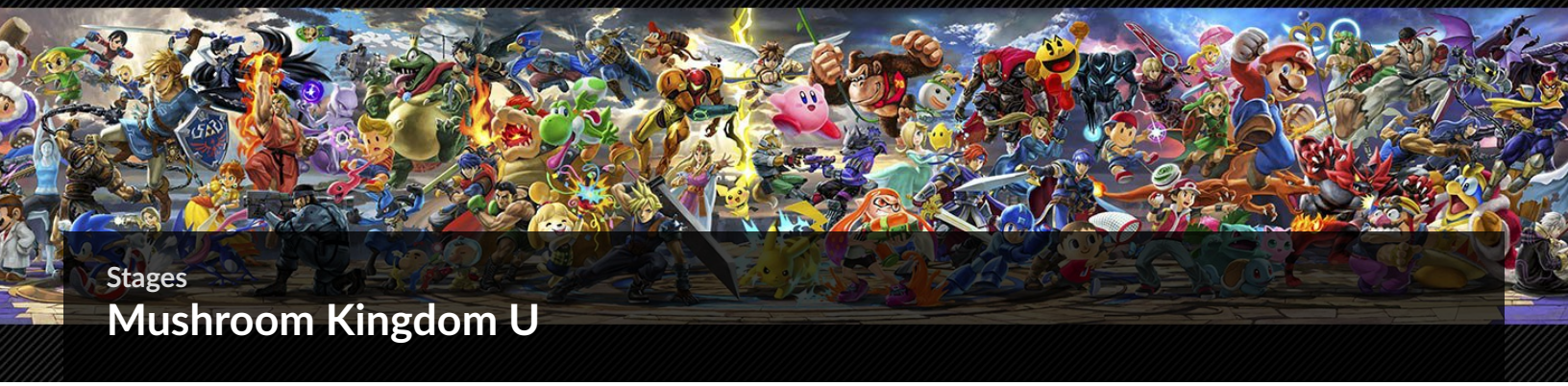
Normally, only rooms that fighters are currently in are visible. Throwing an X Bomb into a room you can't see could work out in your favor.



Stages

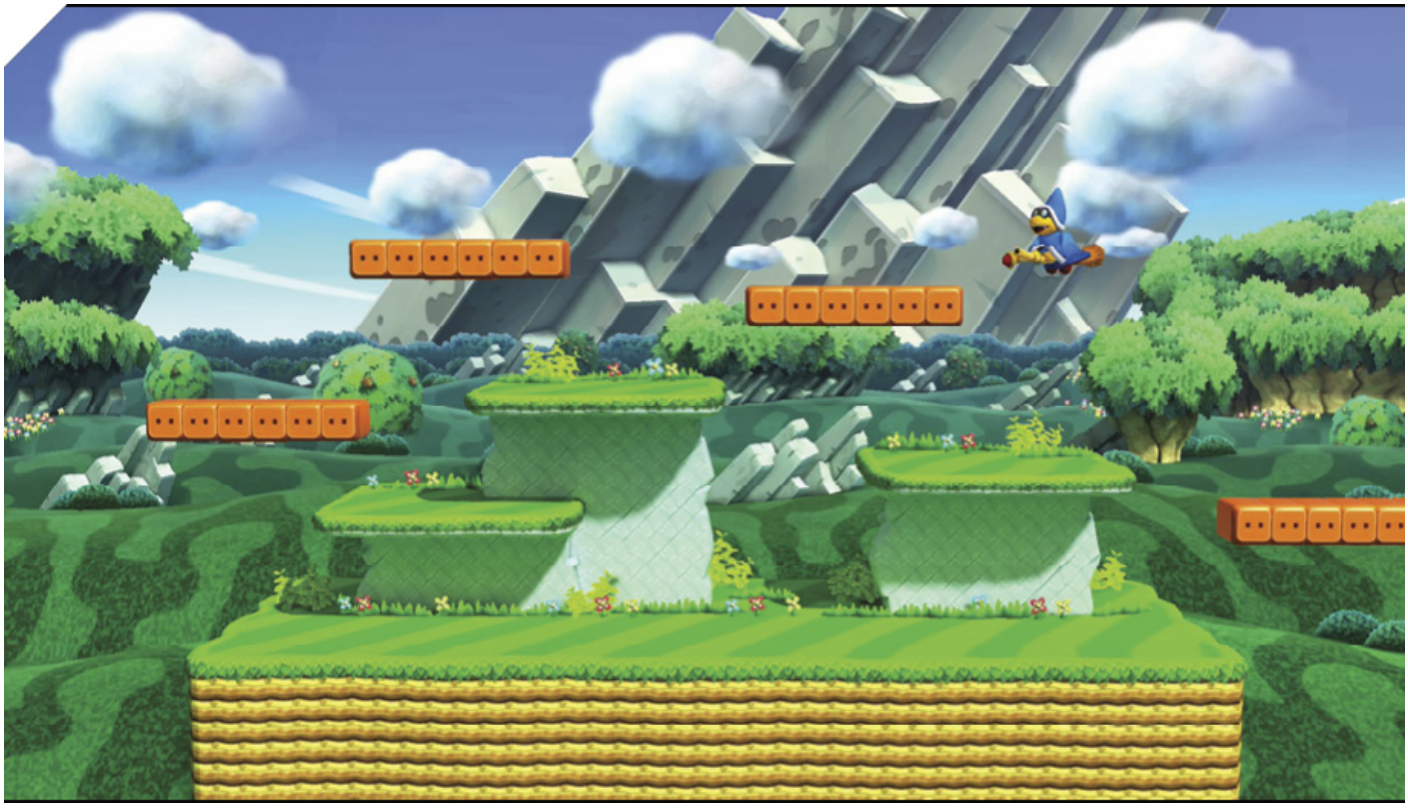
PictoChat 2

The stage changes as the background changes. Adjust your tactics depending on the drawing shown in the background.



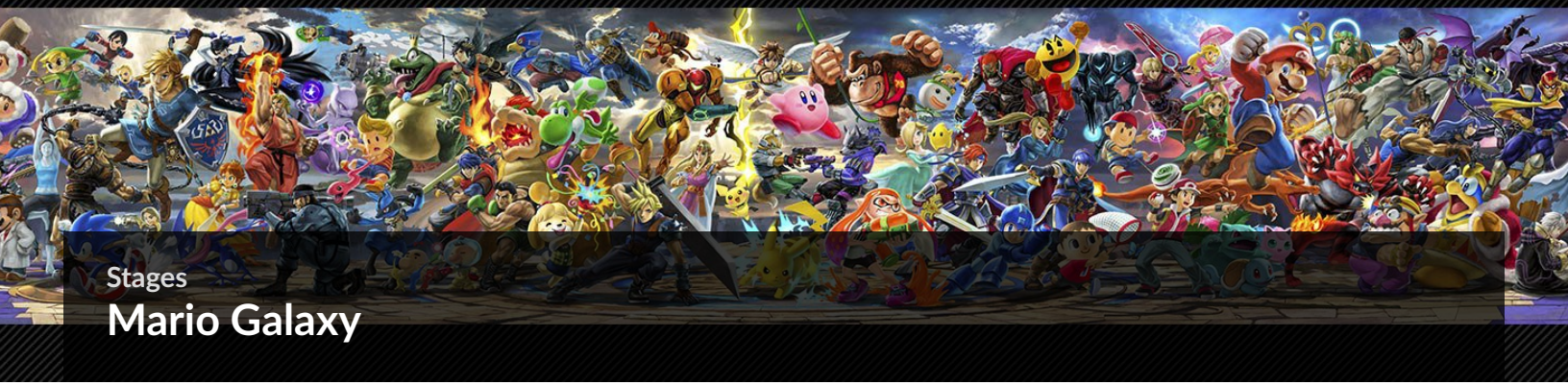
Stages

Mushroom Kingdom U



If Nabbit catches you, he puts you in his sack. Wriggle about to escape before he carries you off the screen! Kamek's magic totally transforms the stage. This can result in platforms sinking beneath your feet, so don't fall.

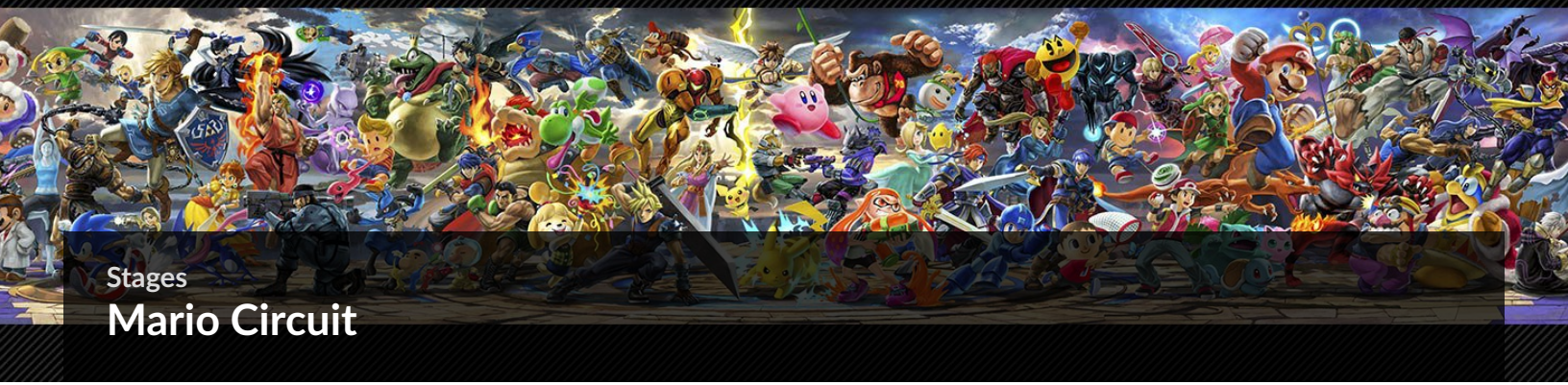
If one of the giant icicles hits you when it falls, you get frozen. If you notice any drops of water falling from above, get out from under them fast! A spray of water from below is the sign that a pillar of water is about to erupt. If there's a Big Urchin on one, don't touch it or you'll get hurt!



Stages

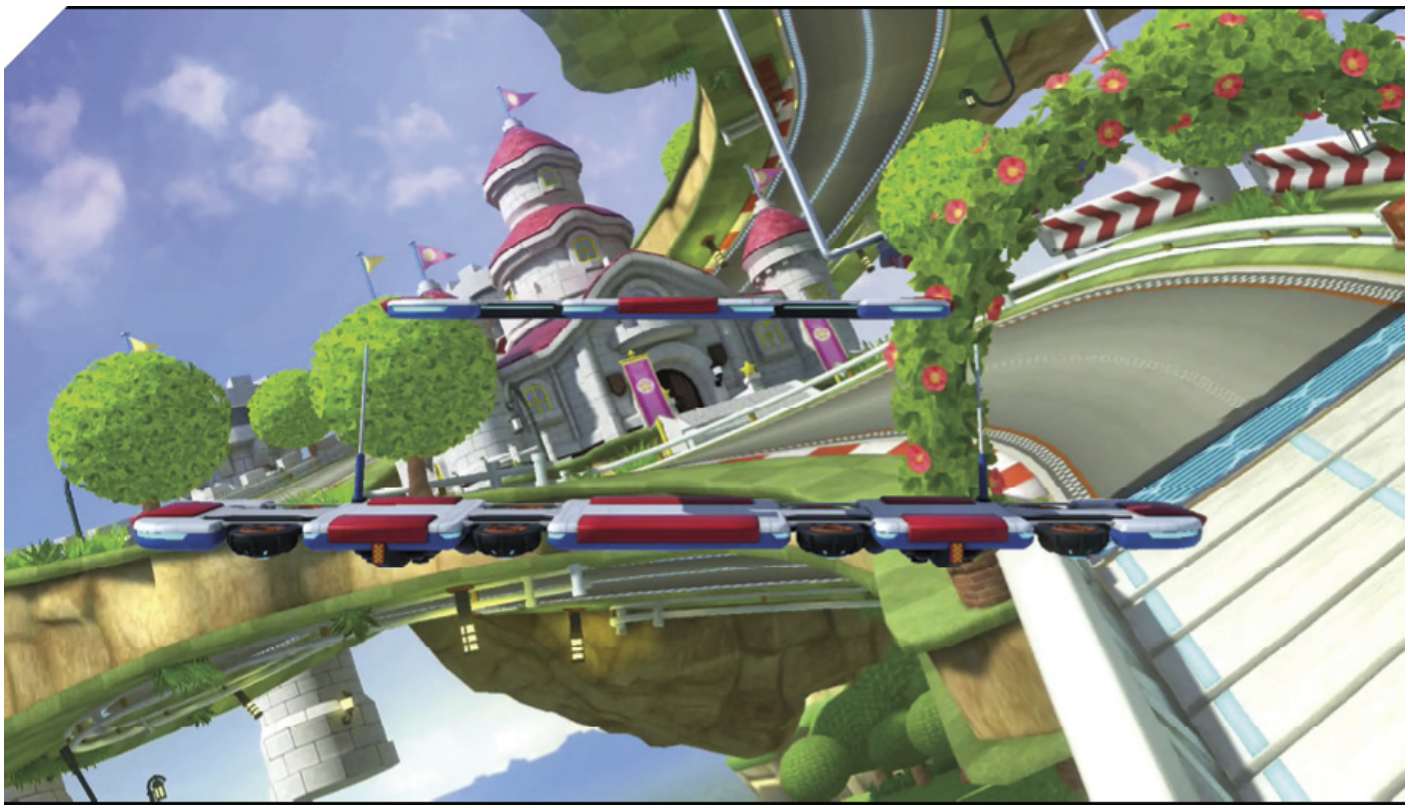
Mario Galaxy

It's not just fighters that are affected by this stage's curved gravity—many projectiles travel in arcs as well, so aim carefully!

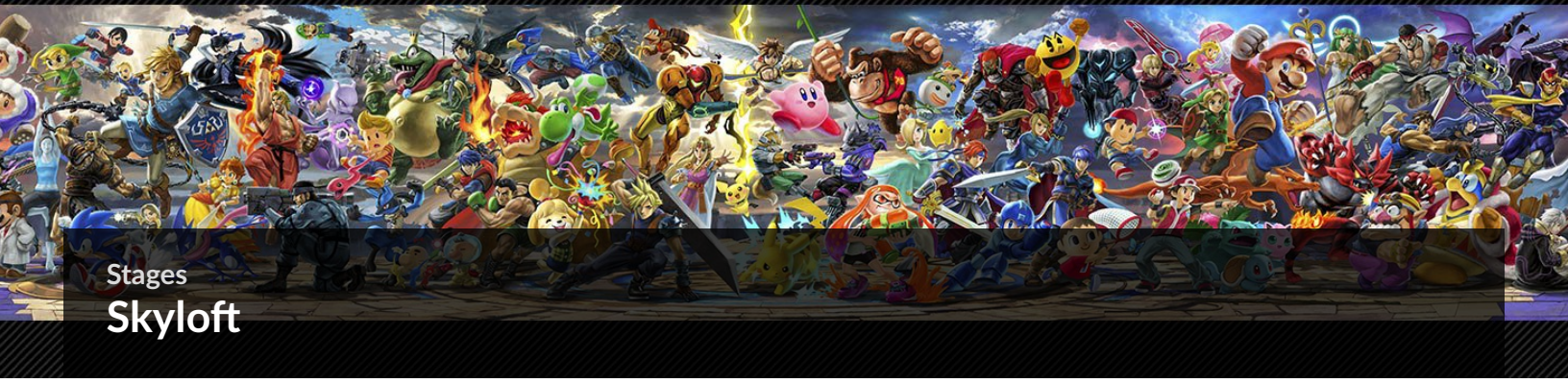


Stages

Mario Circuit



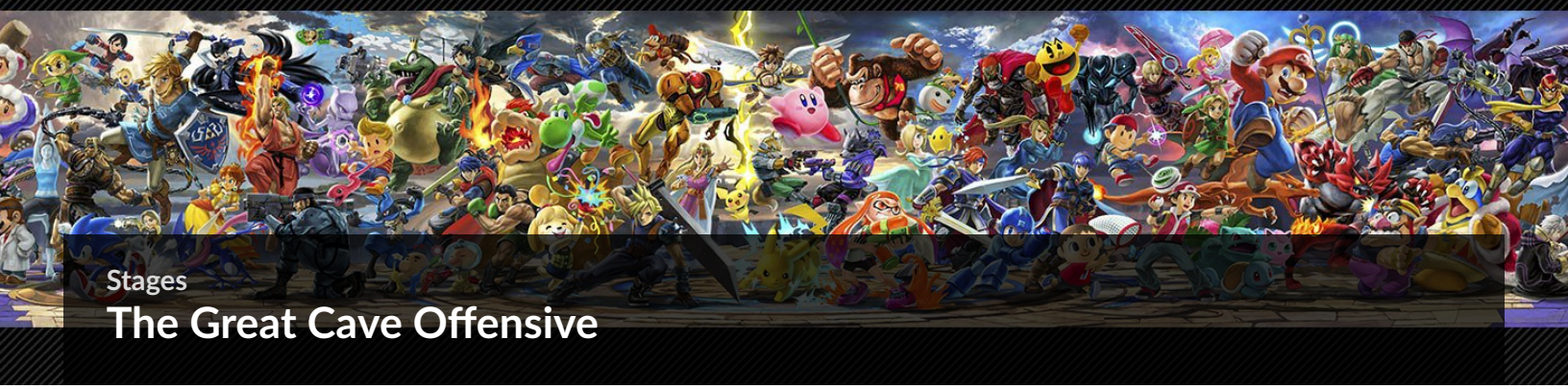
At the stationary points, a warning indicates when there are karts approaching. Try to throw someone onto the track when the karts arrive!



Stages

Skyloft

On the small island with a waterfall, be careful of falling. That swift current can easily prevent you from recovering.



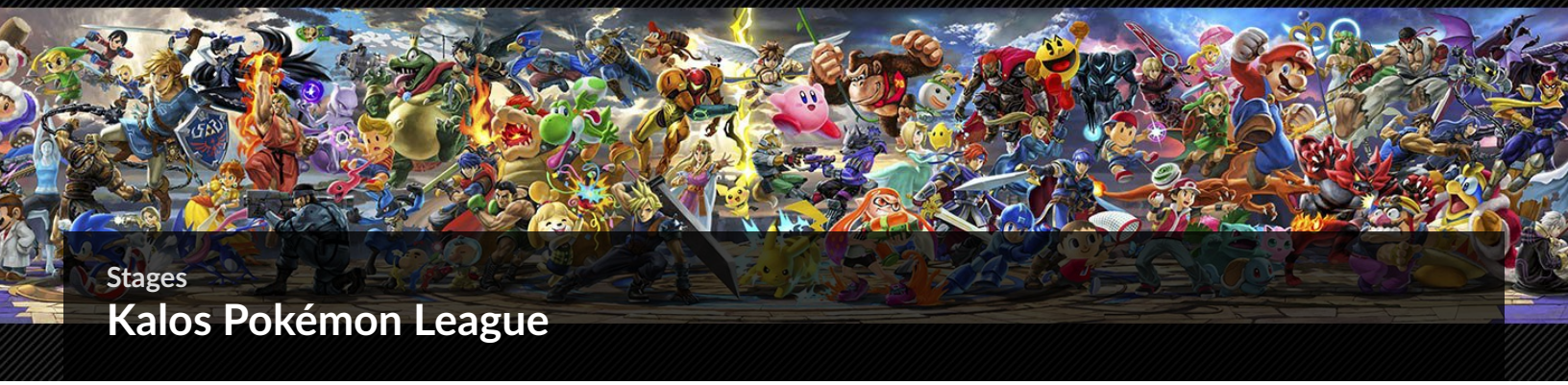
Stages

The Great Cave Offensive

On this stage, mine carts sometimes appear. They start moving when someone gets inside, or travel on their own after a while. Try not to get run over!

When treasure chests appear on this stage, break them to get items! Some chests explode, though, so it might be safer to use projectiles.

The burning red Danger Zones are as dangerous as their name implies. Touch them with more than 100% damage, and you're instantly KO'd.



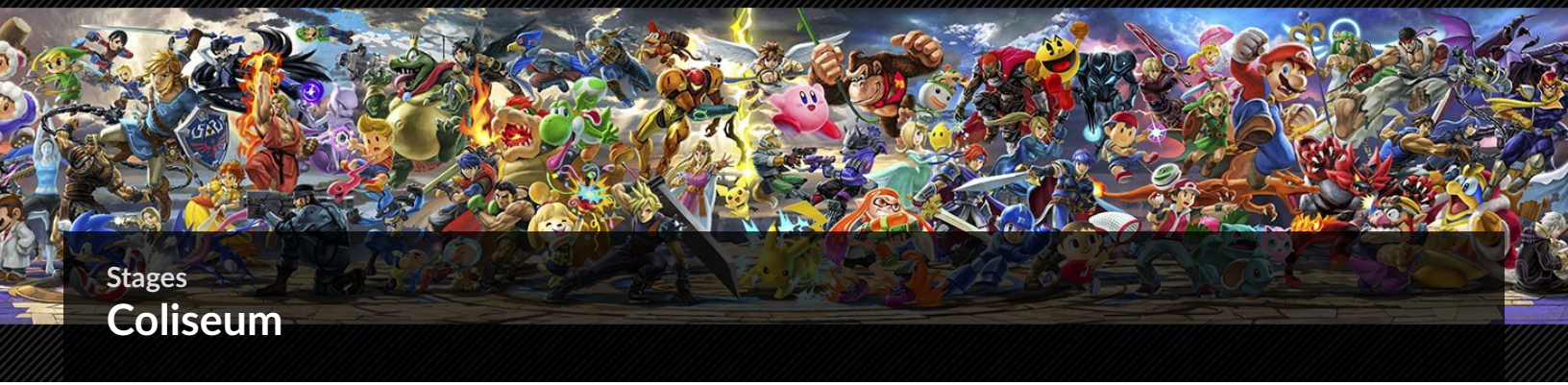
Stages

Kalos Pokémon League

This stage switches randomly between four different chambers. Each has Pokémon of a different type, causing a variety of effects.

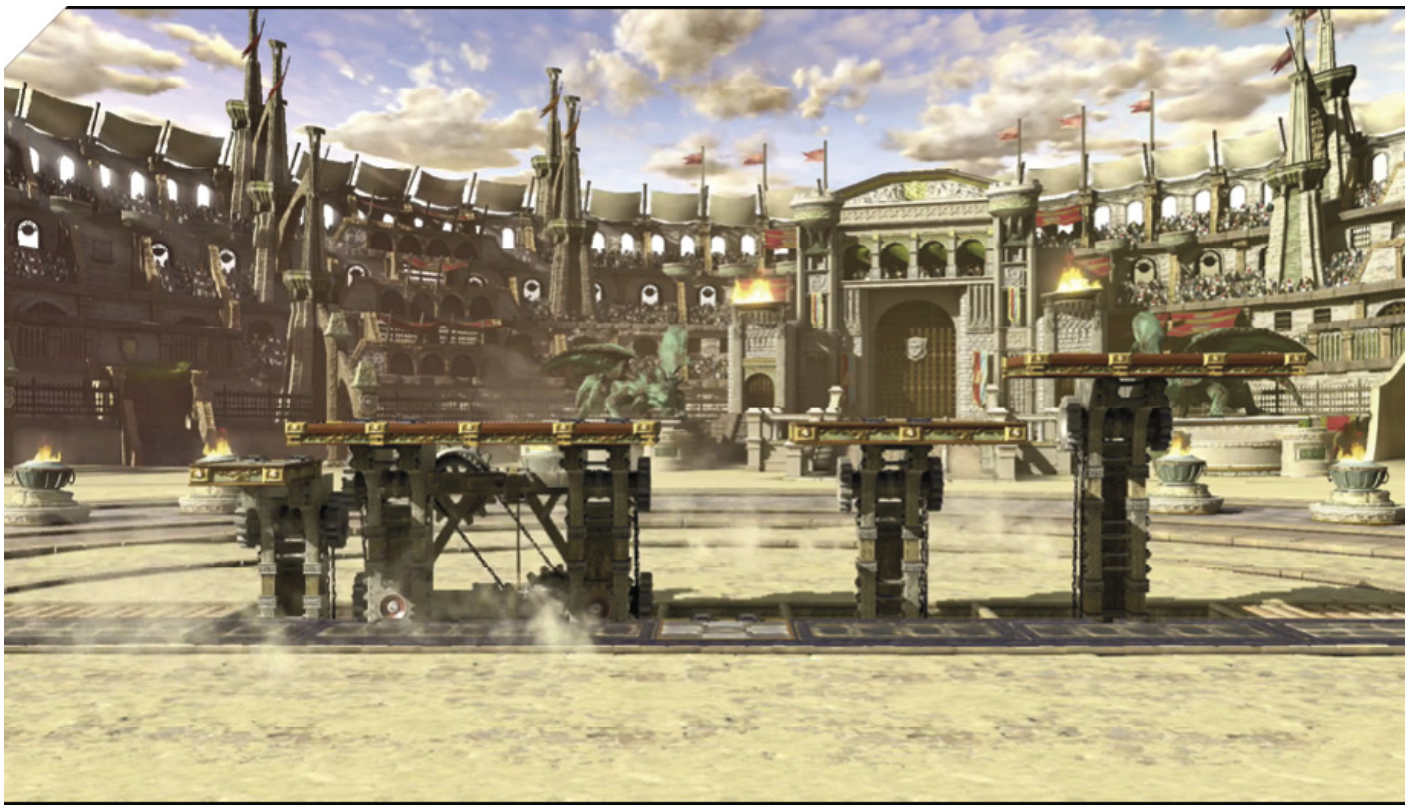
In the Fire-type chamber, geysers of flame lift the platforms. When Ho-Oh appears, these blaze up with renewed intensity! The flowing water in the Water-type chamber can push fighters off the edge. If Manaphy appears, a hole opens in the center and sucks the water in.

In the Steel-type chamber, swords stick out from the ground, damaging fighters who touch them. Registeel's Stomp buries fighters in the ground. In the Dragon-type chamber, energy surges can launch fighters. If electrical sparks fly at the edges of the stage, Rayquaza is about to appear.

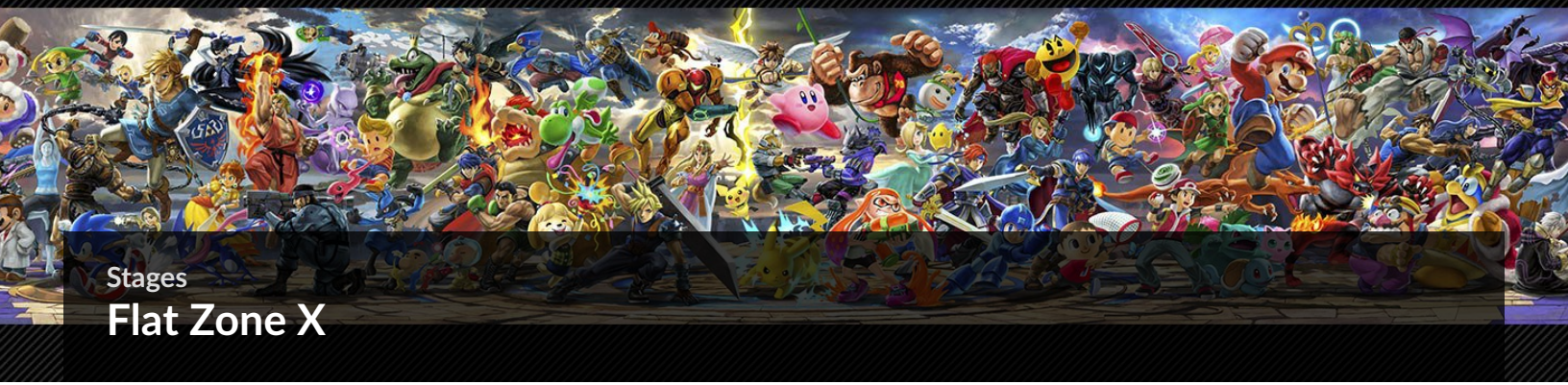


Stages

Coliseum

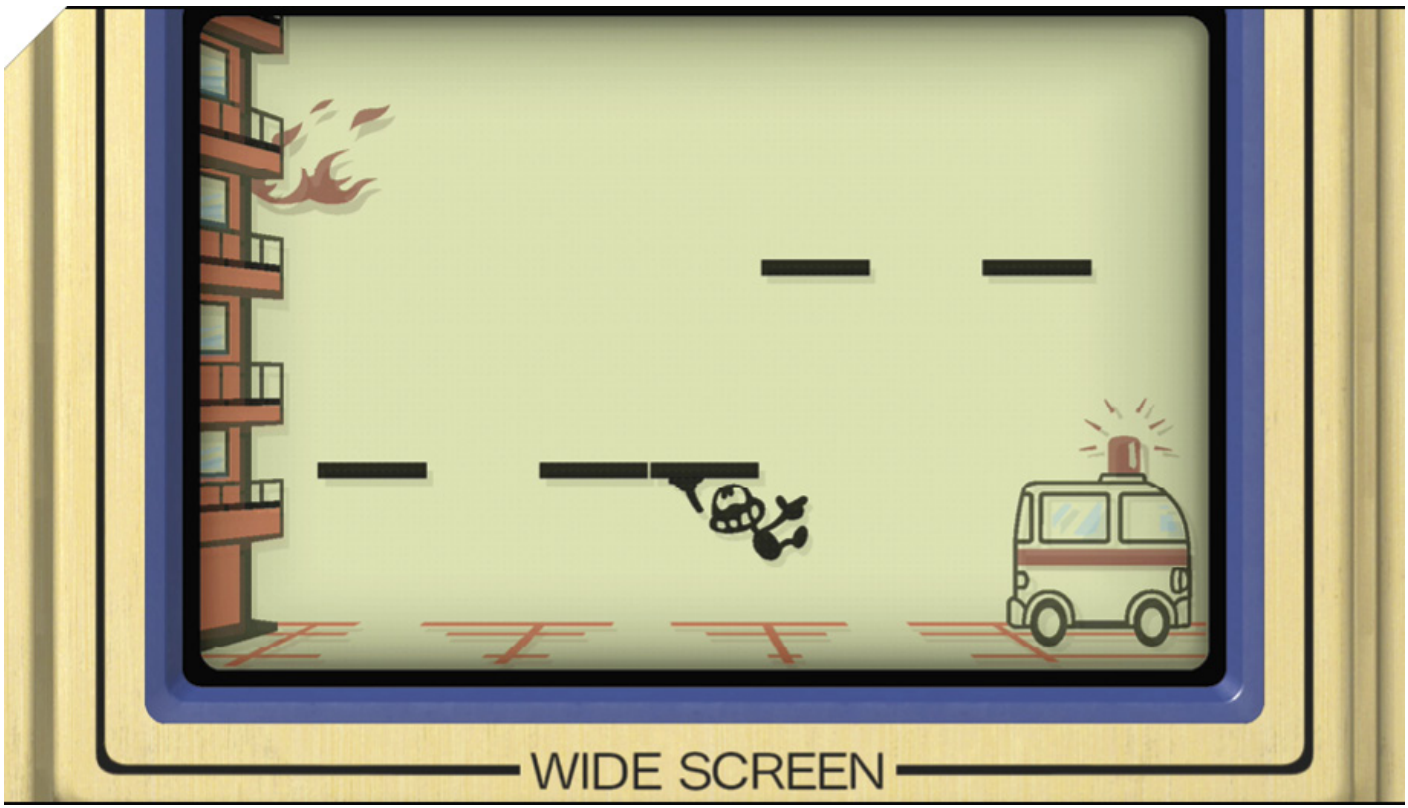


The floor of the stage rises to form various different platforms. Their layout is random, but they can all be passed through by fighters.

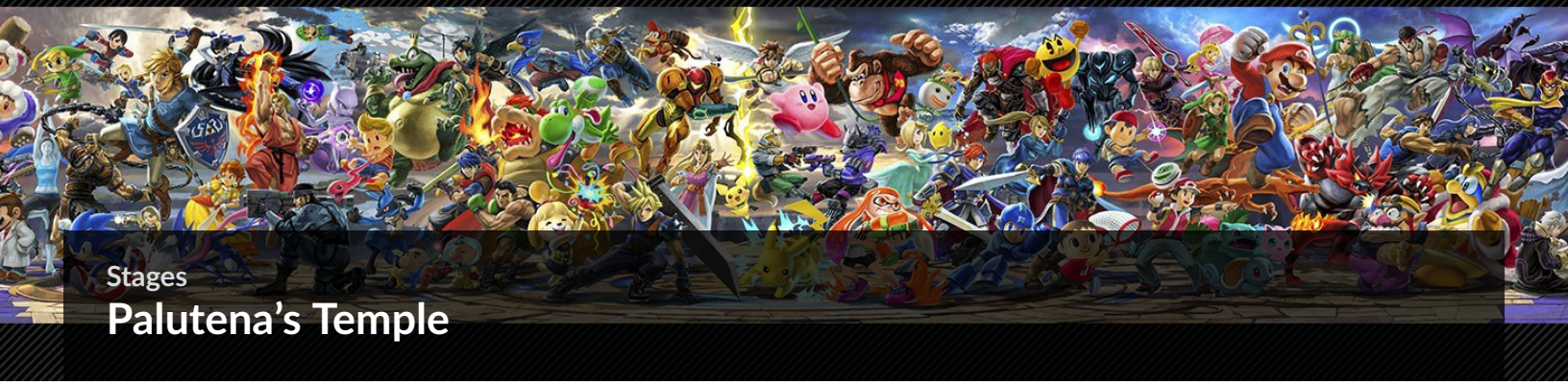


Stages

Flat Zone X

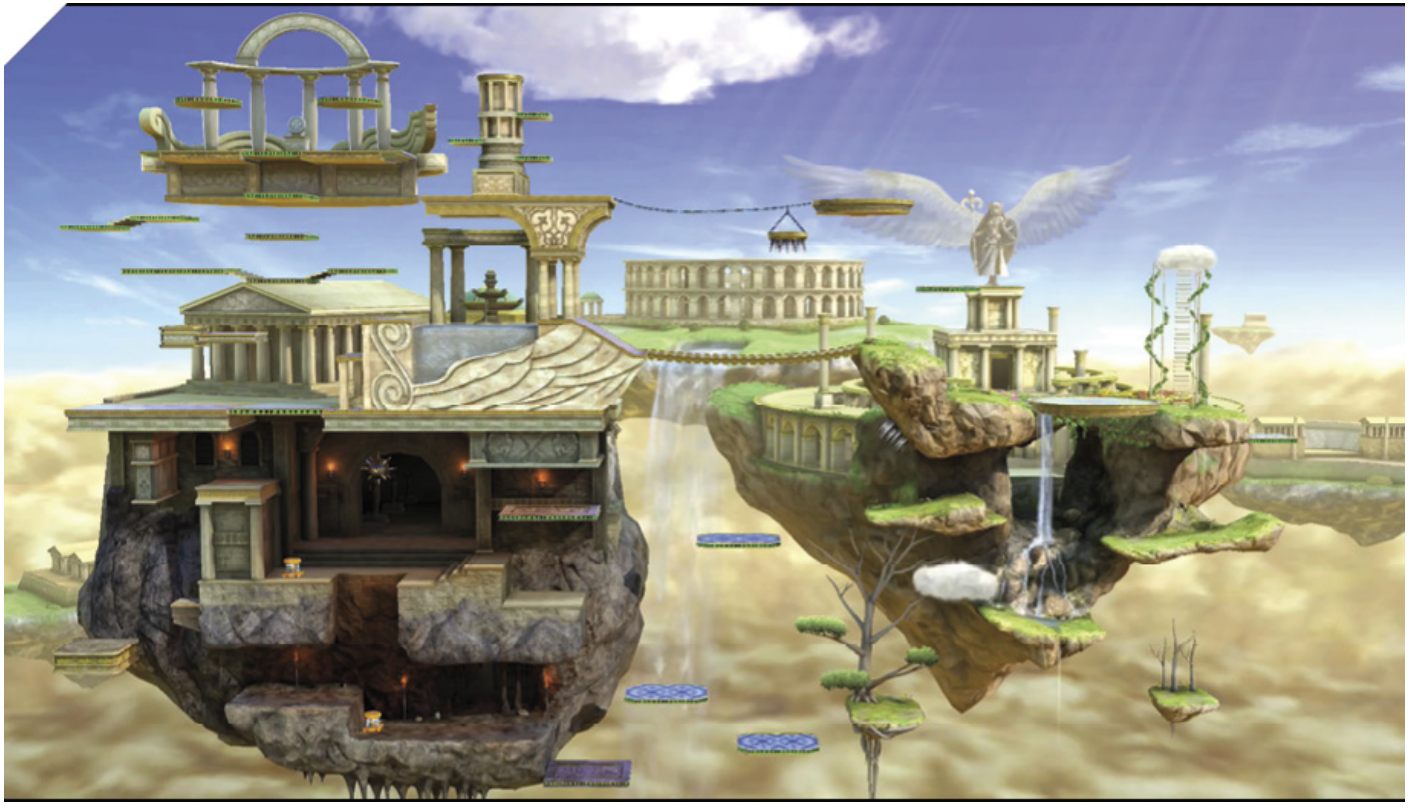


This stage combines elements from Flat Zone in *Melee* and Flat Zone 2 in *Brawl*. Look closely, and you'll see that even the fighters are flat!

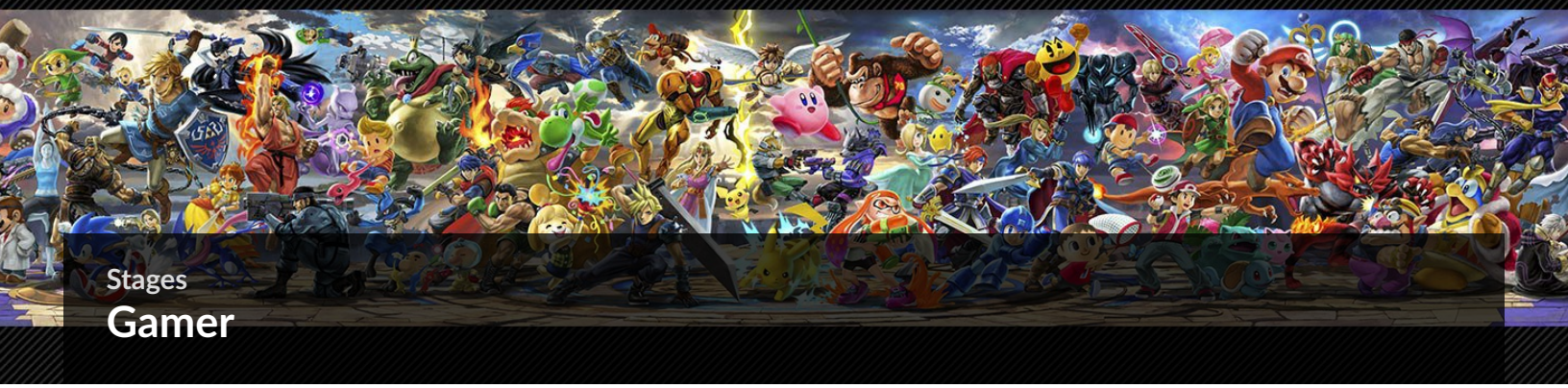


Stages

Palutena's Temple



The bridge in the middle of the stage breaks when attacked. There are moving platforms below, so keep calm and land safely. In the Palutena's Temple stage, you can trigger a special smash taunt if you use Pit's down taunt for an instant. It only works once per battle.

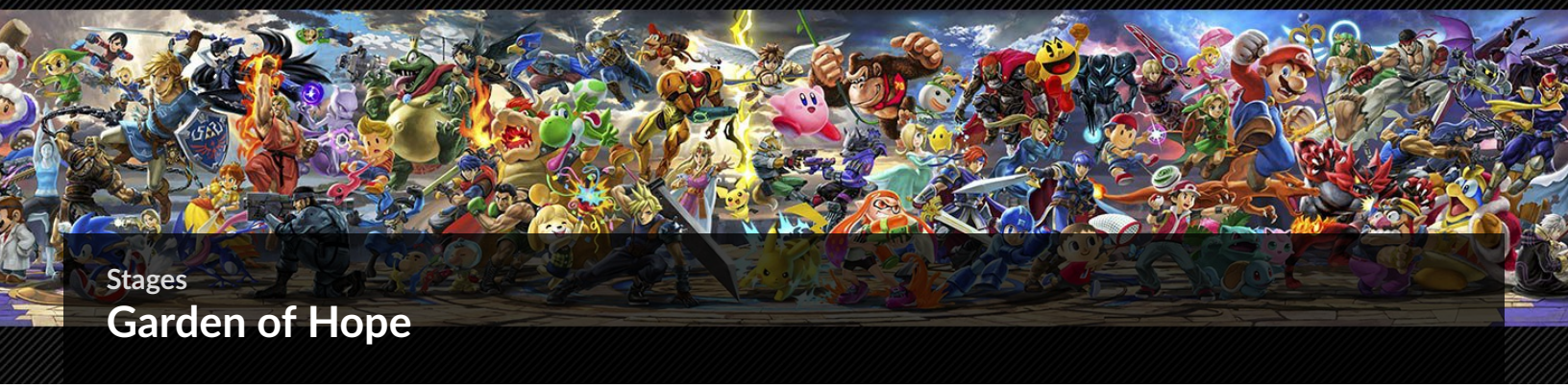


Stages

Gamer

The mother has her eyes peeled for any fighters. Hide in the shadows if you don't want to be discovered Smashing after bedtime!

The mother doesn't just peek in from the door or through the window. She appears on TV too, and sometimes even as a drawing in the sketchbook!

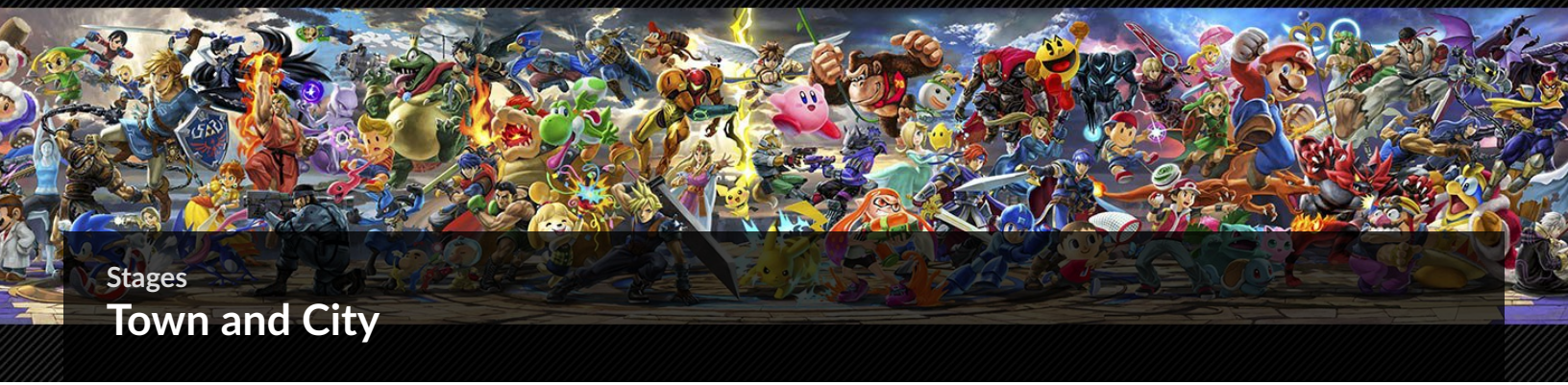


Stages

Garden of Hope

Don't touch the Peckish Aristocrab when it slides across the stage—it'll launch you! It has no issue knocking over the plant pot and the climbing pole.

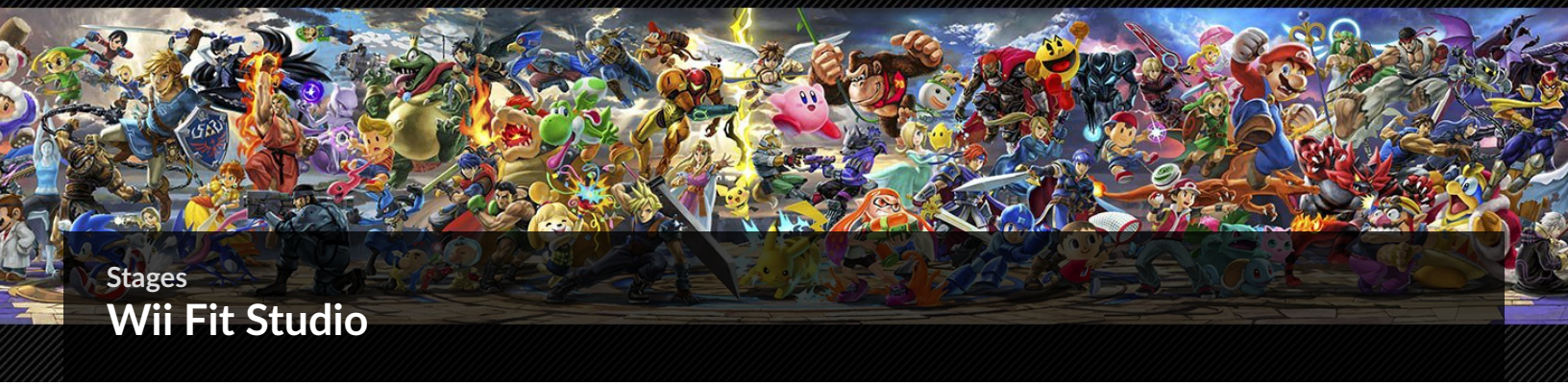
Parts of the stage are pretty fragile. Luckily, if fighters or the Peckish Aristocrab break anything, some Pikmin come right along to fix it up.



Stages

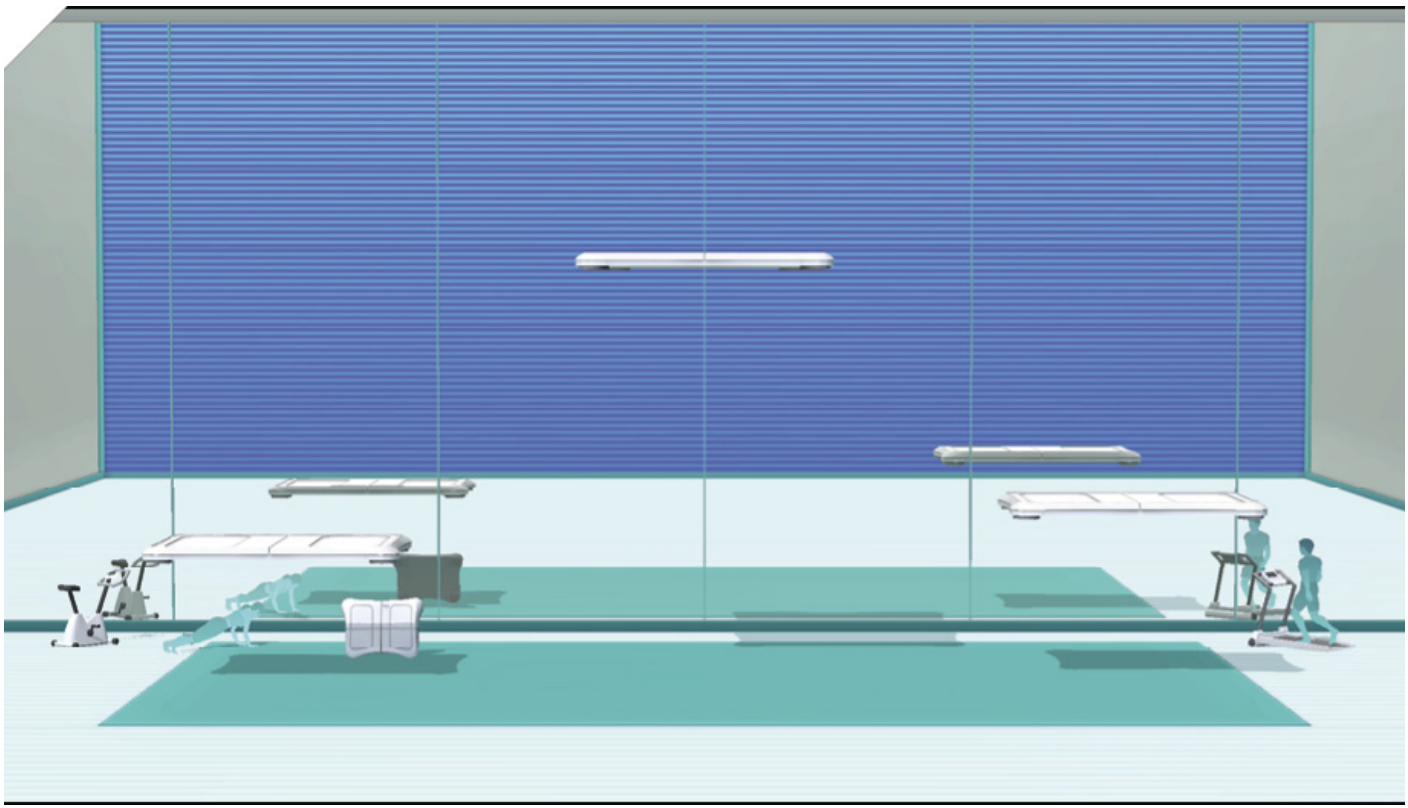
Town and City

Like Smashville, this stage's background matches the time of day. While the main platform is on the move, the smaller ones exit the screen.

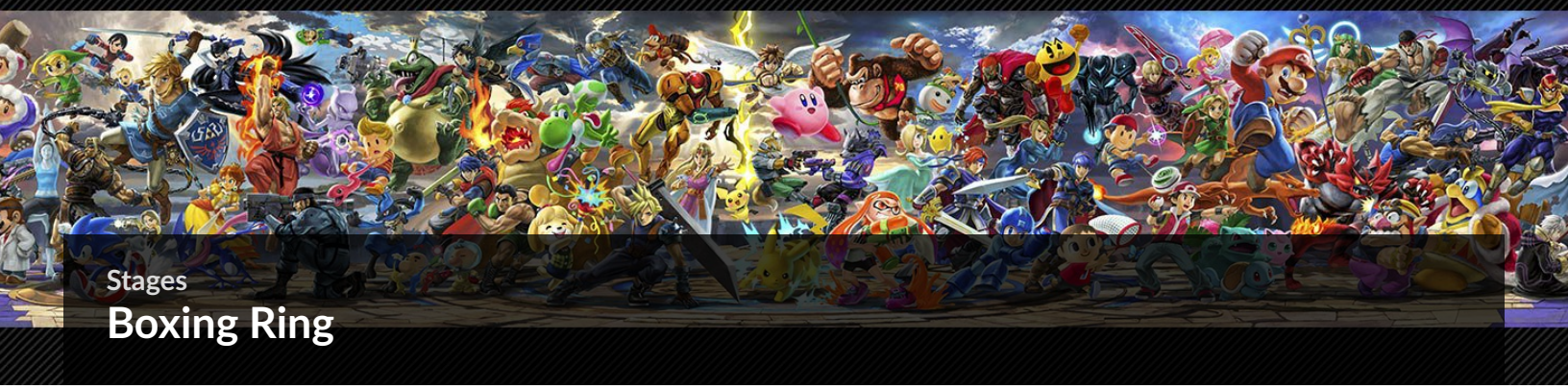


Stages

Wii Fit Studio

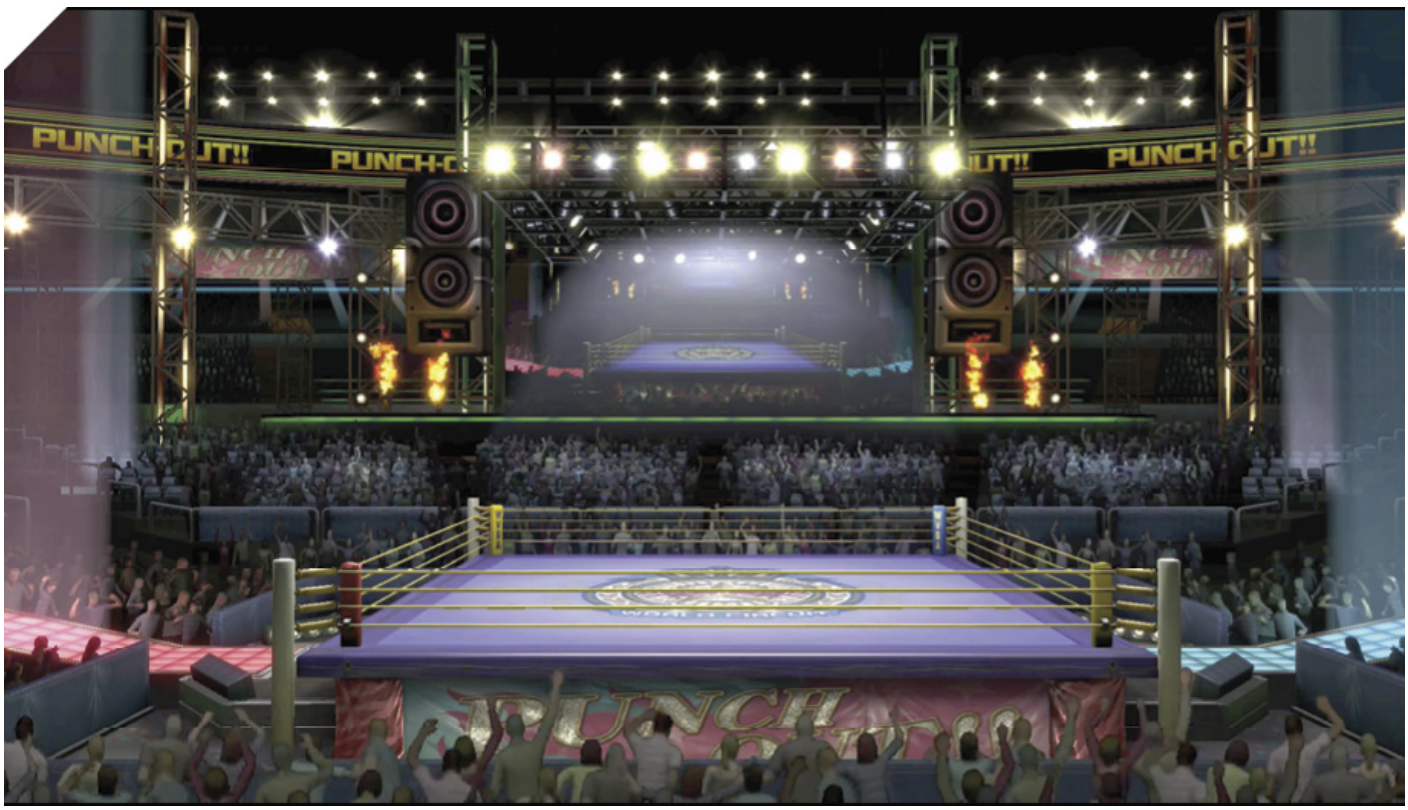


This stage's background demonstrates seven different poses, and the Wii Balance Board platforms can appear in 125 different ways!



Stages

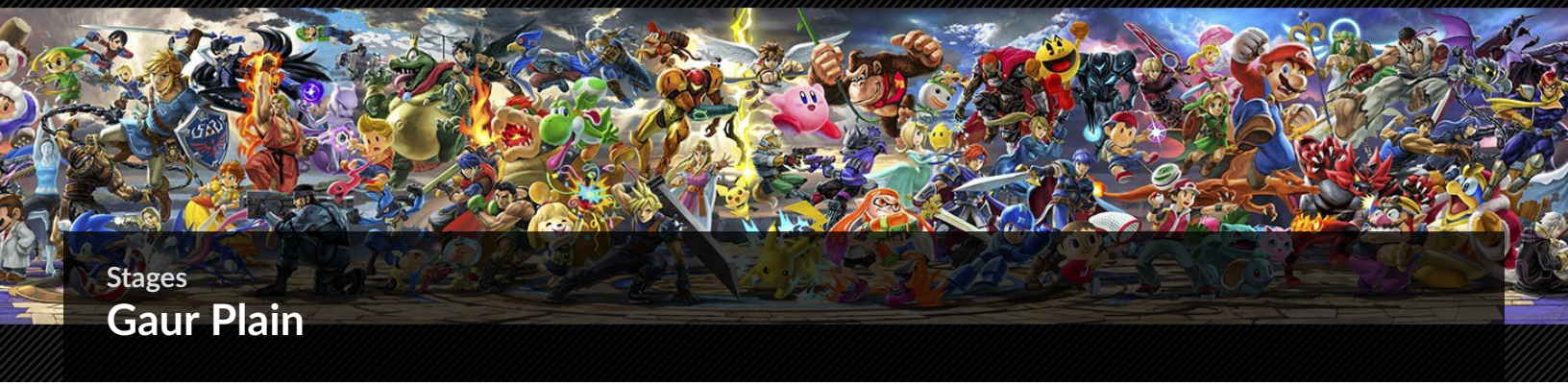
Boxing Ring



When selecting the Boxing Ring stage, hold the L button while pressing the A button (with dual Joy-Con) to choose the original version.

Use the ropes around the ring to jump high into the air. These ropes let fighters who have no hops reach the lights overhead!

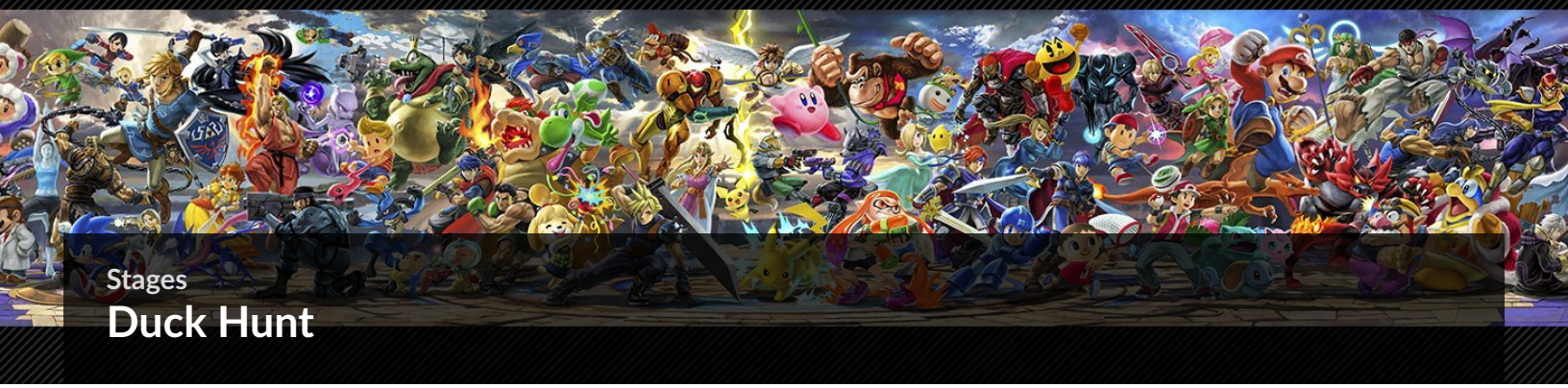
Reach those lights hanging above the ring! If you damage them enough, they come crashing down, launching anyone caught beneath them.



Stages

Gaur Plain

When Metal Face shows up at night, you can attack and defeat him. Whoever finishes him off gets credit for the resulting KO.

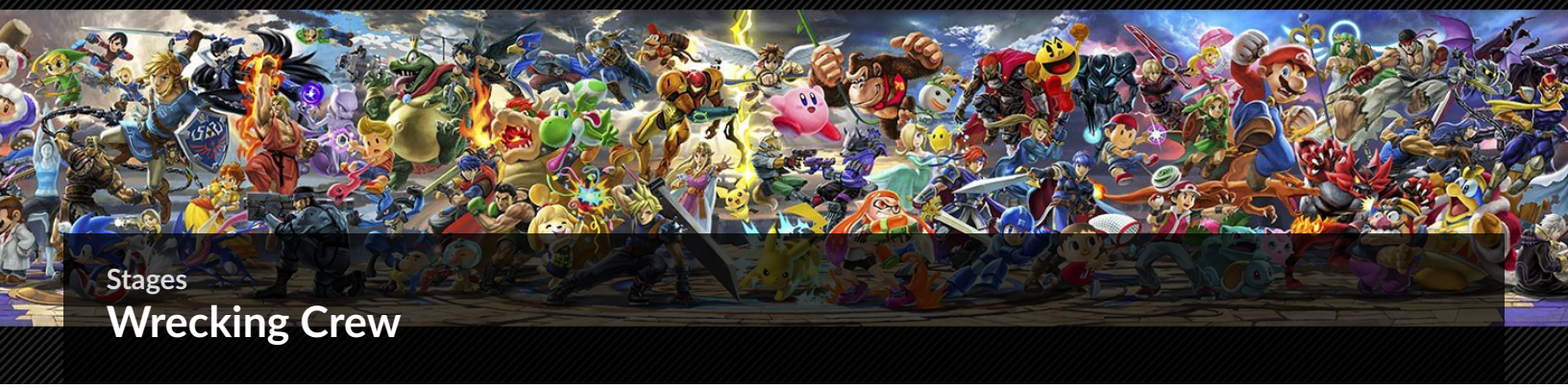


Stages

Duck Hunt

Attacking the ducks adds to the score in the bottom right. The points are just for show, but the ducks sometimes drop items after being attacked.

If you down six or more ducks, you proceed to the next round. After Round 9, the score resets and you start back at Round 1.

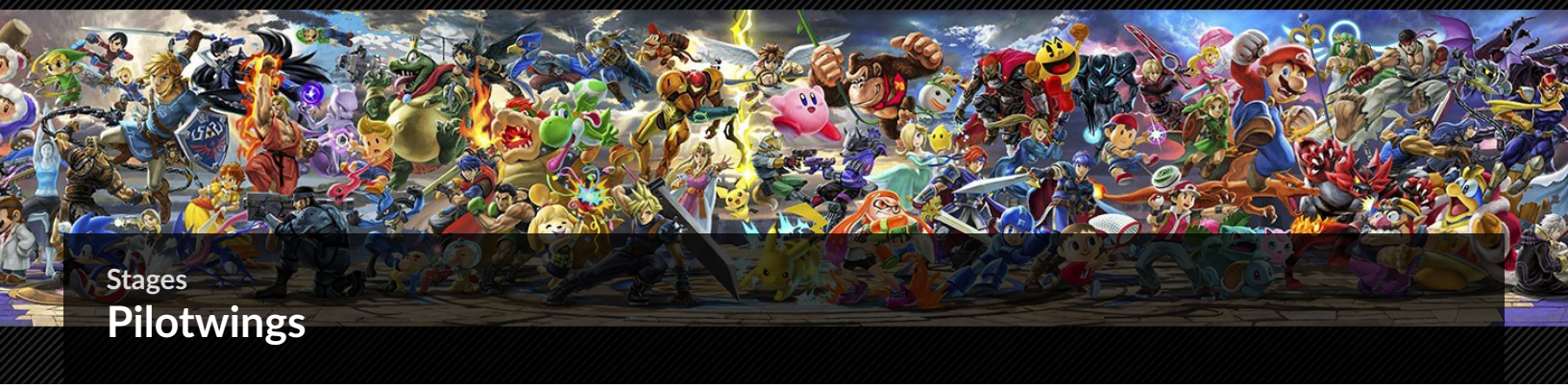


Stages

Wrecking Crew

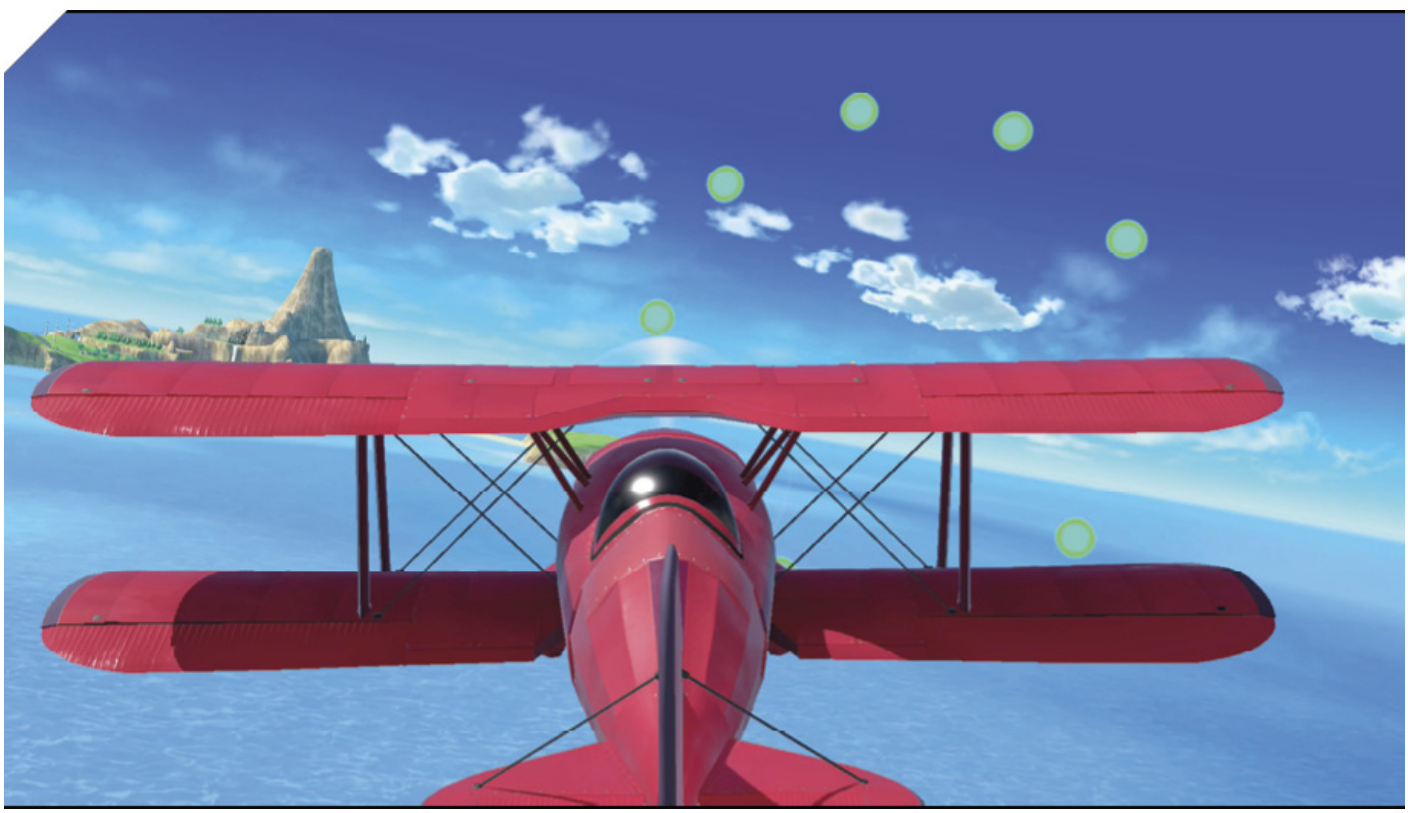
You can attack the bombs to break the walls and ladders. Once all the walls and ladders on a floor are broken, the floor above comes crashing down.

If you get caught below an oil drum on a floor that's falling, you become trapped inside, leaving you vulnerable to attack. The oil drum breaks once it reaches a certain launching speed.



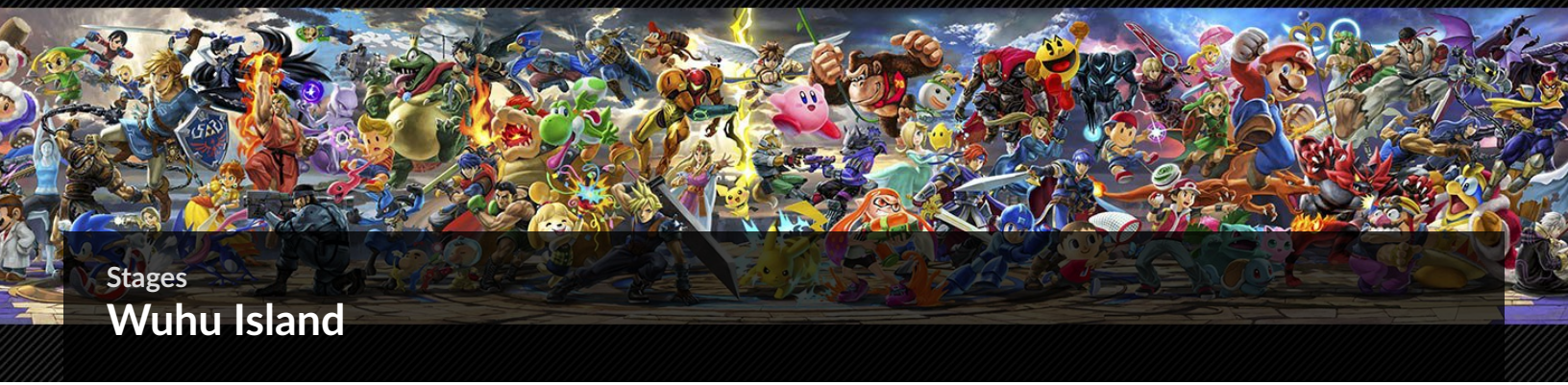
Stages

Pilotwings



In this stage, you fight atop a red biplane and a yellow monoplane. It's tough to aim projectiles straight when the plane keeps twisting and turning!

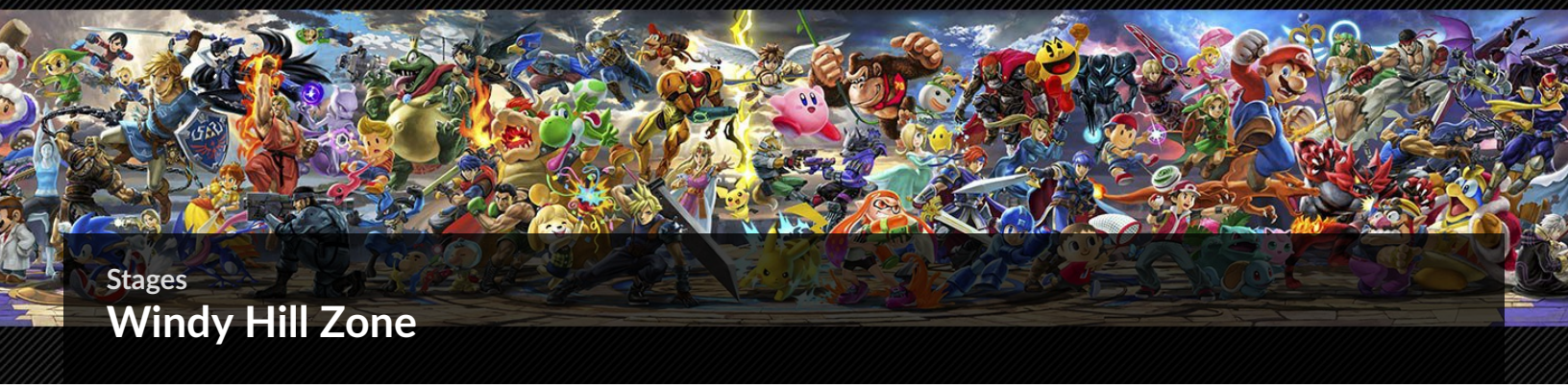
The runway the plane takes off from at the beginning of the Pilotwings stage is a faithful reproduction of the one in the SNES game!



Stages

Wuhu Island

This stage is a tour of the setting of *Wii Sports Resort*. In some areas, like the Power Cruising starting line, fighters can even go for a swim!

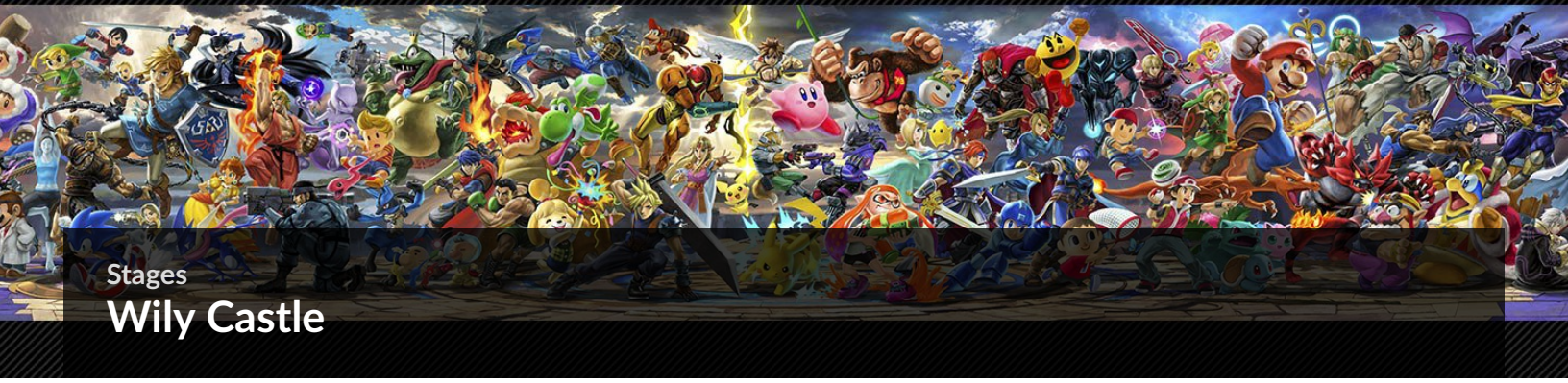


Stages

Windy Hill Zone

The rotating platforms to the right stop briefly, then change which way they're turning or how fast. Sometimes they just keep going, though!

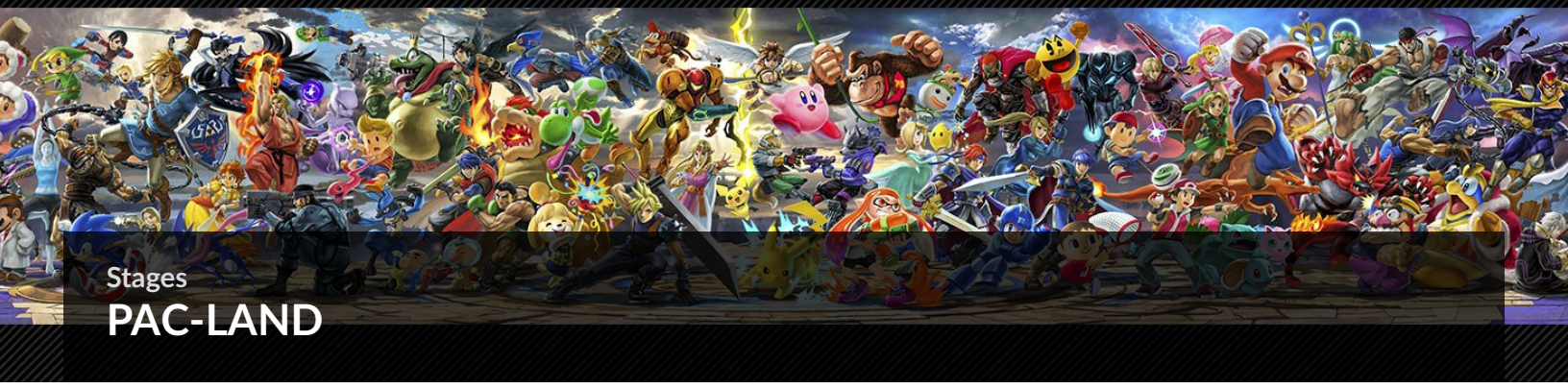
Springs appear just beyond the edges of this stage, propelling fighters in the direction a spring points. Watch out—they can spin!



Stages

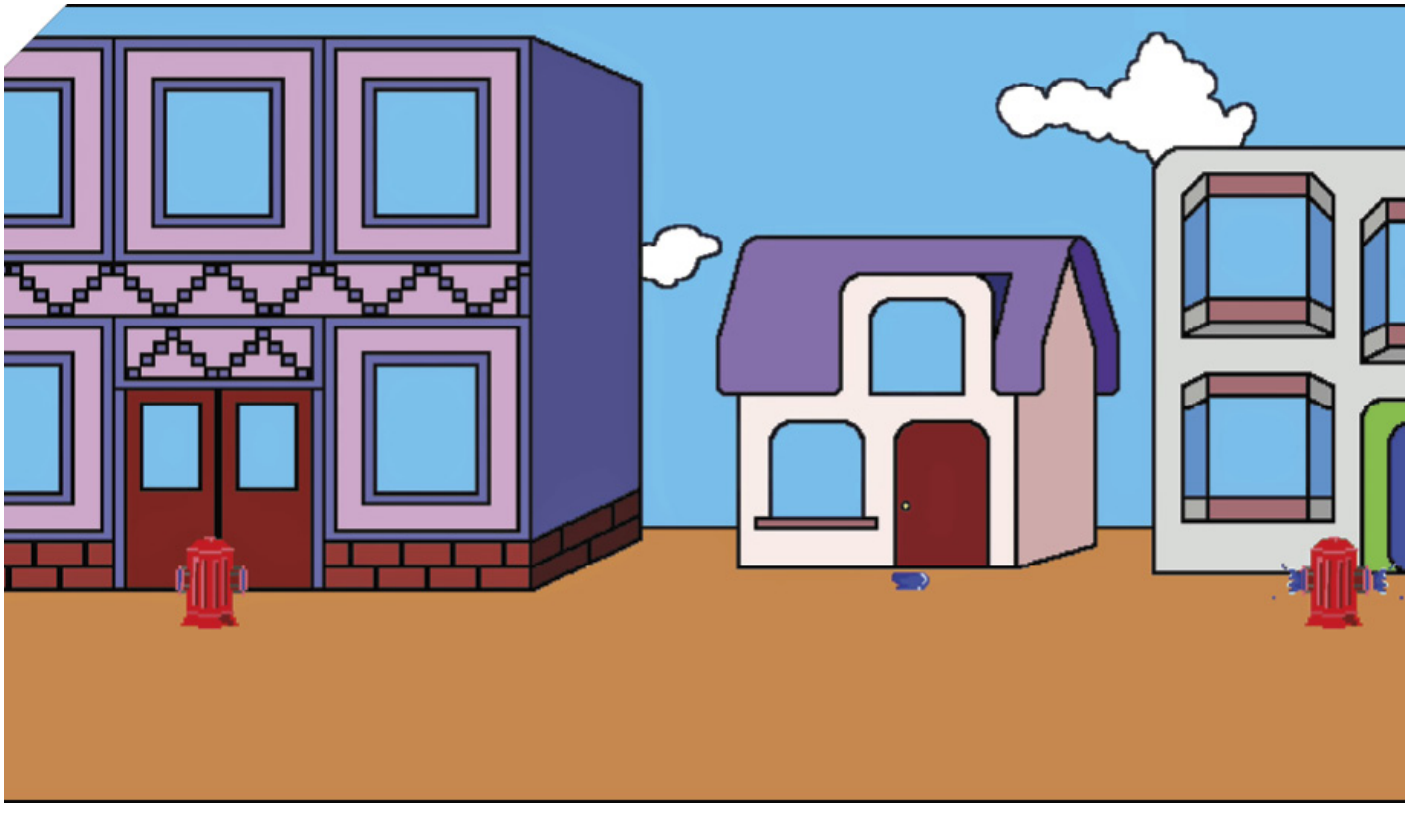
Wily Castle

The Yellow Devil explodes when defeated, which counts as your attack if you defeated it. Use this to KO other fighters!



Stages

PAC-LAND

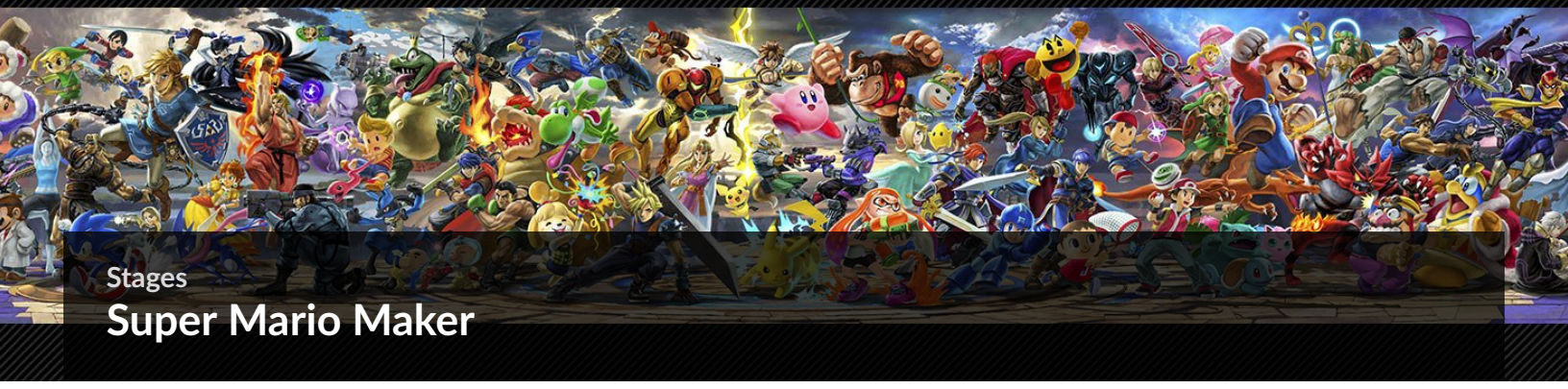


This stage includes various special features from the original *PAC-LAND* game. For instance, the Special PAC item makes you briefly invincible.

The speed at which the stage scrolls depends on where the fighters are standing. Head forward to speed it up; lag behind to slow it down.

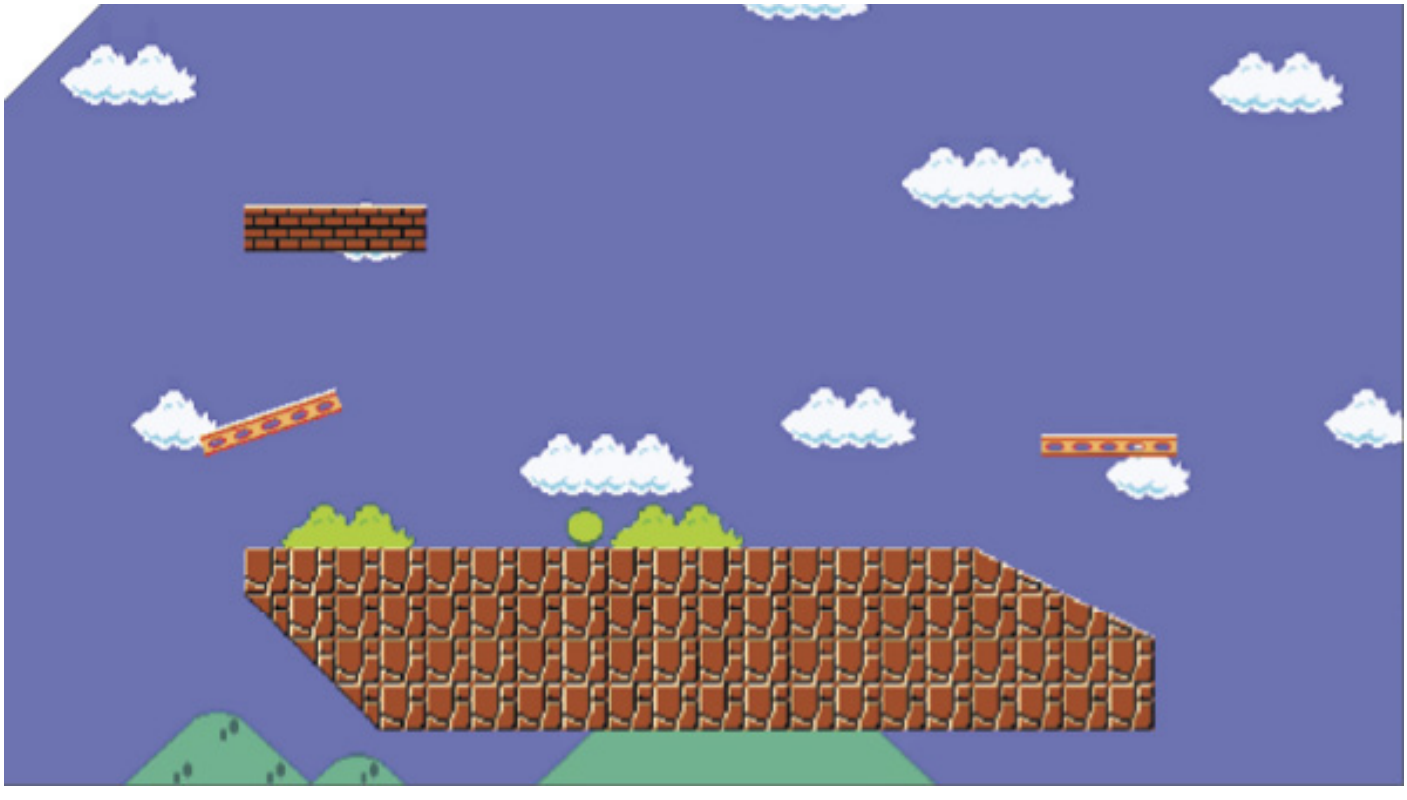
Unlike in other stages, you can't float at all in the water here. You fall through it like it's not even there, so be careful not to belly-flop to a KO!

When you reach Fairyland, you can obtain magic boots from the Mother Fairy. These let you jump higher for 30 seconds.



Stages

Super Mario Maker



The platforms on this stage change each time you play! It's like playing a whole new stage every time!

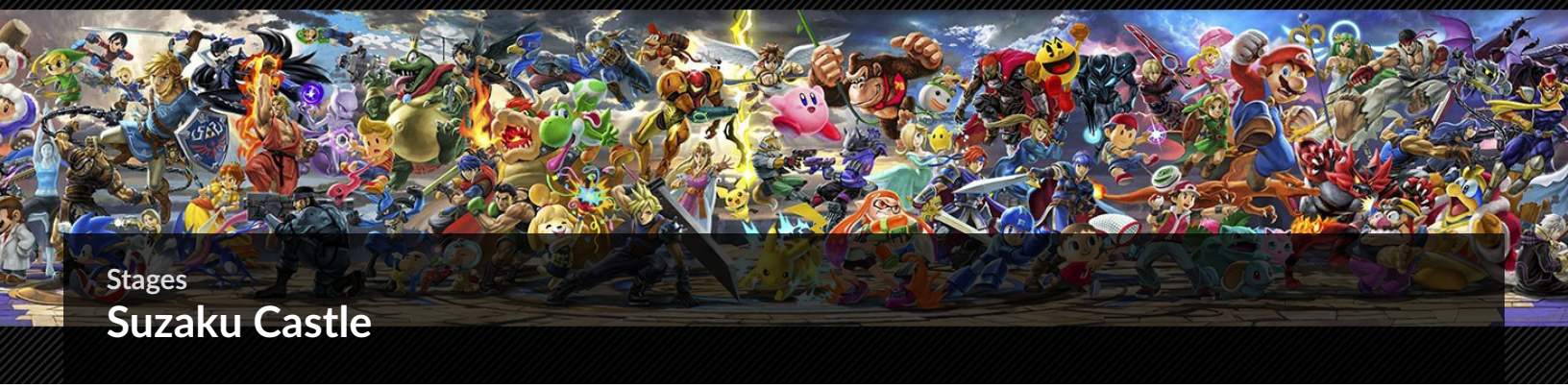
Fighters start on a platform that disappears almost right away. Watch out!

This stage generates a mixture of floating platforms and solid ground, but it favors creating floating platforms.

The ? Blocks are more likely to yield items from the *Mario* series than any other series. Makes sense, right?

A hand appears on the screen and builds this stage for you before the battle starts. It might be a person's hand, a cat's paw, or Mario's hand!

The stage occasionally changes right in the middle of a battle. This can also change the music that's playing!

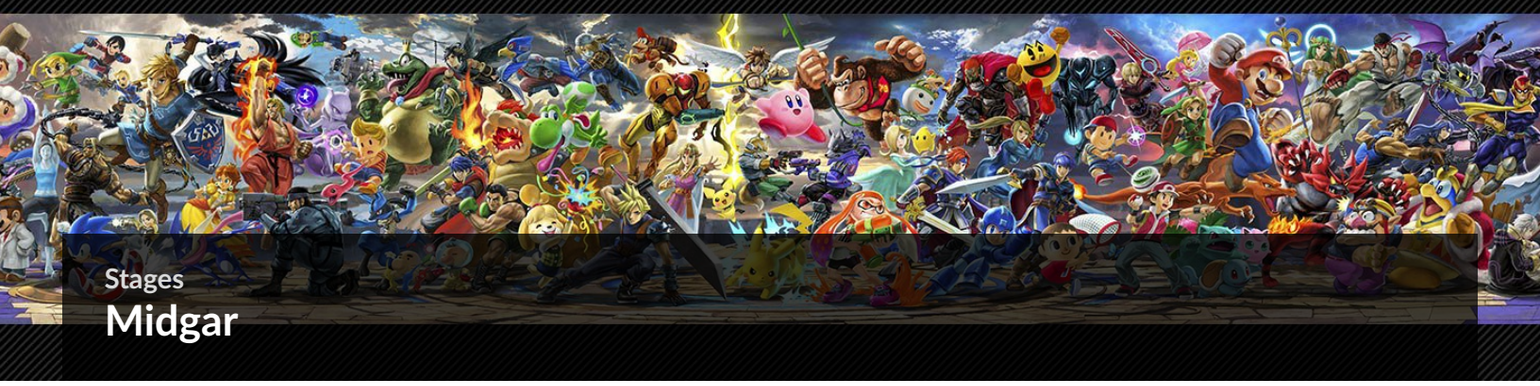


Stages

Suzaku Castle

This stage has a large platform on the right and two smaller ones on the left. Depending on how you like to fight, one side may be more ideal than the other.

These flimsy signs can't stand up to a fighter being launched near them. If all the signs are broken, they eventually repair themselves.



Stages

Midgar

Grab the Summon Materia to call forth powerful beings that affect the stage in different ways. If a Summon knocks out a fighter, the point is awarded to whoever grabbed the Summon Materia.

Odin rides in atop his steed Sleipnir and, with a single slice, cleanly cleaves the stage in two. Don't get slashed, though, as this cut runs deep! The stage returns to normal soon after being sliced in two—try not to be between the halves when it does, or it's an instant KO!

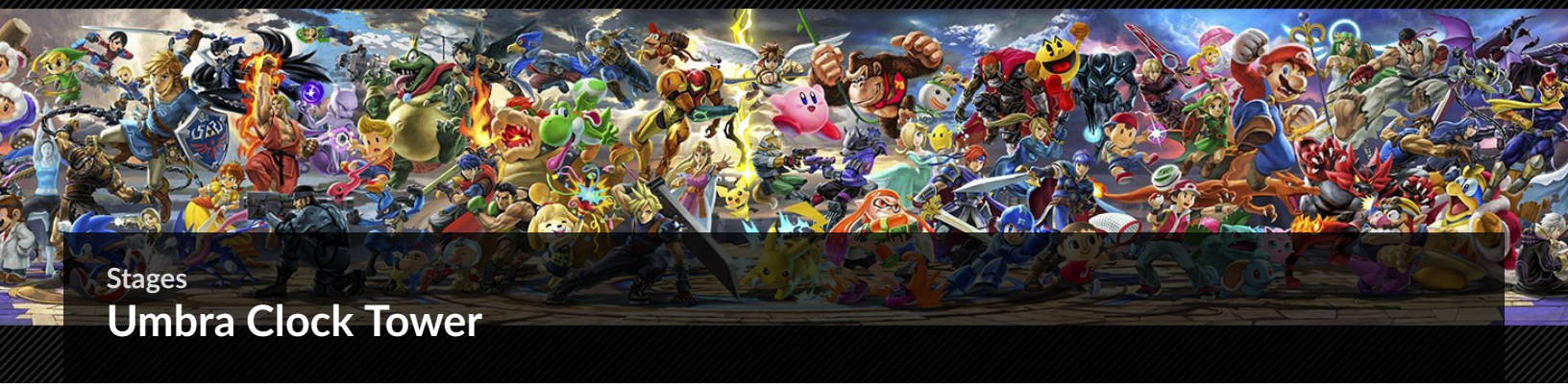
Ifrit blazes through the sky and unleashes an inferno forceful enough to shift the entire stage. Stand on the hot spots, and you'll feel the burn!

From high above the heavens, Bahamut ZERO blasts the stage with a devastatingly powerful beam, obliterating careless fighters.

Leviathan rises from the ocean depths, sending a tidal wave crashing down around the stage. Steer clear of the deluge, or it'll sweep you away!

If you fall in the water and crash into the right of the stage, you can get to safety. But if your damage is over 100%, you're done for!

Ramuh rains lightning onto the field, shuffling and electrifying the platforms. Fighters who land on a live surface are in for a nasty shock!



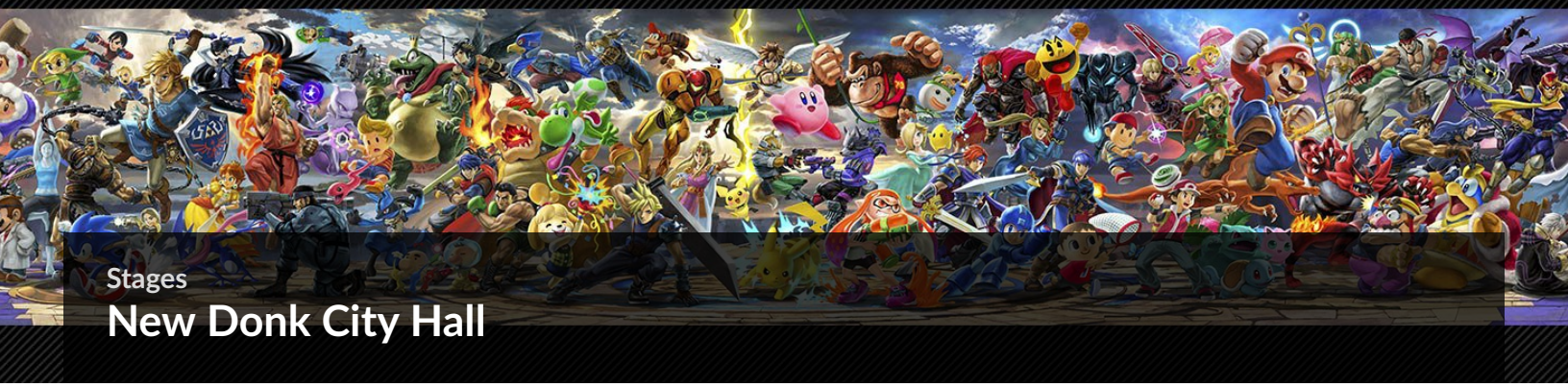
Stages

Umbra Clock Tower

In this stage you battle on the endlessly falling ruins of a clock tower. You can see angels watching from afar whenever the tower enters a magical portal.

Sometimes debris from the tower can be used as platforms. The debris can fall in seven patterns.

You can grab the edges that appear below the clock tower. Use them to your advantage to survive tough situations. Don't worry if you're still on a platform when it floats up and out of the stage area—you get dropped off rather than taken away with it! The clockface on this stage tells the real time. Look at the clock long enough, and you'll even see the hands move.



Stages

New Donk City Hall

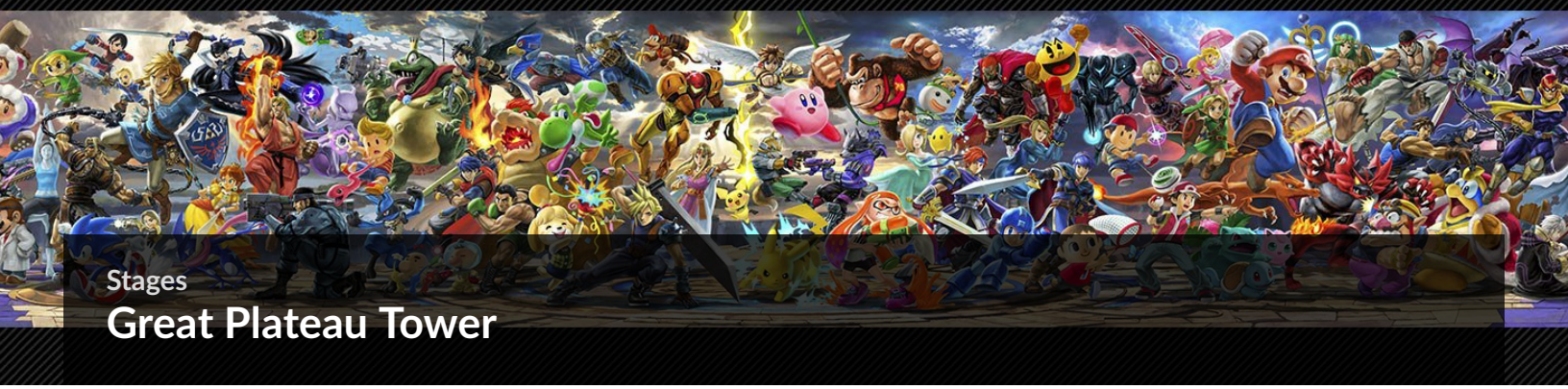
Based on City Hall from New Donk City in *Super Mario Odyssey*. The stage starts at the building entrance before traveling upward on a lift along the outer wall.

A special band event occurs when the music is set to "Ground Theme (Band Performance)—Super Mario Bros." or "Jump Up, Super Star!"

When the band event starts, four band members appear in the background of the stage. When a fighter touches a band member, that band member's parts are added to the song.

Mayor Pauline appears if the song "Jump Up, Super Star!" is selected. Jumping into Mayor Pauline and the band members causes them to start performing.

Captain Toad appears on a certain part of the stage every third time the battle goes to that part, or when music related to Captain Toad plays.



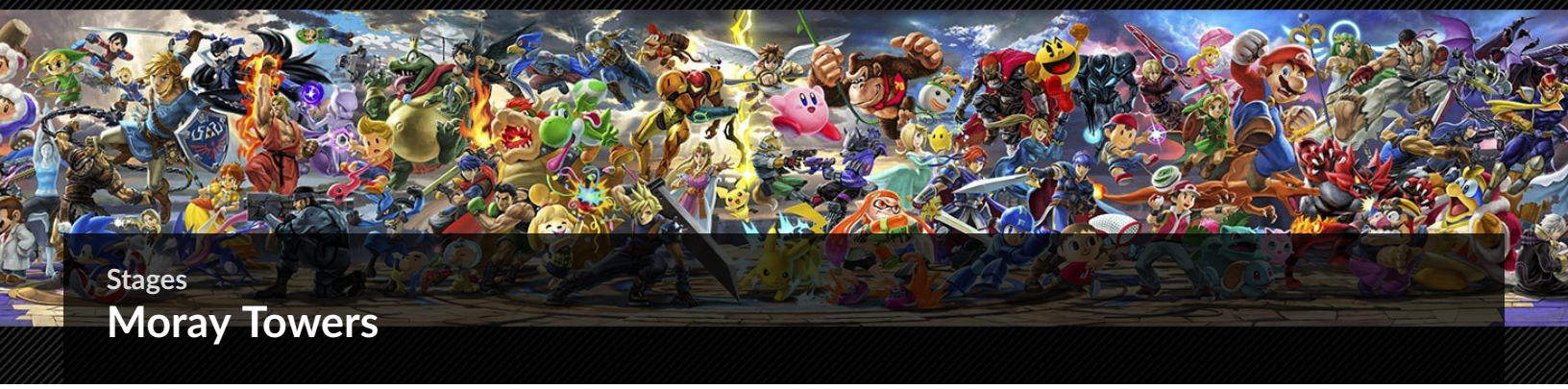
Stages

Great Plateau Tower

Based on the Great Plateau Tower from *The Legend of Zelda: Breath of the Wild*. In the distance, you can see Death Mountain and Hyrule Castle, which was attacked by Calamity Ganon 100 years prior.

The spire above the Guidance Stone can be broken. Breaking the spire reveals a floating platform. After a time, the spire repairs itself.

Although he doesn't take part in the battle, an old man sometimes glides by using the Paraglider. He takes his time passing by while watching the fight, and sometimes he lands in the background.



Stages

Moray Towers

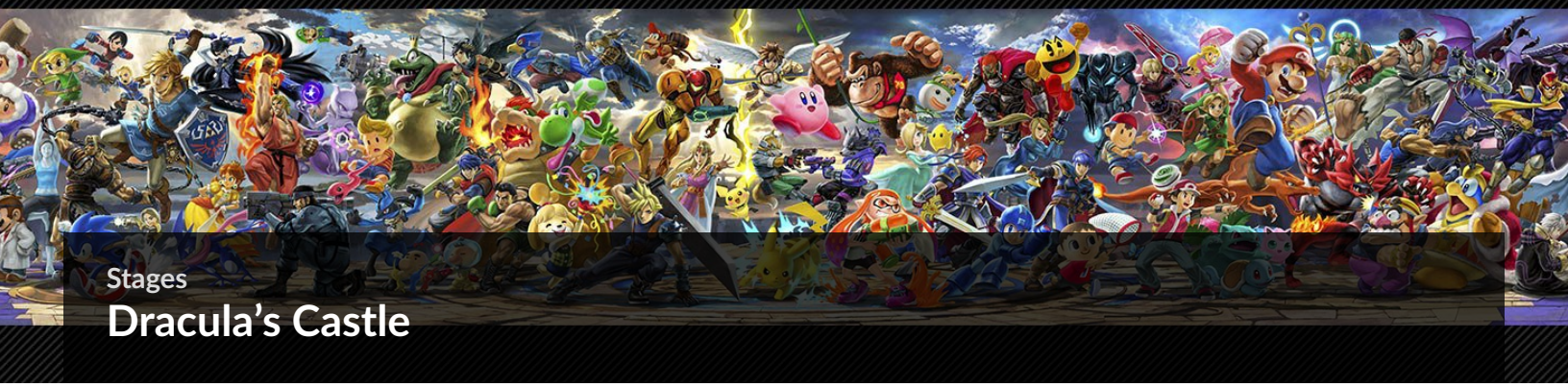
This stage is based on the *Splatoon* multiplayer map Moray Towers. Just as with the original map, battles play out on the diagonal platforms linking each floor of the parking garage. Most of the sloping paths on this stage are connected. The places split by platforms definitely lead to a descending path.

When the music is “Ink Me Up,” “Ebb & Flow,” “Muck Warfare,” or “Acid Hues,” the stage appears as it does during Splatfests.

Before the fighting starts, ink flies from off-screen toward the stage. There are several colors of ink, with special colors appearing during Splatfests.

You may notice Judd and Li’l Judd relaxing near the center of the stage. When certain conditions are met, they raise flags matching the color of the fighter in first place.

Judd determines the fighter in first by raising a flag of their color. When he’s raising two flags, two fighters are tied for first, and when he isn’t raising a flag at all, three or more are tied.



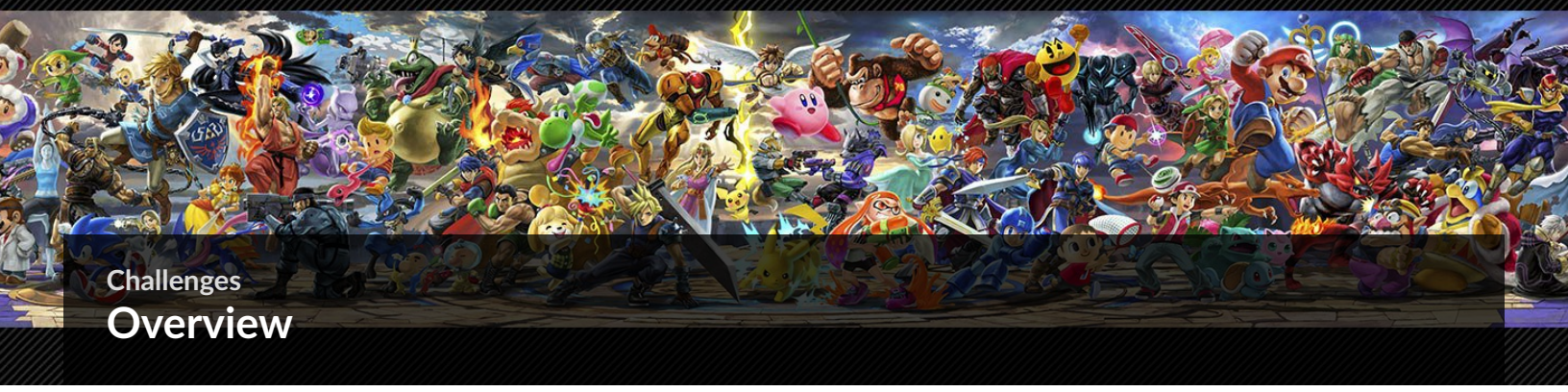
Stages

Dracula's Castle

Based on Dracula's Room from the first game in the *Castlevania* series. Characters from the history of the series make appearances as guests.

Candles are located at various areas of the stage. When you break one, an item appears.

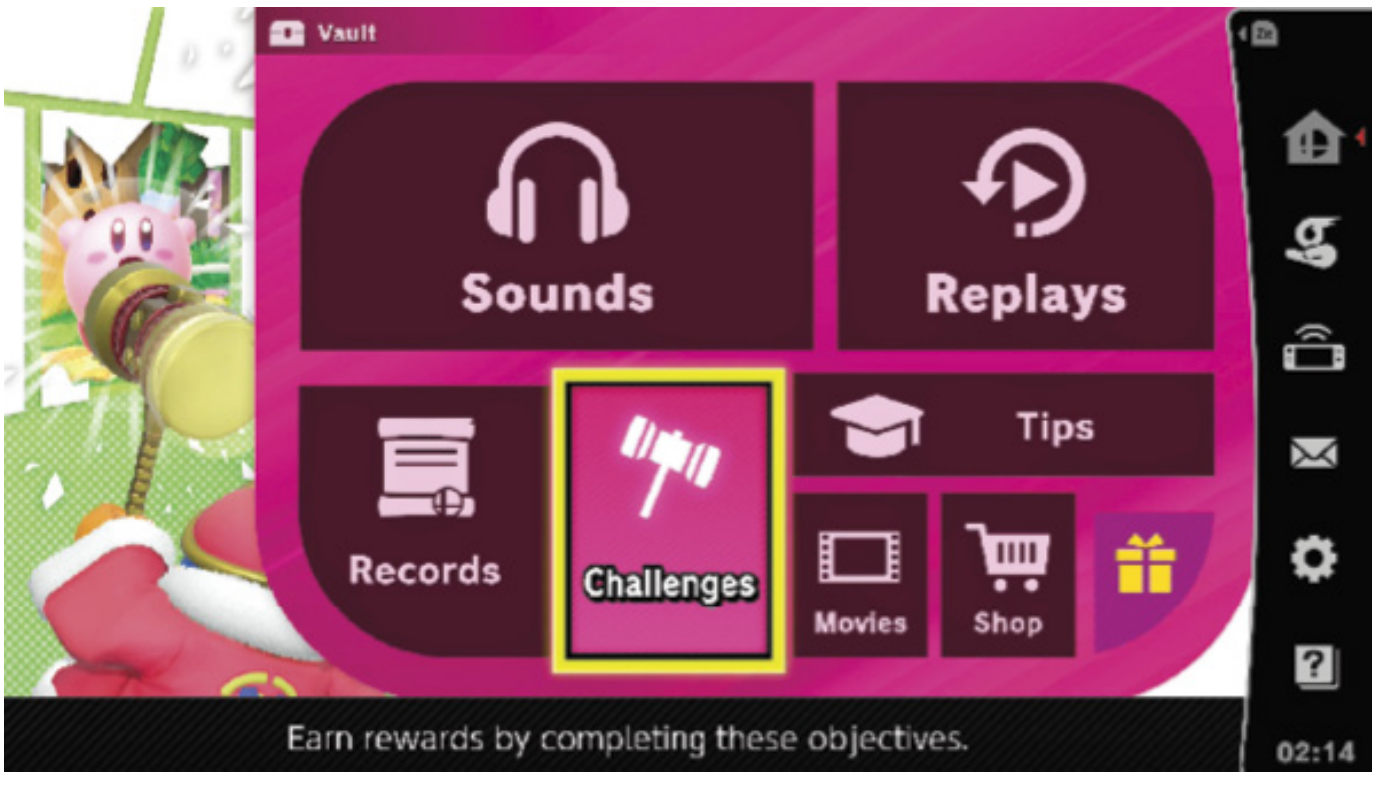
Every so often, special guests like Medusa appear in the background of the stage, though they don't take part in the battle. Outside of the series, only Kid Dracula's shadow appears.

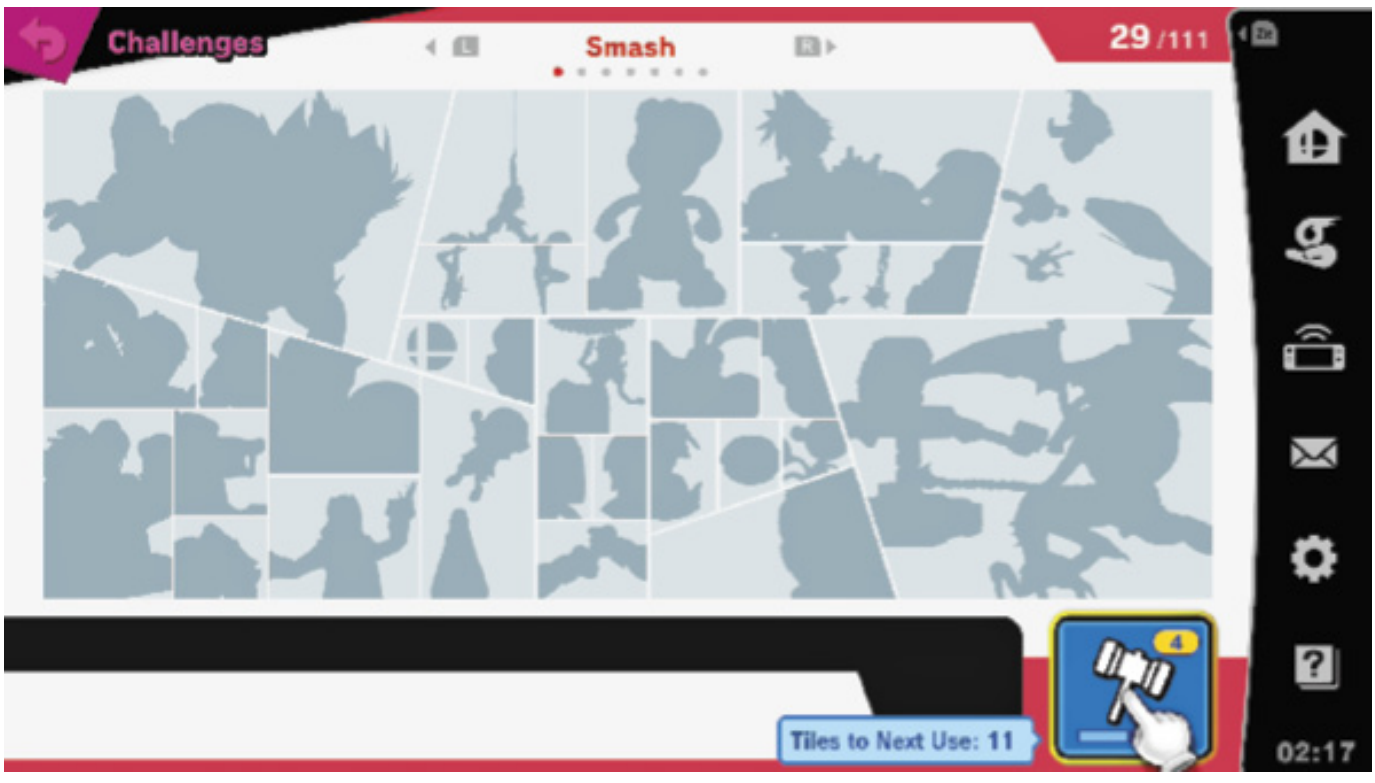


Challenges

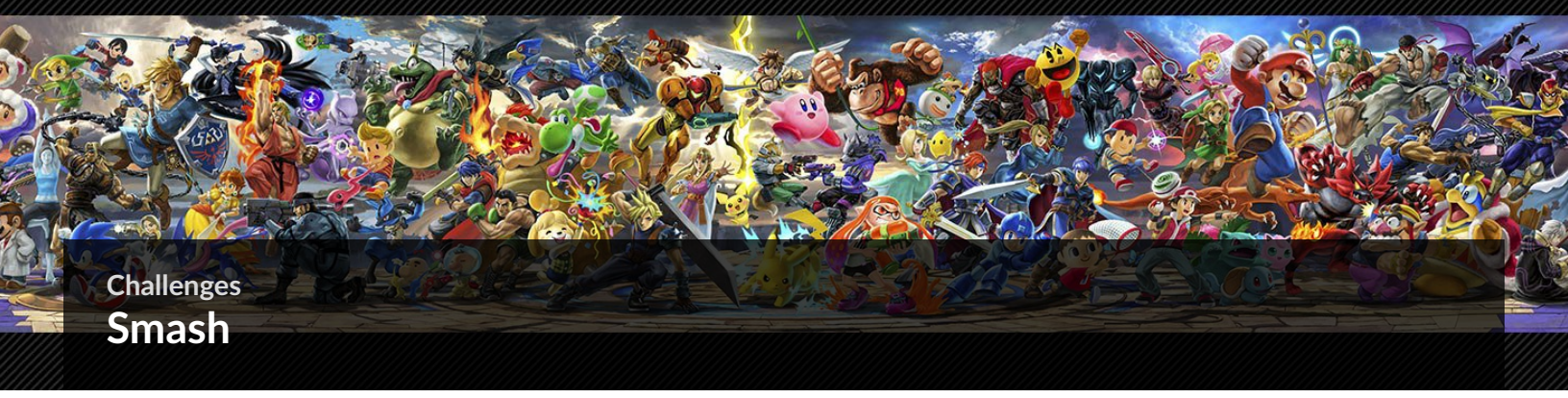
Overview

Challenges are fun trials sprinkled all over the game. You earn many of them simply in the course of trying out all the different modes, but some of them are specific enough to need some foreknowledge. Completing Challenges can unlock Gold, Spirit Points, Mii Fighter Outfits, music tracks, and rare spirit emblems.



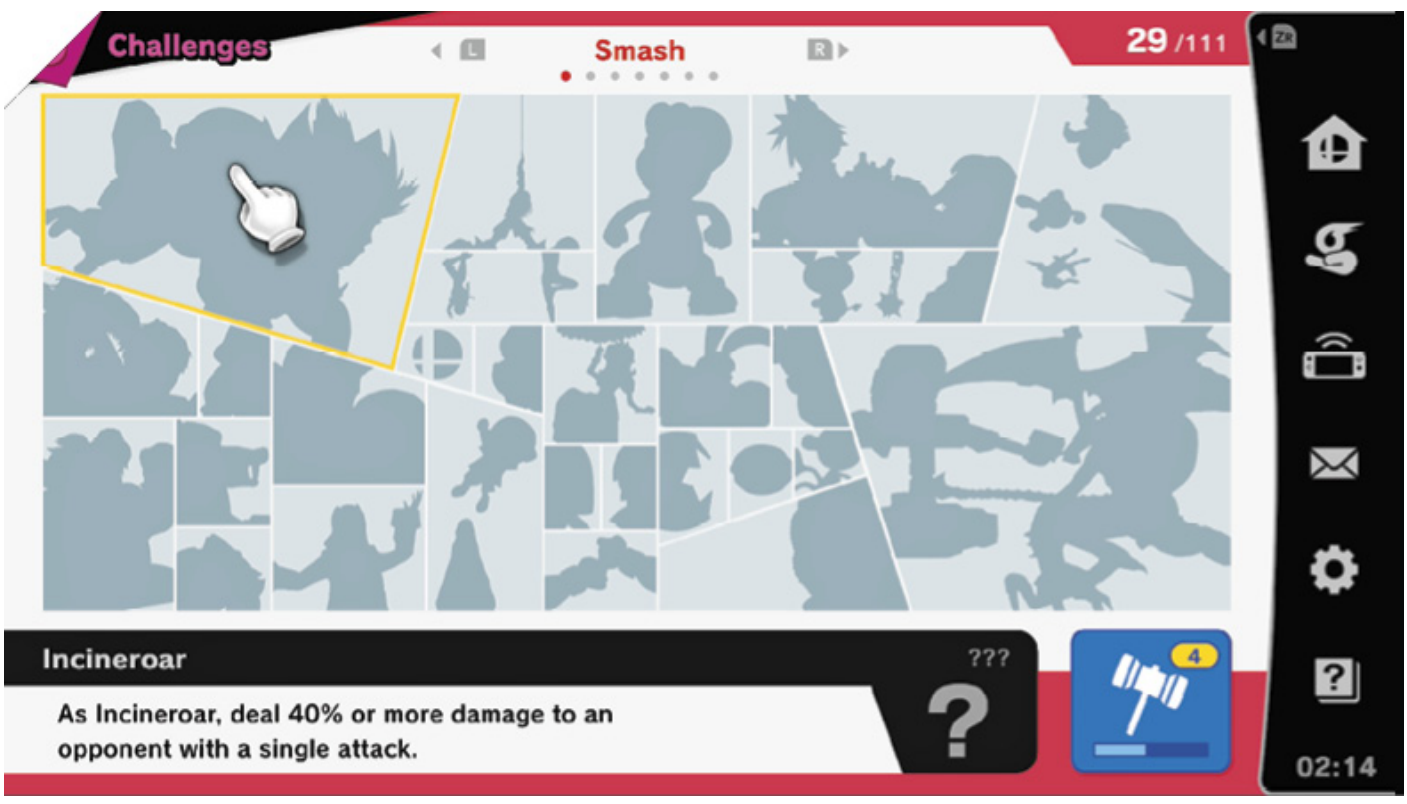


Hammer smashes can be used to uncover most challenges, allowing you to skip having to chase after them manually by fulfilling the description condition. To use a hammer, click on it on the bottom-right of the screen, then choose which Challenge icon to reveal! You can only use hammers every so often, so spend them on Challenges that seem hard or tedious. A few Challenges are hammer-resistant; you'll just have to roll up your smashin' sleeves and get to work!

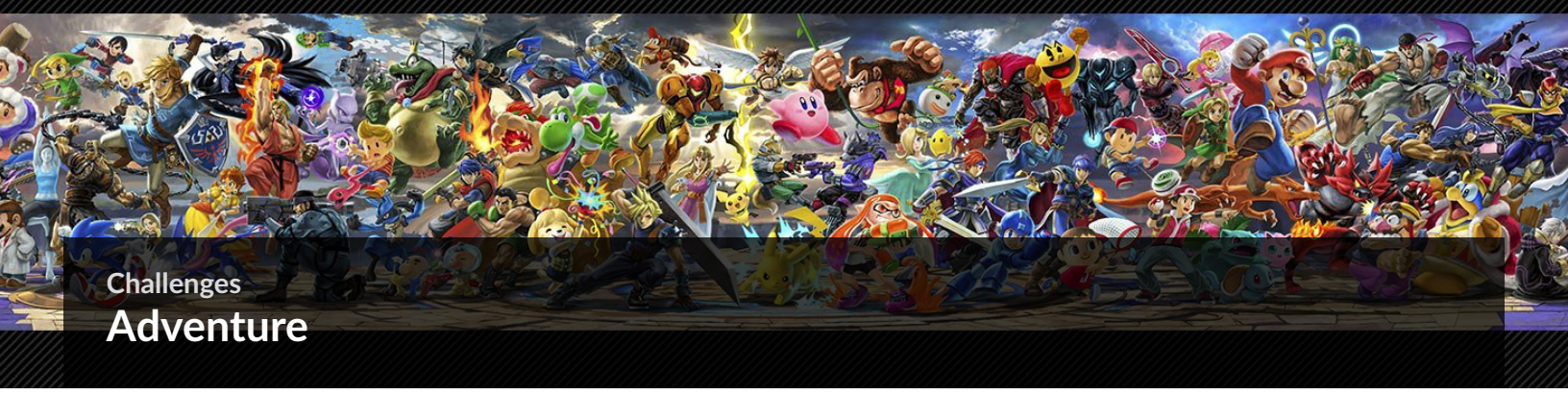


Challenges

Smash

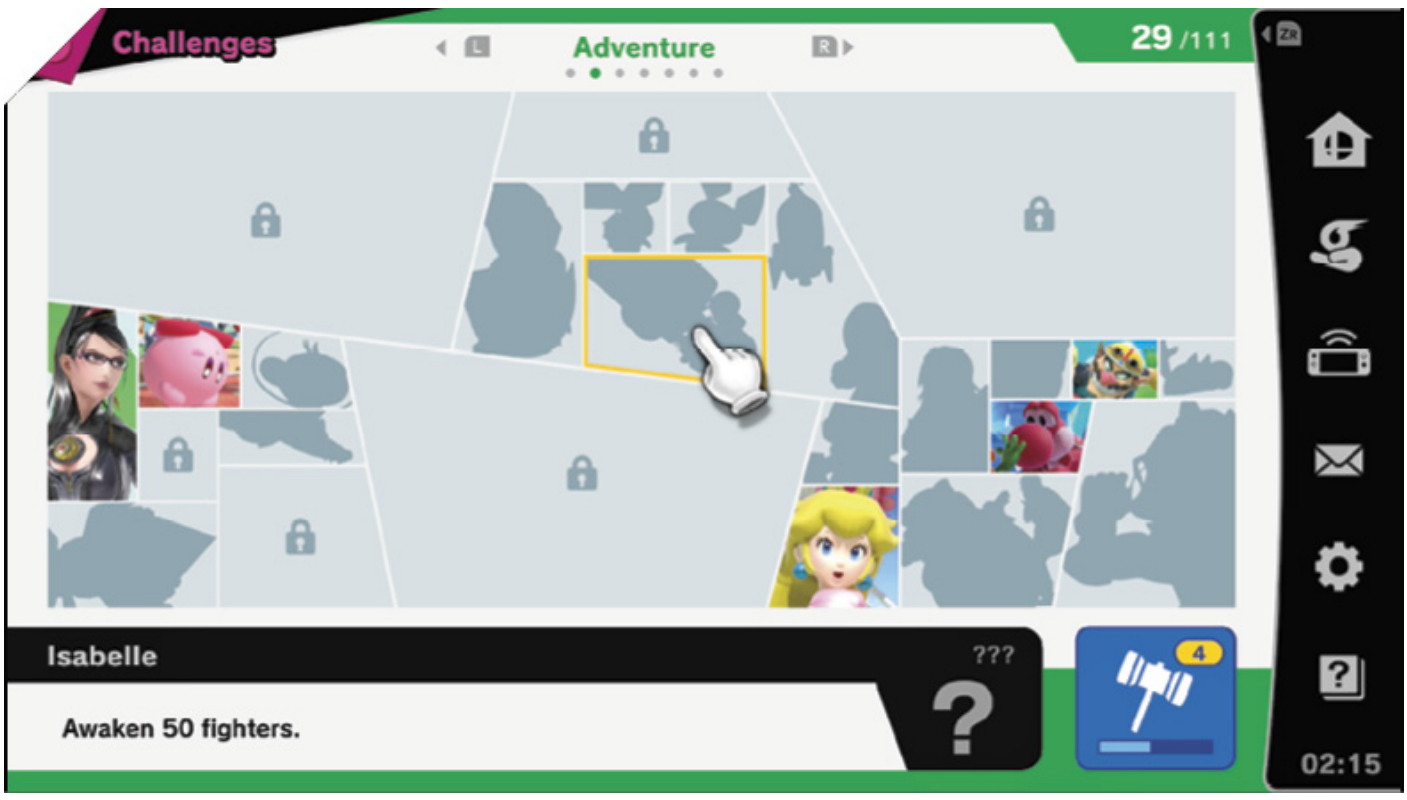


NAME	DESCRIPTION	REWARD
Bayonetta	Finish a Squad Strike.	800 GP
Bowser	Beat a Lv.3 CPU in a two-player battle. You must have a 300% handicap, the CPU must have a 0% handicap, and spirits must be disabled.	All Primaries Sticker
Captain Falcon	Beat a Lv.5 CPU in a two-player battle. This must be done with 500 stamina, with no spirits, and without handicaps.	1500 GP
Chain Chomp	As PAC-MAN, get a score of 7650 with Final Smash.	Namco Arcade '80s Retro Medley 1 Song
Cloud	As Cloud, hit an opponent with side special, Cross Slash, while the Limit Gauge is charged.	Cloud (Advent Children) Spirit
Daisy	Beat a Lv.5 CPU by at least three points in a two-player battle. This must be done within three minutes, with no spirits, and without handicaps.	1500 GP
Dark Samus	Play Custom Smash with five or more special conditions.	Health Drain
Donkey Kong	Against four Lv.9 CPUs, KO three opponents with a meteor smash. This must be done within three minutes, with no spirits, and without handicaps.	Sand Bag Spirit
Donkey Kong	Reach 250% or more damage during battle.	Classic ticket
Dr. Mario	Beat a Lv.5 CPU in a two-player battle. This must be done with two or more stocks remaining, with no spirits, and without handicaps.	1200 GP
Ice Climbers	Battle with eight human players.	3000 GP
Incineroar	As Incineroar, deal 40% or more damage to an opponent with a single attack.	Mecha Suit
Inkling	As Inkling, bury a Lv.9 CPU into the ground three times with side special, Splat Roller.	Inkling (Boy) Spirit
Isabelle	As Isabelle, damage an opponent five times in a single battle with side special, Fishing Rod.	Isabelle Hat
King K. Rool	Beat a Lv.9 CPU in a two-player battle. This must be done with two or more stocks remaining, with no spirits, and without handicaps.	2000 GP
Little Mac	As Little Mac, hit an opponent with a KO Uppercut in Boxing Ring.	Bear Hugger Spirit
Luigi	KO three people within 10 seconds of starting in Super Sudden Death.	Ninja Suit
Mr. Game & Watch	KO an opponent by hitting them with a 9 from Mr. Game & Watch's side special, Judge.	Flagman Spirit
Pichu	Beat a Lv.5 CPU in a two-player battle. You must have a 300% handicap, the CPU must have a 0% handicap, and spirits must be disabled.	Aryll Spirit
Ridley	As Ridley, use down special, Skewer, for a critical hit on an opponent four times within a single battle.	Meta Ridley Spirit
Robin	As Robin, use a flurry attack to KO a Lv.9 CPU in a two-player battle. This must be done within three minutes, without spirits, and without handicaps.	Duty (Ablaze) Song
Ryu	Beat a Lv.9 CPU in a two-player battle. This must be done with 500 stamina, with no spirits, and without handicaps.	4000 GP
Sheik	Beat a Lv.3 CPU by at least three points in a two-player battle. This must be done within three minutes, with no spirits, and without handicaps.	1000 SP
Simon	As Simon, use a Final Smash.	Yoko Belnades Spirit
Smash Ball	Finish a 32-participant Tourney with a human player as the winner.	1000 SP
Squirtle	KO an opponent by using an item.	Snack (M)
Villager	Get three KOs within the first minute of a battle.	Goo-Goo Buggy
Yoshi	Beat a Lv.9 CPU by at least three points in a two-player battle. This must be done within three minutes, with no spirits, and without handicaps.	Shield Spacer

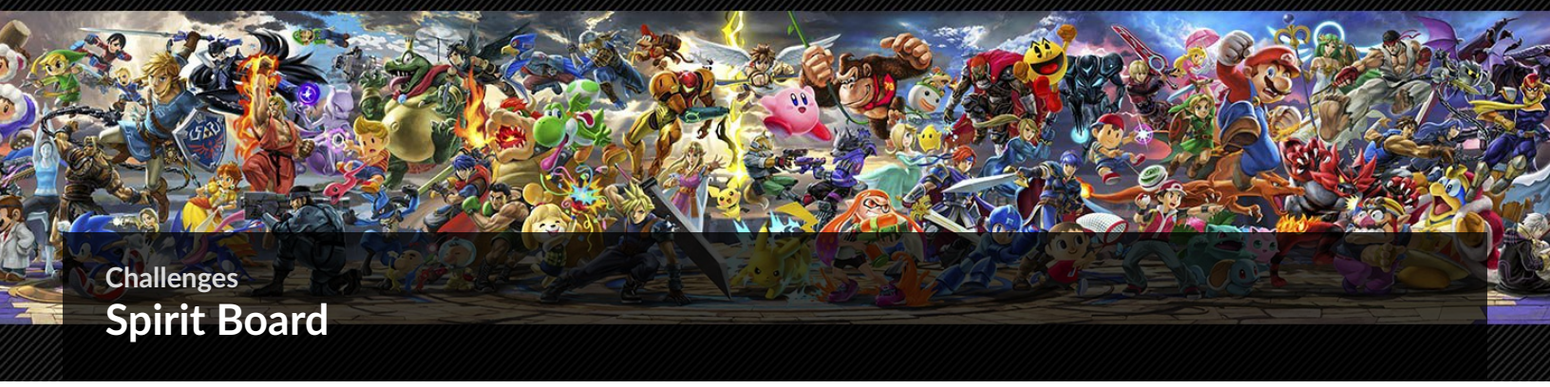


Challenges

Adventure



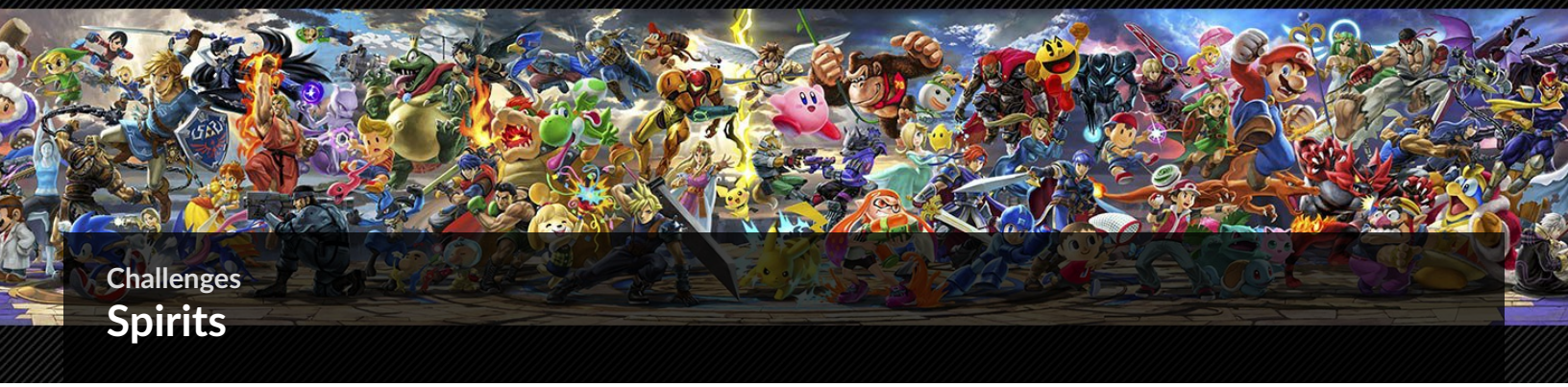
NAME	DESCRIPTION	REWARD
Bayonetta	Unlock a Dojo.	800 SP
Bowser Jr.	Rescue 30 spirits in Adventure Mode.	Toy-Con Visor
Dharkon	Win against Dharkon.	Dharkon Song
Dr. Mario	Awaken 25 fighters.	Geo Stelar & Omega Xis Spirit
Drill	Obtain all Adventure Skills.	Classic Ticket
Duck Hunt	Win in the final round without being KO'd.	Mew Spirit
Fox	Battle in Adventure Mode and rescue 100 spirits.	5000 SP
Galeem	Win against Galeem.	Galeem Song
Galeem & Dharkon	See the true ending.	Galeem/Dharkon Song
Ganondorf	As Ganondorf, clear the first stage of the final battle witout being KO'd.	Majora's Mask
Hocotate Bomb	Clear Adventure Mode.	Masked Man Spirit
Inkling	Start New Game +.	20,000 SP
Isabelle	Awaken 50 fighters.	Elma Spirit
King K. Rool	Remove all obstacles in the Light Realm.	Clip & Snip Spirit
Kirby	Unlock the Gym.	Minor Circuit
Lucina	Win in all the battles.	Dragon Spirit
Mario	Remove an obstacle on the map using a spirit's abilities.	2000 GP
Olimar	Open 20 treasure chests.	Putty Spirit
PAC-MAN	Rescue 60 spirits in Adventure Mode.	Toy-Con Outfit
Peach	Unlock all facilities.	Classic Ticket
Pichu	Awaken all fighters.	Manaphay Spirit
Rosalina & Luma	Obtain an Adventure Skill.	Snack (M)
Roy	Awaken a fighter.	Mappo Spirit
Wario	Unlock a Store.	1200 SP
Yoshi	Unlock Explore.	800 SP



Challenges

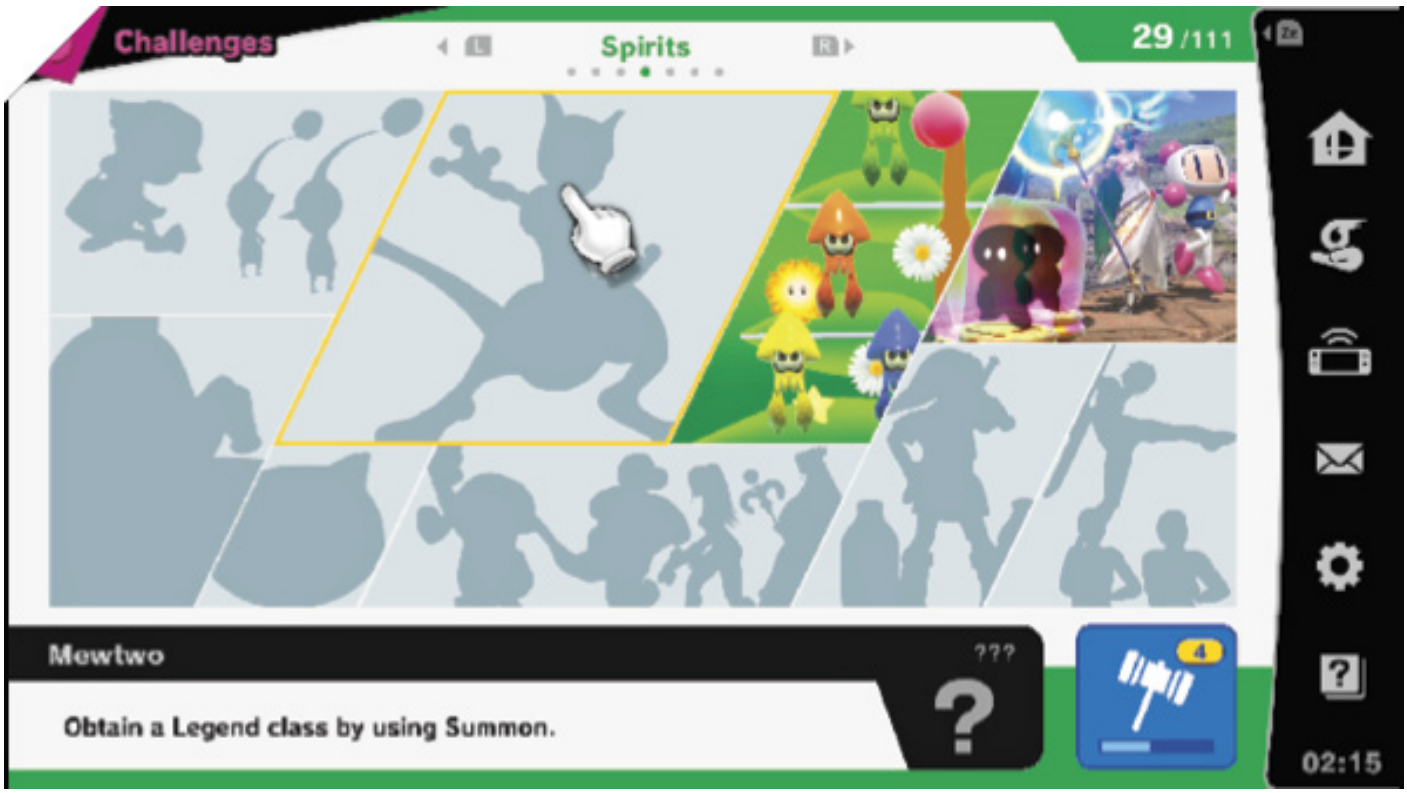
Spirit Board

NAME	DESCRIPTION	REWARD
Ice Climbers	Seek out a bounty target 30 times.	Max Spirit Board Targets Increased
Incineroar	Win against a Legend class 10 times.	Classic Ticket
Isabelle	Challenge an Advanced class 10 times.	Shuffle All Sticker
King Dedede	Have four or more bounties waiting to appear.	Filler Sticker
Link	Win against a Legend class.	Max Spirit Board Targets Increased
Little Mac	Win against an Ace class.	Sluggish Shield
Mewtwo	Win against a Novice class 20 times.	Snack (M)
Ness	Win against an Advanced class three times without using a spirit team.	Karin Spirit
Peach	Use a battle item 10 times.	Weak Minions
Sonic	Use 10 board items on the Spirit Board.	All Supports Sticker
Special Flag	Get 3000 Spirit Points (SP).	Jelfonzo Spirit
Tiki	Use a spirit team in a battle against a Spirit Board opponent.	Rematch Sticker
Toon Link	Free 10 spirits in a row without using Free the Spirit items.	Zero (*MetalGearSolid3*) Spirit

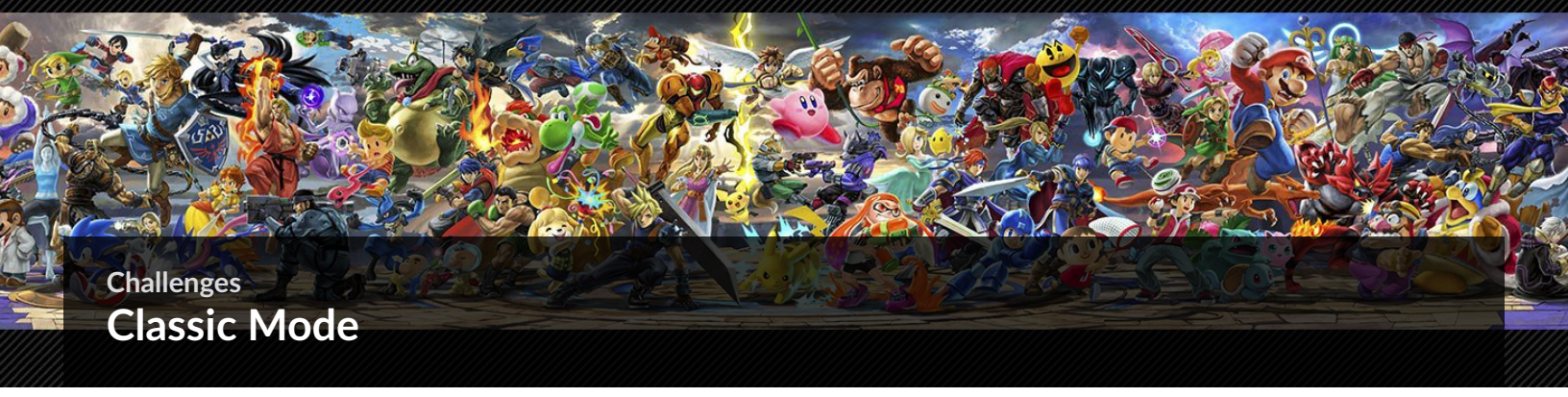


Challenges

Spirits

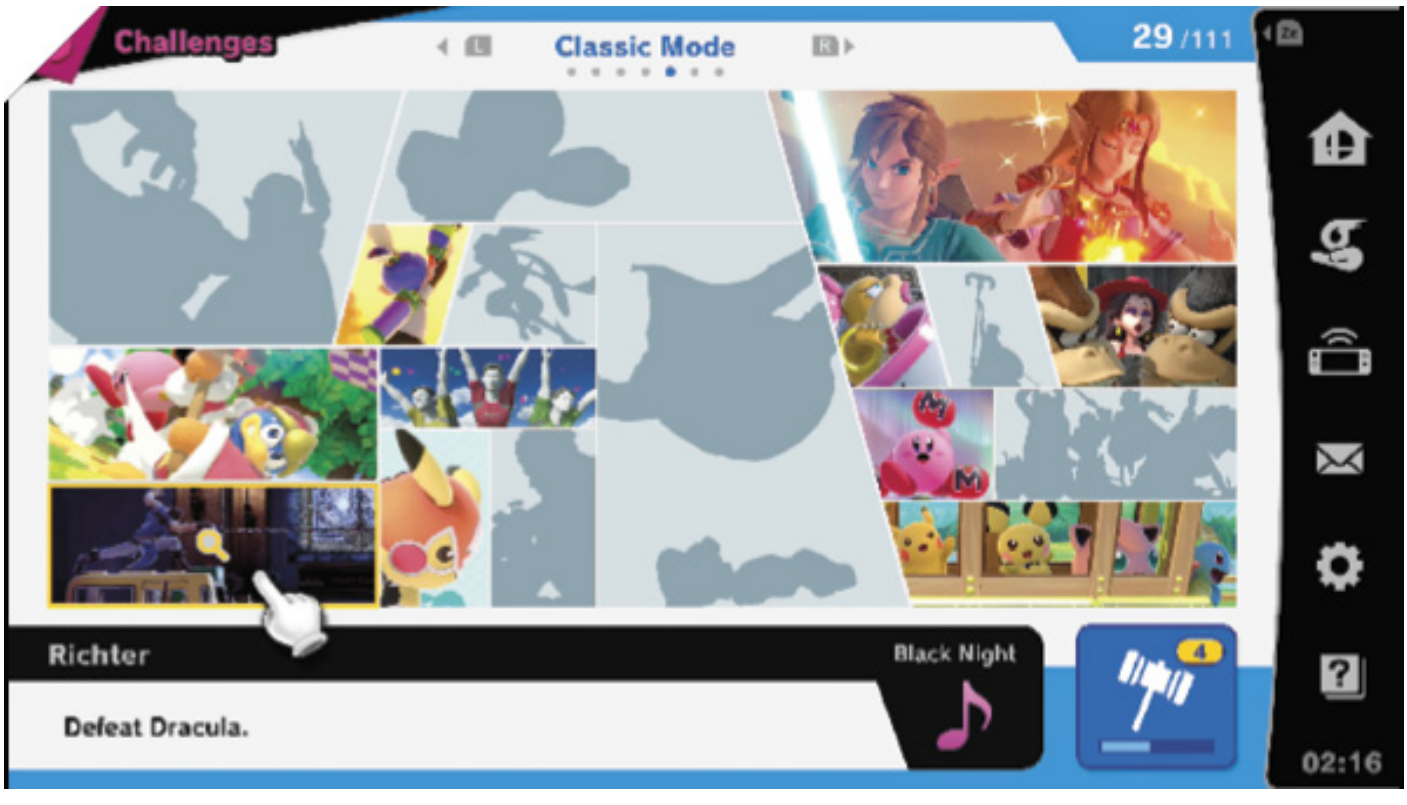


NAME	DESCRIPTION	REWARD
Bomberman	Collect 777 unique spirits.	Dr. Wright Spirit
Chef Kawasaki	Get 10 cores from dismissing spirits in Dismiss.	Damage 50%
Inkling	Collect 10 unique spirits.	Agitha Spirit
Isabelle	Leave a spirit at Explore three times.	Snack (M)
Ivysaur	Leave a spirit at the Dojo three times.	2000 GP
Mewtwo	Obtain a Legend class by using Summon.	Snack (L)
Shulk	Leave a spirit at the Gym three times.	1500 SP
Villager	Enhance a spirit five times in Level Up.	10,000 SP
Young Link	Sell items five times in Items.	Snack (M)

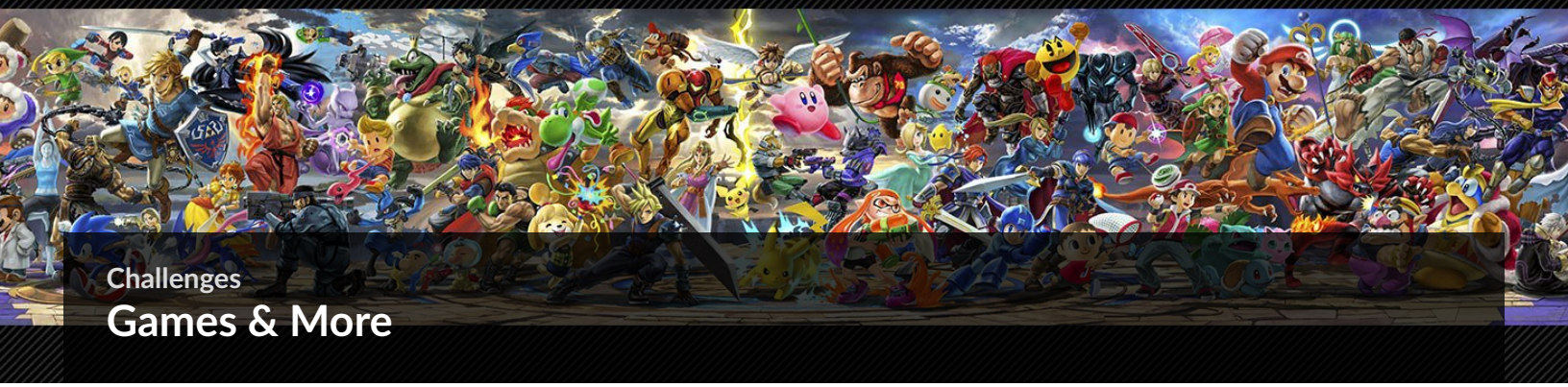


Challenges

Classic Mode



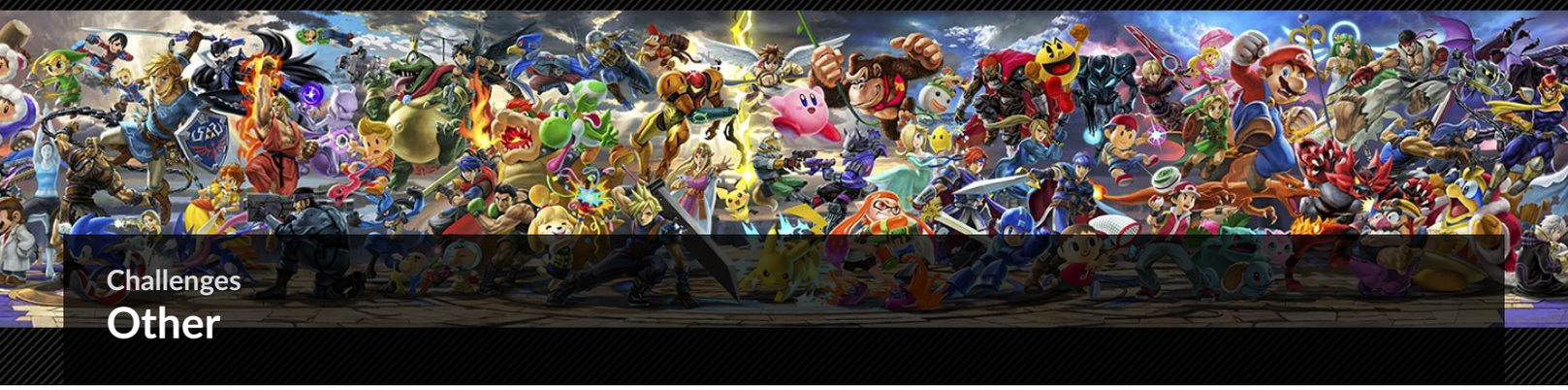
NAME	DESCRIPTION	REWARD
Donkey Kong	Clear Classic Mode with an Intensity of 3.0 or higher.	2500 Gold
Greninja	As Greninja, score 98,000 points or more in Bonus Game.	Lugia
Inkling	Get 1,400,000 or more points in the credits.	Classic Ticket
King Dedede	Play eight total rounds of Team Battle.	Snack (M)
King K. Rool	As King K. Rool, reach the goal in Bonus Game within 45 seconds.	Klaptrap
Link	Defeat the Demon King, Ganon.	Champion's Outfit
Lucina	KO fighters from Fire Emblem 20 times.	Ike (Path of Radiance)
Maxim Tomato	Obtain five recovery items and clear Classic Mode.	Pig
Mega Man	As Mega Man, clear Classic Mode.	Mega Man Retro Medley
Palutena	As Palutena, clear Classic Mode.	Daybreak
Pichu	KO fighters from Pokémon 20 times.	Battle! (Wild Pokémon): Pokémon Diamond / Pokémon Pearl
Pikachu	KO giant fighters five times.	Sluggish Shield
Richter	Defeat Dracula.	Black Night
Snake	As Snake, clear Intensity 5.0 without using any continues.	Calling to the Night
Wendy	KO a total of 15 opponents in Horde Battle.	1500 Gold
Wii Fit Trainer	Use a ticket three times.	Cappy Hat
Zelda	Clear Intensity 9.9.	Regal Crown



Challenges

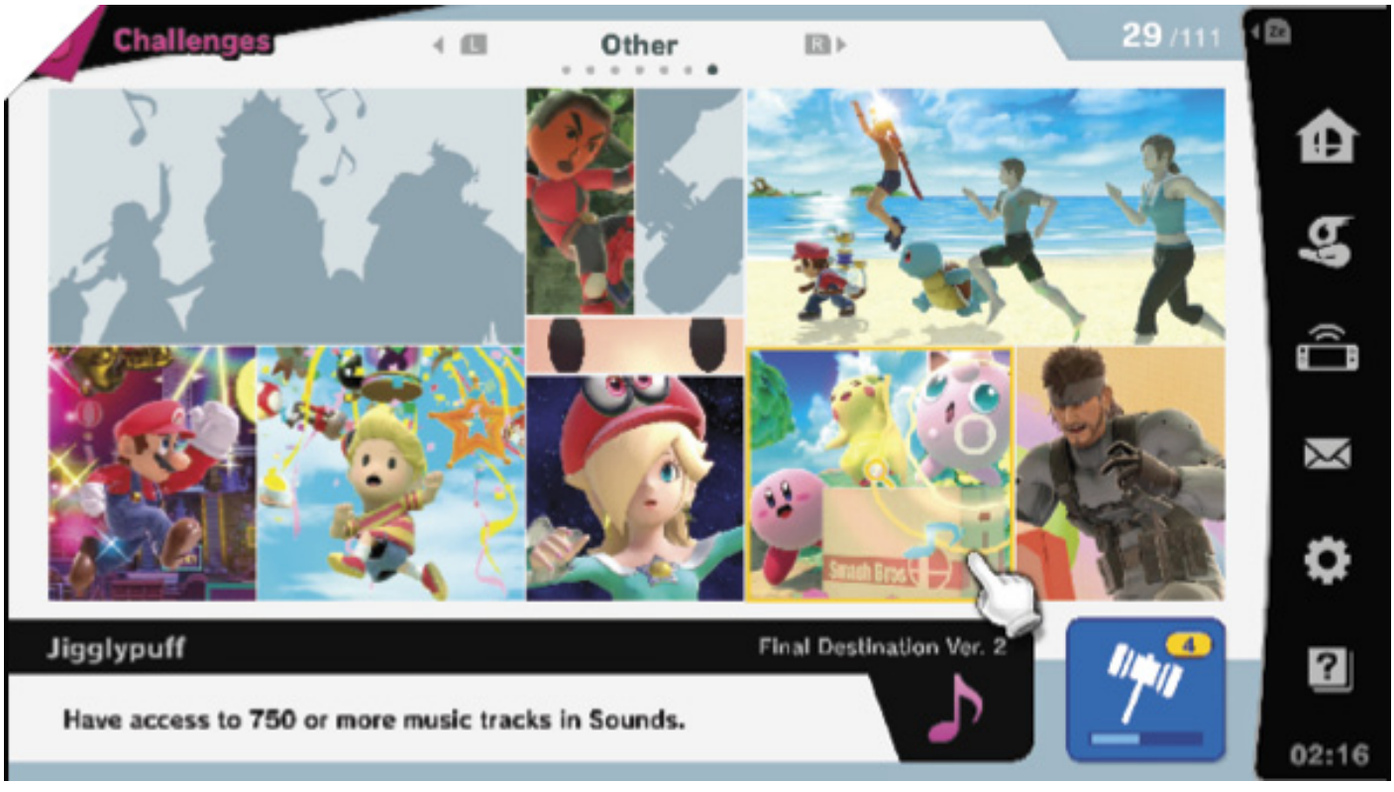
Games & More

NAME	DESCRIPTION	REWARD
Captain Falcon	Get three KOs in Cruel Smash while playing solo.	3000 GP
Ken	As Ken, clear Century Smash alone using only special moves.	Classic Ticket
Link	Play Century Smash alone on Great Plateau Tower, and clear it within five minutes.	Champion's Wig
Luigi	As Luigi, play solo All-Star Smash and deal damage with a taunt three times.	Mario (Wedding)
Mega Man	Play All-Star Smash alone, and KO an opponent with a meteor smash.	Snack (M)
Pit	Play Century Smash alone and clear it within four minutes.	Masked Lumen
Sandbag	Get 20 continuous hits in Training.	Lion
Villager	Play All-Star Smash alone and KO an opponent three times.	1000 Spirit Points
Wolf	As Wolf, clear Century Smash alone within five minutes.	2500 GP



Challenges

Other



NAME	DESCRIPTION	REWARD
Jigglypuff	Have access to 750 or more music tracks in Sounds.	Final Destination Ver. 2
Lucas	Acquire a total of 7777 Spirit Points (SP) or more.	Snack (M)
Mario	Acquire a total of 5000 Gold or more.	Yakuman Player
Mii Brawler	Create three Mii Fighters.	Business Suit
Ness	Have the game powered on for a total of 20 hours.	Prince's Crown
Peach	Purchase an item during a Sunday sale in the Vault Shop.	Piantas
R.O.B.	Create a playlist in Sounds.	Vault
Rosalina & Luma	Get 10 types of Mii Headgear.	Cat Hat
Snake	Get 10 types of Mii Outfits.	Cat Suit
Wii Fit Trainer	Unlock 10 fighters, other than Mii Fighters.	1500 Gold